Click this button to reset all settings to the last saved values.

Click this button to reset all settings to factory default values.

Click the dropdown arrow to list the following video display quality options:
- Selecting "Normal" will set the video quality level to maximize rendering performance.
- Selecting "High" will set the video quality level to maximize visual quality, but may result in a decrease in rendering performance.
- Selecting "Automatic" will set the video quality level automatically to yield the best visual quality and performance combination.

Use this control to adjust the amount of Red Gamma.

Use this control to adjust the amount of Green Gamma.

Use this control to adjust the amount of Blue Gamma.

Check this box to reserve 2 Mbytes of texture memory for the texture mapping unit in a Glide Application. Some Glide games may not work correctly if this option is not selected.

Check this box to enable triple buffering where the Glide Application has enough frame buffer memory to support it. This may improve rendering performance, however not all applications are compatible with triple buffering, and some may exhibit visual artifacts.

Check this box to disable the Glide splash screen.

Check this box to enable texture mipmap dithering. This may improve visual quality, however a decrease in rendering performance may occur.

Check this box to force Direct3D anti-aliasing. This may improve visual quality with little or no decrease in performance.

Check this box to enable overlay mode.

Check this box to allow Glide/OpenGL Settings to be modified.

Check this box to allow Direct3D Settings to be modified.

Check this box to allow Desktop Settings to be modified.

Red gamma value.

Green gamma value.

Blue gamma value.

Click the dropdown arrow to list the following alpha-blending quality options:
- Selecting "Smoother" will result in a softer image quality for alpha-blended rendering.
- Selecting "Sharper" will result in a more detailed image quality for alpha-blended rendering.
- Selecting "Automatic" will adjust the alpha-blended rendering quality automatically to yield the best overall image quality.

Check this box to link the Red, Green and Blue Gamma sliders together.