

---

Subject: Re: Function Graphics Questions

Posted by [chris\\_torrence@NOSPAM](mailto:chris_torrence@NOSPAM) on Tue, 18 Feb 2014 21:37:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi all,

I just added antialias support to the new graphics ::Save method. By default, for bitmap file formats, if your resolution is less than 300dpi, then it will use anti-aliasing to produce a smooth output result. You can use a new ANTIALIAS keyword to control the behavior.

If anyone want to try out the code, let me know.

Cheers,  
Chris

---