Anti-Aliasing makes the edges of the polygons appear smoother and not jagged.   Disabling Anti-Aliasing would increase performance but sacrifice image quality.

Waiting for V-Sync causes screen updates to synchronize to the vertical refresh.   Disabling this option allows frame rates higher than the vertical refresh rate but visible rendering errors may occur.

Mipmap levels generated determines the maximum number of mipmap levels to create for a given texture. Increasing the number of levels may increase performance but more texture memory will be used.

OpenGL hardware acceleration will use the RIVA TNT to improve the performance of OpenGL applications.

Waiting for V-Sync causes screen updates to synchronize to the vertical refresh. Disabling this option allows frame rates higher than the vertical refresh rate but visible rendering errors may occur. Buffer flipping must be enabled to use this option.

Mipmap dithering can be enabled to improve the image quality between Mipmap levels.   It is disabled by default.

Anisotropic filtering provides better texture image quality as the texture surface becomes more oblique to the eye point.   It is disabled by default to comply with OpenGL conformance settings.

Adjusting the memory performance can give better frame rates and benchmark results. Adjusting the slider beyond Conservative will violate the specifications of the card and it may not function properly resulting in rendering errors, locking up, or possible damage to the card.

Loading the Application Launcher, Quick Control, Screen Control and SnapShot utilities automatically when starting Windows can be enabled or disabled.

This option is provided for games which always expect table fog support.

Some games may not work correctly with DirectX 6.   This option can be used to disable the DirectX 6 support in the driver and provide a DirectX 5 compatibility mode.

The anti-alias method can be optimized for performance or quality.

This option sets the amount of system memory used for storing textures.   It is not available on AGP based cards.

The BiLinear method generally provides better performance whereas the TriLinear method will provide better image quality.

Mipmaps can be generated with the best quality or best performance or 3 intermediate settings.

Buffer flipping is used to eliminate visible tearing when rendering images.   It must be enabled to use double buffering and the Wait for V-Sync option.

Check this box to enable support for the Quadrant DVD decoder.

This option changes the hardware texture addressing scheme for texels (texture elements).

Changing these values will change where texel origin is defined. The default values conform to the Direct3D specifications. Some software may expect the texel origin to be defined elsewhere. The image quality of such applications will improve if the texel origin is redefined. Use the slider control to adjust the texel origin anywhere between the upper left corner and the center of the texel.

This option prevents pixel interpolation of stretched bitmap images.

Select this item if you do not want the display driver to "smooth" bitmaps when they are enlarged.

This option prevents pixel interpolation of stretched bitmap images.

Select this item if you do not want the direct draw driver to "smooth" bitmaps when they are enlarged.