

This option is used to turn on fog table emulation.

Direct3D specifies that a display adapter capable of D3D hardware acceleration should be able to implement either vertex fog or table fog.

Some games do not correctly query the D3D hardware capabilities and expect table fog support. Choosing this option will ensure that such games can be run with the RIVA 128. The latest driver versions enable this option by default.

Corresponding registry value: FOGTABLEENABLE

Turns on anti-aliasing.

Anti-aliasing is a method used to smooth edges of 3D objects to eliminate a jagged appearance. However, anti-aliasing must be supported by the application, Direct3D and the drivers themselves.

Not all driver versions support this option, so enabling it may or may not have an effect. Anti-aliasing is disabled by default.

Corresponding registry value: ANTIALIASENABLE

Requires applications to provide the RIVA 128 with square textures.

Normally, the RIVA 128 hardware format requires square textures. Using square textures utilizes the RIVA 128 texture memory most efficiently.

Some applications, however, will not work if the use of square textures is forced. If you are having problems running a particular game or application, you may want to allow the use of non-square textures.

Early driver versions do not support this option.

Corresponding registry value: SQUAREONLYENABLE

This allows the Direct3D driver to disable 5-6-5 (RGB) texture support.

Certain games will display incorrect colors when 5-6-5 texture support is enabled in the hardware. Most games require this setting to be enabled, so disable it only if a game is not displaying properly.

Corresponding registry value: TEXTURE565

This changes the hardware texture addressing scheme.

Changing this value will change where a texel origin is defined. The default value (disabled) conforms to the Direct3D specifications which address the origin of the texel starting from the upper left corner. Some software may define the origin to be at the center of the texel. Such programs will look better when Direct3D-compliance is disabled.

Corresponding registry value: ZOHMODE

This allows the RIVA 128 to utilize up to the specified amount of system memory for texture storage (in addition to the memory installed on the display adapter itself).

**Note:** For performance reasons, this utility will not allow you to set the value to more than one half of the available system memory as reported by Windows.

Corresponding registry value: TEXHEAP

The RIVA 128 automatically generates mipmaps to increase the efficiency of texture transfers across the bus.

Some games do not display correctly with the default settings. To correct any problems, reduce the number of automatically generated mipmaps until the game's images are properly displayed. Reducing the number of mipmap levels can sometimes eliminate polygon misalignment or "cracking" in applications (at the expense of some performance).

Corresponding registry value: MIPMAPLEVELS

Allows you to toggle the color key transparency setting supported only by drivers from Diamond Multimedia.

This option is available only if support for the Diamond Viper V330 drivers has been enabled under "Driver Support". Change it only if a program is not correctly displaying transparent areas of textures.

Corresponding registry value: DIMDCOLORKEYENABLE



Displays a dialog which allows you to customize additional driver settings.

Restores all settings to their default values.

**Tip:** Choosing "OK" or "Apply" immediately after clicking this button deletes any additional settings made by NV3 Tweak from the registry, thereby forcing the display drivers to use their default values.

This option enables the support for the OEM drivers from Diamond Multimedia and ELSA.

If you are using drivers from any other hardware vendor (including the NVidia reference drivers), leave this option disabled.

From this list, you can specify the display drivers to support.

Allows you to adjust the image quality of textures displayed in OpenGL applications.

**Optimize for best image quality** renders textures with the highest image quality available for the best appearance.

**Optimize for best performance** renders textures with reduced image quality to improve application performance.

**Blend** uses a combination of the above two features. This is the default value.

Corresponding registry value: TextureQuality

Allows you to specify the maximum size of the PCI texture heap.

Increasing this value on PCI machines with sufficient memory may significantly improve the performance of some OpenGL applications.

**Note:** For performance reasons, this utility will not allow you to set the value to more than one half of the available system memory as reported by Windows.

Corresponding registry value: MaxPCITexHeapSize

