

This option turns fog table emulation on or off.

Direct3D specifies that a display adapter capable of Direct3D hardware acceleration should be able to implement either vertex fog or table fog. Some games do not correctly query the Direct3D hardware capabilities and expect table fog support. Choosing this option ensures that such games run properly on your NVIDIA graphics processor.

This option allows you to disable the newer DirectX features of the drivers.

Some games written for earlier versions of DirectX may not run properly with DirectX versions 6 or 7 installed with their support enabled in the drivers. Selecting this option forces the drivers to run in DirectX 5 compatibility mode so that older games run correctly.

Use this option for older games that do not start or run as they should.

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

Unless your work absolutely requires a specific Z-buffer depth, it is better to keep this option enabled. If this option is disabled, only applications whose working Z-buffer depths match that of the current hardware configuration can run.

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.

Enables the NVIDIA logo in Direct3D.

Enabling this setting displays the NVIDIA logo in the lower corner of the screen while Direct3D applications are running.

Your NVIDIA graphics processor can automatically generate mipmaps to increase the efficiency of texture transfers across the bus and provide higher application performance.

However, some applications may not be displayed correctly when auto-generated mipmaps are enabled. To correct any problems, reduce the number of automatically generated mipmap levels until the images are properly displayed. Reducing the number of mipmap levels often eliminates texture misalignment or "seaming" (at the cost of some performance).

Allows you to select the auto-mipmapping method used by the graphics processor.

You can select either the bilinear or the 8-tap anisotropic mipmapping method. The bilinear method generally provides better performance, while the anisotropic method generally produces a higher quality image.

Allows you to adjust the LOD (Level of Detail) bias for mipmaps.

A lower bias provides better image quality, while a higher bias provides increased application performance. You can choose from five preset bias values, varying from "Best Image Quality" to "Best Performance."

A list of the custom settings (or "tweaks") you have saved. Selecting an item from the list activates the setting. To apply the setting, click OK or Apply.

Lets you save the current settings (including those set in the More Direct3D dialog box) as a custom "tweak." Saved settings are then added to the adjacent list.

Once you have found the optimal settings for a particular Direct3D game, saving the settings as a custom tweak allows you to quickly configure Direct3D before starting the game and eliminates the need to set each of the options individually.

Deletes the custom setting currently selected in the list.

Restores all settings to their default values.

Displays a dialog box that allows you to customize additional Direct3D settings.

This option changes the hardware texture-addressing scheme for texels (texture elements).

Changing these values changes where the texel origin is defined. The default values conform to Direct3D specifications. Some software may expect the texel origin to be defined elsewhere. The image quality of such applications improves if the texel origin is redefined. Use the slider control to adjust the texel origin anywhere between the upper-left corner and the centre of the texel.

This allows the graphics processor 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: The maximum amount of system memory that can be reserved for texture storage is calculated based on the amount of physical RAM installed in your computer. The more system RAM, the higher the value you can set.

This setting applies only to PCI display adapters (or AGP display adapters running in PCI-compatibility mode).

Select this option to disable vertical sync.

Allows the image to be immediately rendered to the screen without waiting to be synchronized to the vertical retrace of the monitor. This allows for frame rates higher than the refresh rate of your monitor, but may produce visual artefacts and tearing that reduce image quality.

This option allows you to determine the amount of antialiasing used in a particular Direct3D application.

Antialiasing is a technique used to minimize the "stairstep" effect sometimes seen along the edges of 3D objects. Your selection can range from turning antialiasing completely off to selecting the maximum amount possible for a particular application.

Use this option to force antialiasing in applications that do not directly support it.

Use this option with care. Some applications that do not explicitly support antialiasing may not display properly or may render irregular images. Turn this option off if you experience display problems with a game or application that does not support antialiasing.

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 greater 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.

Allows the drivers to use the OpenGL extension **GL_KTX_buffer_region**.

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

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

However, if less than 8 MB of local video memory is available, dual planes extension support is not enabled.

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

Allowing fast linear-mipmap-linear filtering provides 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.

This option allows OpenGL to use anisotropic filtering for improved image quality.

Select this option to disable driver support for enhanced instructions used by certain CPUs.

