

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 will use hardware acceleration 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. Moving the slider beyond "Conservative" mode will violate the card's specifications. The card may not function properly resulting in rendering errors, locking up, or possible damage to your system. Warranty will void once you choose "Yes" button at the end of this message, and Canopus will not make any compensation caused by it in any case.



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.

Allows the drivers to use the OpenGL extension **GL\_KTX\_buffer\_region**.

This can increase application performance in 3D modeling applications that support this extension.

Allows the use of local video memory when the `GL_KTX_buffer_region` extension is enabled.

However, if there are less than 8 MB of local video memory available, dual planes extension support will not be enabled.

This setting has no effect if the "Enable buffer region extension" option above is disabled.

Allowing fast linear-mipmap-linear filtering will provide increased application performance at the expense of some image quality.

In many cases, a loss of image quality may not be noticeable, so you may wish to take advantage of the extra performance gained by enabling this feature.

Enables an alternate technique for depth buffering.

This lets the hardware use a different mechanism for depth buffering in 16 bit applications. Enabling this setting can produce higher quality rendering of 3D images.



This option determines whether textures of a specific color depth should be used by default in OpenGL applications.

**Use desktop color depth** will always use textures of the color depth at which your Windows desktop is currently running.

The **Always use 16 bpp** and **Always use 32 bpp** options will force the use of textures of the specified color depth, regardless of your desktop settings.

This option determines the buffer flipping mode for full-screen OpenGL applications.

You can select from the block transfer method, the page flip method or auto-select. Auto-select allows the driver to determine the best method based on your hardware configuration.

This option lets you specify how vertical sync is handled in OpenGL.

**Always off** will always disable vertical sync in all OpenGL applications.

**Off by default** will keep vertical sync disabled, unless an application specifically requests that it be enabled.

**On by default** will keep vertical sync enabled, unless an application specifically requests that it be disabled.

Disable AGP command DMA.

Enable AGP Sideband addressing.

This option changes the AGP Transfer Mode.

Enable AGP FastWrite.

Forces the hardware to automatically adjust the depth of its Z-buffer to the depth that the application requests.

Normally, you will want to keep this option enabled, unless your work absolutely requires a specific Z-buffer depth. If this option is disabled, any application whose working Z-buffer depth does not match that of the current hardware configuration will not run.



This option allows you to limit the number of frames the CPU can prepare before they are processed by the graphics chip when vertical sync is disabled.

In some cases, the higher the number of pre-rendered frames allowed, the greater the "input lag" may be in response to devices such as joysticks, gamepads or keyboards.

Reduce this value if you experience a noticeable delay in response to the input devices connected to your computer while playing games.

