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Subject: Re: antialias object graphics

Posted by [Karl Schultz](#) on Fri, 21 Apr 2006 19:34:32 GMT

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On Fri, 21 Apr 2006 10:03:46 -0700, Rick Towler wrote:

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>  
> greg michael wrote:  
>> Does anyone know if it's possible to get graphic objects rendered with  
>> antialiasing? I'm producing some rather small 3-d surface views with  
>> idlgrsurface - they look very nice except for the jagged edges. They're  
>> for a web-application which needs to be fast, so I can't consider  
>> reducing double-resolution versions.  
>  
> The only other way would be to use hardware based methods. This  
> requires that you render to the screen as IDL doesn't support hardware  
> render to buffer and you have hardware that provides anti-aliasing  
> support. Most modern display adapters based on ATI and nVidia chipsets  
> do this as well as almost all professional display adapters.  
>

You might have a look at d\_objworld2.pro, which has an anti-alias feature in the Options menu. The source code ships with IDL. I don't know if it will work for your situation, but may be worth a look.

Karl

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