Some CPUs support additional 3D instructions that complement your NVIDIA graphics processor and improve performance in 3D games or applications. This option allows you to disable support for these additional 3D instructions in the drivers. This can be useful for performance comparisons or for troubleshooting.

These options control full scene antialiasing for the OpenGL driver. Antialiasing is a technique used to smooth the edges of objects in a scene to reduce the jagged "stairstep" effect sometimes seen. The 1.5 x 1.5 method offers antialiasing with the best performance, while the 2 x 2 method provides the highest image quality.

Allows the driver to export stereo pixel formats. This allows OpenGL applications to use stereo and to enable the stereo shutter glasses.

Allows the driver to export overlay pixel formats. This allows OpenGL applications to use overlays.

This option allows OpenGL to use anisotropic filtering for improved image quality. Note that enabling this feature improves image quality at the cost of performance.

When enabled the OpenGL driver allocates one back buffer and one depth buffer at the same resolution of the display.

This is more efficient use of video memory for applications that create many windows.

When disabled the OpenGL driver allocates a back buffer and depth buffer for every window created by an application.

This feature can improve the performance of OpenGL applications that use multiple windows.

Sets optimal settings for the selected OpenGL application.

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

Use desktop colour depth always uses textures of the colour depth at which your Windows desktop is currently running.

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

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

You can choose 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. Always disables vertical sync in OpenGL applications.

Off by default. Keeps vertical sync disabled unless an application specifically requests that it be enabled.

On by default. Keeps vertical sync enabled unless an application specifically requests that it be disabled.

Lets you save the current settings as a custom "tweak," which is then added to the adjacent list.

Once you have found the optimal settings for a particular OpenGL application, saving the settings as a custom tweak allows you to quickly configure OpenGL before starting the program and eliminates the need to set each option individually.

The slider controls allow you to adjust the brightness, contrast or gamma values for the selected colour channel.

The colour correction controls help you to compensate for variations in luminance between a source image and its output on a display device. When you are working with image processing applications, this helps provide more accurate colour reproduction of images (such as photographs) that are displayed on your monitor.

Also, many 3D-accelerated games may appear too dark to play. Increasing the brightness and/or the gamma value equally across all channels makes these games appear brighter and more playable.

Allows you to select the colour channel controlled by the sliders. You can adjust the red, green or blue channels individually or all at once.

Digital Vibrance gives you more control over colour separation and intensity, enabling brighter cleaner images in all of your applications.

A graphical representation of the colour curve. This curve changes in real time as you adjust the contrast, brightness or gamma.

Selecting this option causes the colour adjustments you have made to be automatically restored when Windows is restarted.

Note: If your computer is running on a network, the colour is adjusted after you log on to Windows.

A list of the custom colour settings you have saved. Selecting an item from the list activates the setting.

Lets you save the current colour settings as a custom setting. Saved settings are then added to the adjacent list.

Deletes the custom colour setting currently selected in the list.

Restores all colour values to the hardware factory settings.

Allows you to select your monitor timing mode:

Auto-Detect. Allows Windows to receive the proper timing information directly from the monitor itself. This is the default setting. Note that some older monitors may not support this feature.

General Timing Formula or **GTF** is a standard used by most new monitors.

Discrete Monitor Timings or **DMT** is an older standard still in use on some monitors. Enable this option if your monitor requires DMT.

Adds the NVIDIA QuickTweak icon to the Windows taskbar.

The icon allows you to apply any of the custom Direct3D, OpenGL or colour settings "on the fly" from a convenient pop-up menu. The menu also contains items for restoring default settings and accessing the Display Properties dialog box.

Allows you to choose the icon used to represent the QuickTweak utility in the Windows taskbar.

Select the icon you want displayed from the list. Then click OK or Apply to update the icon in the taskbar.

Enables the NVIDIA Desktop Manager.

The NVIDIA Desktop Manager enables additional functions—such as window management hot keys, dialog box re-centring, and zooming—when nView multimonitor configurations are in use. The Desktop Manager also adds support for multiple desktops to help you better organize your application workspace.

Opens the NVIDIA Desktop Manager configuration dialog box.

The Desktop Manager configuration dialog box provides control of all Desktop Manager functions and settings, such as dialog box re-centring options, hot-key selections, and application management settings.

