Click this button to interrupt the 3dfx Sweep process.

Click this button to close this dialog.

Click this button to bring up the 3dfx Sweep options dialog.

This field will contain feedback from the 3dfx Sweep runs.

Click this button to execute 3dfx Sweep.

Closes this dialog without saving any changes you have made.

This option allows the user to adjust the 3dfx Sweep functionality.   Left unchecked, 3dfx Sweep will only do a detection.   If you check this option, then 3dfx Sweep will do detection and invalidation.

This field contains the target drive and/or folder in which the recursive sweep will take place.

Use this button to bring up the dialog to select the target drive and/or folder.

Click this button to confirm that you want to run 3dfx Sweep with file renaming enabled.

Click this button to cancel 3dfx Sweep with file renaming enabled.

Help is available for each setting in this group. Click ⍰ at the top of the dialog box, and then click the item you want information about.

Use this control to select which API to change options for.

Use this control to select which resolution the refresh rate needs to adjusted for.

Use this control to select the refresh rate for the selected resolution.

Use this control to adjust the amount of Red Gamma.   The default value is 1.3.

Use this control to adjust the amount of Green Gamma.   The default value is 1.3.

Use this control to adjust the amount of Blue Gamma.   The default value is 1.3.

Check this box to link the Red, Green and Blue Gamma sliders together so the same value can be used.

Click this button to display advanced settings for 3dfx hardware and software drivers.

Click this button to see hardware and driver information.

Click this button reset all settings to the default values.

Use this control to adjust the amount of Green Gamma.   The default value is 1.3.

Use this control to select the refresh rate for the selected resolution.

Use this control to select which resolution the refresh rate needs to adjusted for.

This is the 3dfx animated logo.   Click on the monitor to watch it again.

Use this control to adjust the amount of Blue Gamma.   The default value is 1.3.

Use this control to adjust the amount of Red Gamma.   The default value is 1.3.

Help is available for each setting in this group. Click at the top of the dialog box, and then click the item you want information about.

Help is available for each setting in this group. Click ? at the top of the dialog box, and then click the item you want information about.

This control displays the current API that you can modify.

Click this button to get more information about 3dfx Interactive.

This is the 3dfx animated logo.   Click on the monitor to watch it again.

Click this button to make your choice.

This edit box contains information about the 3dfx hardware installed on your system.

This edit box contains information about the 3dfx software drivers installed on your system.   All driver info is on drivers found in the Windows and/or System folder.

This edit box contains information about the 3dfx hardware and software drivers installed on your system.   All driver info is on drivers found in the Windows and/or System folder.

Click this button to close dialog.

When selected, Direct3D apps will not synchronize buffer swaps with the vertical retrace signal of the monitor.   Rendering performance may increase when this option is selected, however visual tearing may occur.

When selected, Glide apps will not synchronize buffer swaps with the vertical retrace signal of the monitor.   Rendering performance may increase when this option is selected, however visual tearing may occur.

When selected, neither Voodoo2 nor Voodoo FX will be available as a Direct3D Device.

When enabled, Glide apps will enable texture mipmap dithering.   Visual quality of the rendered scene may be improved when this option is selected, however a rendering performance decrease may occur.

Help is available for each setting in this group. Click ![?] at the top of the dialog box, and then click the item you want information about.

When selected, Direct3D apps which use texture mipmapping will enable trilinear texture filtering.   Selecting this option will not impact rendering performance.

When selected, Direct3D or Glide will not autodetect SLI boards.   This may help some games run properly.

When selected, Glide apps will force 2 MBytes of texture memory for each texture mapping unit.   Some Glide games may not work correctly if this option is not selected.

When selected, Glide apps will enable triple color buffering if there is enough frame buffer memory to support it. Rendering performance may increase when this option is enabled, however not all apps are compatible with triple color buffering and may exhibit visual artifacts if enabled.

Selecting 'Enhance my desktop' will enhance your desktop with a background logo image from 3dfx, expressing your devotion to technology and high end 3D graphics.

Click this button to save your changes.

Click this button to cancel your changes.

Click this button to restore all Advance Property settings to their default state.

Help is available for each setting in this group. Click at the top of the dialog box, and then click the item you want information about.

When selected Direct3D will force on Anti-Aliasing.   This will cause your graphics to look much smoother with little or no hit to performance.

When selected, Direct3D apps which don't use texture mipmapping will have mipmaps generated for them.   Selecting this option may speed up rendering performance

Click this button to close this dialog.

Choose an item from the list.

Closes this dialog and saves any changes you have made.

Closes this dialog without saving any changes you have made.

Click this button to make your choice.