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Subject: Re: Object Graphics fonts

Posted by [Rick Towler](#) on Wed, 09 Jun 2004 18:42:16 GMT

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"Karl Schultz" wrote...

>

> "Rick Towler" wrote...

>>

>> "Michael Wallace" wrote...

>>>> I have found that rendering to the screen provides far better

>>>> results than rendering to IDLgrBuffer...

>>>

>>> Hmm... interesting. Things do look better using and IDLgrWindow,

>>> however is it possible to use the hardware rendering without a display

>>> screen? This plot will be part of an automated process, so there will

>>> never been a screen available.

>

> Is it possible that using IDLgrWindow is giving you better results only

> because the dimensions are larger? The default IDLgrBuffer size is

640x480.

> Aside from the frame buffer size difference, I don't see how hardware

> rendering would produce a better display, where text is concerned. I

could

> see how turning on line or polygon or even full-screen AA might help lines

> and polygons, but text is now drawn with texture maps and I'm not sure

that

> graphics cards should be messing with texture contents other than

performing

> the usual interpolations.

My comment was more of a general statement of image quality, not

specifically text quality. A little bit off topic I suppose. But I am not

totally off, pre-6.0 text benefits greatly from FSAA.

And yes, I do use FSAA (big improvement in image quality) so in the future I

will qualify my statements :).

-Rick

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