Closes this dialog box and retains the changes you made so that they take effect when you click OK or Apply in the Additional Properties dialog box.

Lets you determine which mouse button brings up the menu when the taskbar icon is clicked.

Turns confirmation messages on or off.

Check this option if you do not want confirmation messages to be displayed when you load a 3D configuration from the taskbar menu.

Select this option if you want the taskbar menu to be displayed with a 3D effect.

These options allow you to determine the placement of the image on your flat panel display when it is used at resolutions lower than the maximum supported.

Use the arrow buttons to adjust the position of the desktop on your monitor.

Resets the desktop to its default position for the current resolution and refresh rate.

These options allow you to select the output display device (monitor, digital flat panel or TV) depending on the devices your display adapter supports.

Opens a window in which you can customize the settings for the active display device.

Indicates the current format and country settings used for TV output.

Opens a window in which you can specify a particular TV output format.

This list allows you to select the TV output format based on the country in which you live.

Note: If your country is not in the list, you should select the country closest to your location.

Makes the selected format the power-up default.

When starting up the computer with only a TV attached to the display adapter, this option ensures that all screen messages displayed during the boot process are output in the format supported by your television.

Lets you specify the type of output signal sent to the TV.

If you have the proper connector cable, S-Video out generally provides higher quality output than Composite video out. If you are not sure which type of signal to specify, choose the **Auto-select** setting.

Use the arrow buttons to adjust the position of the desktop on the TV.

Note: If the TV picture becomes scrambled or goes blank due to over adjustment, simply wait 10 seconds. The picture automatically returns to its default position, and you can begin your adjustments again. Once you have positioned the desktop where you want it, you must click OK or Apply to save the settings before the 10-second interval has elapsed.

Resets the desktop to its default position on the TV for the current resolution.

Use this control to adjust the brightness of the TV image.

Use this control to adjust the contrast of the TV image.

Use this control to adjust the colour saturation of the TV image.

Use this control to adjust the amount of flicker filter you want applied to the TV signal.

It is recommended that you turn off the flicker filter completely for DVD movie playback from a hardware decoder.

Sets the screen resolution and colour depth for output to the TV.

Use these controls to adjust the quality of video or DVD playback on your monitor.

You can independently control the brightness, contrast, hue and saturation to achieve optimal image quality when playing back videos or DVD movies on your computer.

Allows you to adjust the core and memory clock frequencies of your NVIDIA graphics processor.

Sets the core clock speed of your NVIDIA graphics processor.

Indicates the core clock speed in megahertz.

Sets the clock speed of the memory interface on your display adapter.

Indicates the clock speed of the memory interface in megahertz.

Tests the new clock frequency settings for stability before applying them.

Note: You must test any new settings that differ from the manufacturer's defaults before they can be permanently applied.

Selecting this option ensures that any changes you make to the clock frequencies are applied automatically each time Windows starts.

Note: You can bypass the automatic clock setting at startup by holding down the CTRL key while Windows is starting. If your computer is connected to a network, hold down the CTRL key immediately after you have logged on to Windows.

Resets all clock adjustment capabilities and forces a redetection of the graphics hardware before the controls can be re-enabled.
It is recommended that you perform a reset any time you flash the BIOS of your display adapter with an updated BIOS image.

Allows you to select one of four nView modes:

Standard. Selects the standard, single display mode. Use this mode if you have only one display device attached to your NVIDIA graphics adapter.

Clone. This mode outputs an exact copy of the primary display on the secondary device.

Horizontal Span. This mode allows you to extend the Windows desktop across two display devices horizontally. In this mode the two displays combine to form a wide, spanned display surface.

Vertical Span. This mode allows you to extend the Windows desktop across two display devices vertically. In this mode the two displays combine to form a tall, spanned display surface.

nView Standard. Selects the standard, single display mode. Use this mode if you have only one display device attached to your NVIDIA graphics adapter.

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nView Horizontal Span. This mode allows you to extend the Windows desktop across two display devices horizontally. In this mode the two displays combine to form a wide, spanned display surface, which is useful when viewing items that are wider than a single display.

nView Vertical Span - This mode allows you to extend the Windows desktop across two display devices vertically. In this mode the two displays combine to form a tall, spanned display surface, which is useful when viewing items that are taller than a single display.

