

Click this button to display advanced settings for 3Dfx Voodoo Banshee hardware and software drivers.

Click this button to display settings for viewing output on a TV.

Click this button to select refresh rates for specific video modes.

Click this button to reset all Gamma values to the last saved values.

Click this button to display hardware and driver information.

Click this button to reset all Gamma values to factory default values.

Tab control (Desktop/Glide/D3D)

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



Use this control to adjust the amount of Red Gamma.

Use this control to adjust the amount of Green Gamma.

Use this control to adjust the amount of Blue Gamma.

Red gamma value

Green gamma value

Blue gamma value

Web site hyperlink

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



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

When selected, buffer swaps will not be synchronized with the vertical retrace signal of the monitor. Rendering performance may increase when selected, however visual tearing may occur.

When selected, the Glide splash screen will not be shown.

When selected, texture mipmap dithering will be enabled. Visual quality may improve when selected, however a decrease in rendering performance may occur.

When selected, Direct3D will force on anti-aliasing. Visual quality may look much smoother when selected, with little or no decrease in performance.

When selected, overlay mode is enabled.

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