
Subject: antialias object graphics

Posted by [greg michael](#) on Fri, 21 Apr 2006 15:59:34 GMT

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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.

regards,
Greg