A graphical representation of your nView display configuration.

Clicking the monitor graphic allows you to select it as the current display. When the monitor graphic is right-clicked, you are provided with a variety of options that allow you make adjustments to the associated display device.

When running in clone mode, this option allows you to run your primary display device at a higher desktop resolution than that of the secondary device. If the physical resolution of the secondary device is lower than that of the primary, the desktop on the secondary device automatically pans as the mouse touches the borders of the screen.

Turns off the automatic panning feature on the secondary device if the "Allow virtual desktop" option is selected. This lets you effectively freeze the virtual desktop at a certain position, which is useful for presentations or fine-detail work in applications.

Turning on this feature locks the current pan position on the secondary clone display. This lets you effectively freeze the virtual desktop at a certain position, which is useful for presentations or fine-detail work in applications.

Enables the virtual desktop feature for nView span mode.

Turning on this feature enables you to set a larger desktop than the physical dimensions of the combined displays allow.

The combined view pans over the larger desktop area when the mouse is moved out of the viewable area.

A graphical representation of your nView secondary device configuration.

Clicking the graphic allows you to configure the output device connected to the secondary output on your nView-capable graphics board when running in clone mode

Enables the zoom controls to allow you to zoom in on a specific area of the video output screen.

Here, you can select the area of the video screen on which you would like to zoom. Once it is selected, you can zoom to that portion of the screen by moving the slider control, below.

Lets you zoom in on or out of the selected portion of the video playback screen.

Selects the display device on which video is to be played back in full screen mode.

Lets you select the aspect ratio (the ratio of the horizontal size to the vertical size) of the full screen playback.

Activating this option allows the video driver to determine the optimal resolution for full screen video playback.

Activating this option links the zoom control on the Overlay Controls page so it simultaneously controls zooming on the full screen device as well.

Clicking this button allows access to advanced video features provided by nView Clone mode. Note that Clone mode must be currently enabled to access these features.

Activating this option forces the overlay software to use busmastering. It is recommended that you leave this option unchecked unless you experience problems with video playback, such as image corruption or no video image at all.

Shows the type of monitor you are using with the selected video adapter.

Click to display the device and driver properties for this monitor.

Lists the refresh rates available for this monitor. A higher refresh frequency reduces flicker on you screen.

Specifies whether the list under Refresh Frequency includes modes that are not supported by your monitor. Choosing a mode that is inappropriate for your monitor may cause severe display problems and could damage your hardware.

This option forces the OpenGL driver to use a 16-bit depth buffer regardless of the pixel format chosen by the application.

This improves the performance of depth buffer clears and other operations at the cost of less precision in the depth buffer.

When this option is enabled, OpenGL uses the Windows 2000 Advanced Multi-Monitor feature.

Use this option to select which display contains the top left corner of the desktop. The most obvious effect of this option is that it swaps the positions of the monitor images.

Displays all current nView displays. If more than one device is connected and you have switched to a mode other than Standard, you select which display is the current display.

You can also click on the monitor graphic in the control directly above to select it as the current display.

Click this button to set up or change settings related to the output device used for the current display.

The panning controls allow you to set up the dimensions of your viewable screen area in relation to your actual desktop area. This provides for desktops that are larger than you could normally display on you monitor, flat panel, or TV.

Click to detect all displays connected to this video adapter. Use this feature if you have plugged in any displays after the control panel was opened.

Check this box if you have a monitor connected to the secondary display connector that is not being detected. This is useful for older monitors or monitors connected with BNC connectors.

[Click to access information related to your NVIDIA graphics adapter.](#)

Click to access additional features of your NVIDIA graphics adapter.

Click to access the NVIDIA Web site for the latest information and drivers for your NVIDIA graphics adapter.

This information details the hardware aspects of the currently selected graphics adapter.

This information details selected aspects of your system that could affect overall graphics performance.

This table is a list of the files, including their descriptions and versions, being used by your NVIDIA graphics adapter.

The Application Management settings page allows you to manage the positioning of application windows across multiple displays and desktops, on a per-application basis.

This is the list of applications currently managed by the Desktop Manager. Select an application from the list to configure its application management settings. Edit the list by using the Add and Remove buttons to the right.

