

# JOGL Smoothness

Asked 5 years, 2 months ago   Active 3 years, 3 months ago   Viewed 152 times

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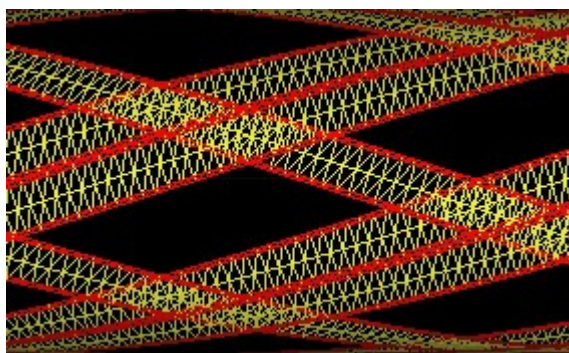
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I'm using JOGL - OpenGL. I have ribbons with colored edges that I create using triangle primitives as shown in the wire frame image. The edges are made up of triangles themselves. How do I get smooth edges? I looked up anti-aliasing, and I'm not sure if that's the approach I need to take.

I'm open to making design changes, I need the border lines and the overlapping pattern format. I have tried the below and blending, The issue is the triangles are too close to make any difference.

```
gl.glDisable(GL2.GL_LINE_SMOOTH);  
gl.glDisable(GL2.GL_POLYGON_SMOOTH);  
gl.glEnable(GL2.GL_MULTISAMPLE);
```



Can someone point me in the right direction. Here is the code.

```
@Override  
public void display(GLAutoDrawable drawable) {  
    GL2 gl = drawable.getGL().getGL2();  
  
    int ind = 0;  
    int nind = 0; // normal index
```

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You need to specify multisampling when you create your context; I don't think doing `glEnable(GL_MULTISAMPLE)` is enough – [Colonel Thirty Two](#) Oct 16 '15 at 17:12

Is there an example you can point me to? Something that has been implemented in JOGL. I have exhausted my google abilities. – [San Mor](#) Oct 16 '15 at 17:32

Are you performance limited? – [elect](#) Oct 16 '15 at 18:02

No, what I'm trying to do is not too terribly complicated. Just a simple simulation. – [San Mor](#) Oct 16 '15 at 18:35

I added Multi Sampling, and it seems to have made it slightly better. See attached image. Is there any else I can do to get better results? – [San Mor](#) Oct 16 '15 at 19:21

## 1 Answer

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Maybe you should enable multisampling in your GLCapabilities Example :

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```
GLCapabilities STANDARD_CAPS;  
STANDARD_CAPS = new GLCapabilities(GLProfile.get(GLProfile.GL2)); //I assume taht you  
are using GL2  
STANDARD_CAPS.setBackgroundOpaque(true); //opaque background  
STANDARD_CAPS.setHardwareAccelerated(true); //hardware acceleration  
STANDARD_CAPS.setSampleBuffers(true); //Enable sampling  
STANDARD_CAPS.setNumSamples(8); //8 Samples
```

answered Sep 16 '17 at 9:47



[LMD](#)

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You may experiment with the samples. Hope it helps. – [LMD](#) Sep 16 '17 at 9:47

