Allows you to specify the amount of acceleration for your graphics hardware.

Use this to control the amount of hardware acceleration.

To increase the speed of the graphics card, drag the slider to the right.   Continue doing so until you start to see pixels drop on your screen.

To decrease the speed of the graphics card, drag the slider to the left.

Allows you to set the hardware acceleration features of DirectDraw and Direct3D supported by your graphics card.

Texture optimization arranges video memory in a special way to enhance texture mapping.   The application or game may, however, take a longer time to run when you use these texture maps.   The efficiency of this texture optimization depends on your application or game.

Select one of the following options:
- Auto

Specifies that you want to allow your graphics card to decide whether texture optimization should be applied to the application or game.
- Always

Specifies that you want to allow your graphics card to always apply texture optimization.
- Never

Specifies that you do not want to allow your graphics card to apply texture optimization.

To enable bilinear filtering to smoothen texture maps that are stretched, select this check box.

To disable the feature, clear this check box.

Bilinear filtering improves the visual quality.   It, however, may affect the speed of the application or game.

To synchronize the screen update rate with the monitor refresh rate, select this check box.

To use more video memory to improve the texture mapping performance, select this check box.   The degree of improvement depends on your application or game.

To use flat alpha blending for gouraud alpha blending, select this check box.

Allows you to enable or disable OpenGL features.

To shrink the texture maps, select this check box.   Shrinking the texture maps reduces the amount of video memory required to store them.   However, shrunken texture maps may lose some detail.

To disable texture compression, clear this check box.

To enable bilinear filtering for OpenGL applications, select this check box.
To disable bilinear filtering, clear this check box.

To set all the options on this page to their default settings, click this button.