Click this button to add a new application program to the list of applications managed by the Desktop Manager.

Click this button to remove the currently selected application from the list of applications managed by the Desktop Manager.

Click this button to clear all entries from the application list.

Warning: this resets all customisations you have made for your applications.

Selecting this option forces the application window to always start on the display that you specify.

This field specifies the display (monitor) on which the currently selected application should always start, if the "Always start this application on screen number" option is selected.

If you select this option, the Desktop Manager keeps track of the application window's size and position. When you next start the application, the Desktop Manager restores the application window to its previously saved size and position.

This option allows you to specify that maximizing the application window causes it to fill only the screen that it currently occupies, rather than the entire desktop, which may span multiple displays.

Select this option to start this application on a separate, named application desktop.

For example, you can create separate desktops in addition to the default Windows desktop for your Web browser and your e-mail reader.

Enter the name for the separate application desktop here. You can also use the drop-down button to select from any desktops you have already created for other applications.

This field is only available if you check the "Start this application on a separate desktop" option.

The Hot Keys page allows you to customize hot-key combinations that you can use to manage the placement of application windows on your desktop.

This key combination moves the currently active (focused) window to a corresponding position on another monitor.

This key combination moves all windows that are on the display with the currently active application to another display.

This key combination moves all application windows onto the display where the mouse pointer is located.

When you have multiple application desktops active, this key combination switches from one desktop to another. Repeatedly using this combination cycles through the list of active application desktops.

The Global Settings page contains options that are global to the Desktop Manager and its handling of all applications.

Choosing to maximize an application to "the entire desktop" means that maximizing it fills the entire desktop, even when the latter spans multiple monitors.

Choosing to maximize an application to "its current screen" means that, by default, maximizing an application causes it to fill only the screen that it originally occupied.

Enabling this feature inserts an NVIDIA Desktop Manager submenu into the system menus of all top-level application windows. This submenu allows quick and easy access to all Application Management functions without the need to open the Desktop Manager control panel.

An application window's system menu is accessed by right-clicking on the window caption (title bar), or by clicking on the small application icon at the left end of the window caption.

Selecting this option allows the Desktop Manager to prevent top-level pop-up windows from spanning or breaking across two (or more) monitors, by repositioning the pop-ups to fit on one screen.

Choose this option to always centre system-wide pop-up windows on the screen of your choice.

Select the monitor on which you wish pop-up windows to be centred. This field is only available when you check the "Centre system-wide pop-ups on screen number" button.

This option causes system-wide pop-up windows that span multiple monitors to be centred on the display that contains the mouse cursor, since that is most likely to be the display that you are watching.

This option keeps application pop-up windows on the same screen as the application window that generated them. If a pop-up strays onto another monitor, the Desktop Manager moves it to fit on the application window's display.

Click this button to restore the default Desktop Manager global settings and hot keys.

Note: This does not affect per-application customisations that you may have made on the Application Management page.

Click OK to accept and apply any changes you have made to the Desktop Manager settings and to close the control panel window.

Click Cancel to close the Desktop Manager control panel window without saving or applying any of your changes.

Warning: Any changes to settings that you have made are discarded.

Click Apply to apply and save all of your settings changes and to leave the Desktop Manager control panel window open.

This dialog box allows you to select a new application to be managed by the Desktop Manager.

This is the list of application programs currently running on your desktop. You may select an application from this list, or specify a different application—such as one that is not currently running—by clicking the Browse button.

Click this button to open a file dialog box from which you can select any Windows application that you wish to be managed by the Desktop Manager.

Click this button to accept the program file that you have selected as a new application to be managed by the Desktop Manager.

Click this button if you do not want to select an application program at this time. The New Application dialog box closes without changing any settings.

This dialog box allows you to enter the name of a new application desktop.

Enter here a name for your new application desktop. You may also choose from among the desktop names you have specified for other applications.

For example, you may want a desktop called "Web" for your Web browsers and one called "Mail" for your e-mail program. The Desktop Manager Hot Keys feature allows you to effortlessly switch between these application desktops.

Click OK to accept the new name for your desktop. You cannot click the button until you have entered a valid desktop name.

