

The AccelECLIPSE II control panel is an AccelGraphics applet added to the Windows NT Display Properties applet when the AccelGraphics drivers are installed. It provides the capability of reviewing and changing settings to optimize application performance and for graphics presentation.

When prompted to do so, you must restart Windows for changes made via AccelPanel to take effect.

The following Help Topics are available:

AccelPanel for Windows NT 4.0

[AccelPanel - Information Page](#)

[AccelPanel - Applications Page](#)

[AccelPanel - System Settings Page](#)

For Help on this Help, Press F1

AccelPanel - Information Page

This page provides the following system and setup information about the AccelECLIPSE II card and the drivers:

Miniport Version

Displays the version of the miniport driver.

Driver Version

Displays the version of the AccelGraphics driver.

Resolution

Displays the current screen resolution.

Pixel Depth

Displays the current pixel depth (Bits-Per-Pixel).

Refresh Rate

Displays the current refresh rate.

Adapter

Displays the name of the graphics board installed in the system.

Video Memory

Displays the number of MB of RAM installed on the card.

OpenGL Version

Displays the version of the installed OpenGL API.

Chip Type

Displays the name of the Graphics processor on the graphics board.

DAC Type

Displays the type of Digital to Analog Converter

Factory Settings

Resets all the choices in the AccelPanel to the default factory settings.

Configure

Opens the AccelPanel configuration pages and displays them on the screen.

OK

Saves changes and closes the AccelPanel

Cancel

Ignores changes and closes the AccelPanel.

Apply

Saves the settings currently selected in AccelPanel and leaves the AccelPanel window open.

Help

Displays this on-line help for AccelPanel on the screen.

AccelPanel - Applications Page

This page displays a list of 3D software applications supported by the AccelECLIPSE II. Click the setting names to display information about them.

When you select an application, AccelPanel changes the display settings and Windows registry settings to those recommended by the application manufacturer. In addition, you have the option of returning to the AccelPanel default settings by selecting the "No Application Selected" button.

[When prompted to do so, you must restart Windows for changes made via AccelPanel to take effect.](#)

No Application Selected

Application Selected

OK-Cancel-Apply-Help

AccelPanel - System Settings Page

This page displays certain system settings and allows you to change them. Click the setting names to display information about them.

[Frame to Frame Image Quality](#)

[Frame Buffer_Options](#)

[Advanced Options](#)

[OK-Cancel-Apply-Help](#)

Application Selected

When you select an application, the AccelPanel highlights the button for that application and sets the display parameters and the Windows NT Registry parameters to optimize the graphics performance for the selected application.

No Application Selected

No Application Selected can be used in two ways:

No Application Selected (User Defined State) will be automatically selected whenever you use either the Performance or the Advanced Settings dialog boxes to change any AccelPanel settings.

No Application Selected (Default State) will be automatically selected when AccelPanel panel is first opened, and the system is set so that only Gamma and Stencils are enabled. To return to the default state, select any other application and then select this button.

OK-Cancel-Apply-Help

OK

Saves changes and closes the AccelPanel.

Cancel

Ignores changes and closes the AccelPanel.

Apply

Saves the settings currently selected in AccelPanel and leaves the AccelPanel window open.

Help

Displays this on-line help for AccelPanel on the screen.

Frame to Frame Image Quality

Higher Frame Rate Performance

When you select this option, you will get higher frame rate performance from double buffered OpenGL applications but you will see some visual artifacts.

Lower Frame Rate Performance

When you select this option, you will get lower frame rate performance from double buffered OpenGL applications but you will not see visual artifacts.

Frame Buffer Options

Gamma Corrected Visuals - When this option is selected, the lookup tables in the DAC will be used to provide gamma correction for better intensity visuals. Overlay planes cannot be used while this option is selected.

4-Bit Overlay Planes enables 4-bit Overlay plane capability when selected. Neither gamma correction nor stencil planes can be used while this option is selected.

Stencil Planes enables the 4-bit Stencil Planes. Overlay planes cannot be used while this option is selected.

Advanced Options

Texel 32 bit - Select this option to enhance texture quality. However, more texture memory is used.

When this box is checked:

- o textures are represented just as they are in the application
- o textures are 8-8-8 (32-bit)
- o twice as much texture memory will be used than when this option is not selected.

When this box is NOT checked:

- o textures may show color banding
- o textures are 4-4-4 (15-bit)
- o half as much texture memory will be used than when this option is selected.

Enable Auto Monitor Detection - This function queries the monitor for the range of resolutions and refresh rates that it supports, as well as the monitor screen size. It then limits the choices in the display settings to those that the monitor can handle.

Use Hardware Cursor - Optimizes performance by setting Windows to use only hardware cursors instead of software/animated cursors. This setting is ON by default.

System Information

This page provides general system and setup information about the AccelSTAR II card and the drivers when Windows NT 4.0 is running. It contains the following information:

Miniport Version - Displays the version of the miniport driver.

Driver Version - Displays the version of the AccelGraphics driver.

Resolution - Displays the current screen resolution.

Pixel Depth - Displays the current pixel depth (Bits-Per-Pixel).

Refresh Rate - Displays the current refresh rate.

Adapter - Displays the name of the graphics board installed in the system.

Video Memory - Displays the number of MB of RAM installed on the card.

OpenGL Version - Displays the version of the installed OpenGL API.

Chip Type - Displays the name of the Graphics processor on the graphics board.

DAC Type - Displays the type of the Digital to Analog Converter

Factory Settings

Resets all the choices in the AccelPanel to the default factory settings.

Configure

Opens the AccelPanel configuration pages and displays them on the screen.

OK

Saves changes and closes the AccelPanel.

Cancel

Ignores changes and closes the AccelPanel.

Apply

Saves the settings currently selected in AccelPanel and leaves the AccelPanel window open.

Help

Displays this on-line help for AccelPanel on the screen.

Higher Frame Rate Performance

When you select this option, you will get higher frame rate performance from double buffered OpenGL applications but you will see some visual artifacts.

Lower Frame Rate Performance

When you select this option, you will get lower frame rate performance from double buffered OpenGL applications but you will not see visual artifacts.

Gamma Corrected Visuals

When this option is selected, the lookup tables in the DAC will be used to provide gamma correction for better intensity visuals. Overlay planes cannot be used while this option is selected.

4-Bit Overlay Planes

Enables 4-bit Overlay plane capability when selected. Neither gamma correction nor stencil planes can be used while this option is selected.

Stencil Planes

Enables the 4-bit Stencil Planes. Overlay planes cannot be used while this option is selected.

Texel 32 Bit

Select this option to enhance texture quality. However, more texture memory is used.

When this box is checked:

- textures are represented just as they are in the application
- textures are 8-8-8 (32-bit)
- twice as much texture memory will be used than when this option is not selected.

When this box is NOT checked:

- textures may show color banding
- textures are 4-4-4 (15-bit)
- half as much texture memory will be used than when this option is selected.

Enable Auto Monitor Detection

Uses the DDC2B function to query the monitor for the range of resolutions and refresh rates that it supports, as well as the monitor screen size. It then limits the choices in the display settings to those that the monitor accept.

Use Hardware Cursor

Optimizes performance by setting Windows to use only hardware cursors instead of software/animated cursors. This setting is ON by default.