Click Cancel if you do not wish to enter a desktop name at this time.

This key combination triggers a series of animated converging rectangles to help you locate the mouse cursor.

Enable this option to snap windows fully onto one screen or the other when you move them by dragging them with your mouse.

These options affect user interface elements of your Windows client session, such as the behaviour of the taskbar and task switcher windows.

Select this option to enable an alternate task switcher window that is correctly centred according to the current nView configuration and that allows switching between applications on different desktops.

The task switcher window is activated by pressing ALT+TAB.

Checking this option forces the task switcher window to always appear on the specified monitor.

Select the monitor on which you wish the task switcher window to appear. Only currently active monitors can be selected.

Select this option to constrain the taskbar to a single monitor, in other words, to prevent it from spanning multiple monitors.

These options determine how the Desktop Manager manages the position and placement of pop-up windows, including message boxes and application dialog boxes.

Select this option to enable the Zoom feature. The Zoom feature displays on one monitor a magnified view of the area of the screen under the mouse cursor. The zoomed view appears on the monitor opposite to the mouse cursor; moving the mouse cursor across monitors causes the zoomed view to automatically switch to the other monitor.

The Zoom feature functions only when you have multiple monitors connected and you have selected horizontal or vertical spanning modes.

Enable this option to perform the magnification using filtered (interpolated) scaling.

The following hot keys are used to control the Zoom feature. As in the Hot Keys tab, set a hot key by clicking on a field and then clicking the key combination of your choice.

Note: Hot keys are disabled while the Zoom and Hot Keys tabs are open to prevent existing hot keys from interfering with the definition of new hot keys.

This hot key toggles the Zoom function on and off.

This hot key increases the magnification level of the Zoom view.

This hot key decreases the magnification level of the Zoom view.

This parameter specifies how many times per second the Zoom view is updated when the mouse is not moving. (The Zoom view is automatically updated whenever the mouse is moved.) Note that increasing this number may adversely affect system or application performance.

This parameter is the number of milliseconds to delay before switching the Zoom view from one monitor to the other. This delay is designed to prevent the Zoom view from “popping” between monitors if the mouse cursor briefly strays onto the monitor with the Zoom view. This parameter may be set to zero for no delay.

Select this option to enable on-the-fly changing of the Zoom view's magnification level by using the mouse wheel and holding down some combination of CTRL, ALT, and SHIFT.

Select what combination of CTRL, ALT, and SHIFT should be held down to use the mouse wheel to change the Zoom view's magnification level.

The Hot Keys page allows you to customize hot key combinations that you can use to manage the placement of application windows on your desktop.

Note: Hot keys are disabled while the Zoom and Hot Keys tabs are open to prevent existing hot keys from interfering with the definition of new hot keys.

This option disables antialiasing in 3D applications.

Select this option if you require maximum performance in your applications.

This option enables antialiasing using the 2x mode.

It offers improved image quality and high performance in 3D applications.

This option enables a patented antialiasing technique available in the GeForce GPU family.

Quincunx antialiasing offers the quality of the slower, 4x antialiasing mode at nearly the performance of the faster, 2x mode.

This option enables antialiasing using the 4x mode.

It offers higher image quality at the expense of some performance in 3D applications.

This option enables antialiasing using the 4x, 9-tap (Gaussian) mode.

It offers higher image quality at the expense of some performance in 3D applications.

This option enables antialiasing using the 4xS mode.

It offers higher quality than 4x mode at slightly lower performance in 3D applications.

Note: This setting affects only Direct3D applications. When running OpenGL applications, OpenGL will use the next capable antialiasing setting (i.e., the option setting found immediately preceding the 6x setting.)

This option automatically enables the optimal antialiasing settings for those 3D applications that support antialiasing.

This option allows you to manually select the antialiasing mode to be used when running your 3D applications.

Information about the current AGP settings on your computer.

This option allows you to manually select the AGP rate used by the graphics subsystem. If you are not sure which AGP rate to use, leave this checkbox unchecked. The system then automatically determines the optimal AGP rate.

Move the slider control to manually select the AGP rate to be used by the graphics subsystem.

Allows you to select the method by which the driver manages the video memory allocated from system memory.

Allows you to specify the amount of system memory used in conjunction with the method specified by the current frame-buffer mode.

Allows you to specify the frame-buffer memory management strategy when using the dynamic frame buffer mode

The NVIDIA PowerMizer allows you to regulate the power consumption of your GPU. You can either conserve battery life by setting Maximum Power Savings or take advantage of the full graphics performance of your GPU by selecting Maximum Performance.

This option allows display adapters with multiple outputs to be treated by Windows as though they were separate, individual adapters installed in your system. This will permit you to select an independent resolution and/or colour depth for each display device connected to the multiple-output adapter.

Driving two displays with a single GPU/memory configuration places certain restrictions on your display settings. The modes provided in the Windows Display Properties dialog box can be handled by the display adapter in a single-display configuration. When the adapter's resources are shared between two displays, some of the higher resolution modes are not available on either display. In such a case, it is recommended that you experiment and select a combination of display modes that can be properly handled by the display adapter.

Click this button to customize additional OpenGL stereo and overlay settings. Note that this button is available only when you activate the "Enable quadbuffered stereo API" option in the first list box on this panel.

Enables overlays in OpenGL. Some applications (for example, Softimage3D) require overlay planes. Overlay planes are used as a paletted surface in addition to the normal colour (RGB) buffer. Overlays are especially useful for overlapping drawing areas that are independent of the 3D image itself, such as menus and cursors. Overlays are supported in 16-bit and 32-bit colour modes.

Note: OpenGL stereo and overlays cannot be used simultaneously. Overlays need additional onboard graphics memory and may not be available under all resolutions. You may want to reduce the resolution or colour depth if you have problems accessing overlay functionality.

Enables stereo in OpenGL. To run stereo applications with shutter glasses or other hardware, the NVIDIA driver exports OpenGL stereo pixel formats and organizes memory to allow stereoscopic and monoscopic applications to be used simultaneously.

Note: Enable this option only if it is necessary. Some applications automatically choose a stereo format while other applications may not function properly in a stereo pixel format.

Note: OpenGL stereo and overlays cannot be used simultaneously. Stereo viewing requires additional onboard graphics memory and may not be available under all resolutions. You may want to reduce the resolution or colour depth if you have problems viewing in stereo.

The NVIDIA driver supports a variety of stereo hardware. If you use stereo hardware other than the default, select a display mode from the list box.

Select this option only if you use an ELSA 3D REVELATOR™ or compatible adapter. These adapters will translate the monitor signal to the standardized 3-pin-DIN used by most of available stereo hardware.

Note: You don't need to use the adapter if your graphics card has a built-in 3-pin-DIN connector!

Select this option if you have connected an auto-stereo flat panel to your graphics card.

Select this option if you have passive stereo hardware.

To use this option, you need to have connected the projectors to a dual-head graphics card based on an NVIDIA GPU such as Quadro2 MXR (or a GeForce2 MX /GeForce2 Go) and enabled nView Clone mode from the nView panel. One head will show the left eye of the image, the other one the right eye.

This option is only available on multi-head boards.

If your graphics card has a built-in 3-pin DIN connector, select this option to enable the feature. In this case, you do not need extra adapters such as those shipped with the ELSA 3D REVELATOR™ or StereoGraphics® glasses. You can connect any stereo hardware using the 3-pin-DIN connector directly to the graphics card.

Select this option if you use an adapter shipped with StereoGraphics® StereoEyes® or compatible products. These adapters translate the monitor signal to the standardized 3-pin DIN connector used by most of available stereo hardware.

Note: You don't need to use the adapter if your graphics card has a built-in 3-pin DIN connector!

In case you cannot view a stereo effect, select this option to exchange the left and right images. In general, you may need to enable this option only on vertical interlace monitors and in passive mode.

This option sets aside as much memory as possible for use by texture maps. This can increase performance for highly texture intensive applications, at the expense of a minor amount of performance for non-textured applications.

This option will force the use of trilinear filtering, regardless of whether an application requests its use or not. This can improve the image quality in most 3D applications.

Select this option to sharpen textures when running 3D applications with antialiasing enabled. This can help improve image quality.

This option allows you to control the degree of anisotropic filtering applied to textures. The highest setting will provide you with the best image quality, the lowest setting will allow for maximum performance.

