

⌘Ø³ãªéµÑÇàÀ×Í;¹Öéà¾¼×èÍ;ÓË¹´ãËé;ÒÃ´´ÓÃÍ§ fog table ·Ó§Ò¹ËÃ×ÍäÁè·Ó§Ò¹
Direct3D ´´ÐÃÐºØÇèÒÍÐ´´»àµÍÃì;ÒÃÁË´§¼¼Å¹ÖéËÒÁÒÃ¶ãªéàÃè§⌘ÇÒÁàÃçÇ;ÒÃÁË
´§¼¼Å¶Í§ÌÒÃì´´áÇÃì Direct3D â´´ÃÁË´§¼¼Åä´´é·Ñé§´ºº vertex fog ËÃ×Í table fog
à;ÁºÒ§»ÃÐàÀ·ãÁèËÒÁÒÃ¶¹Ó⌘ÇÒÁËÒÁÒÃ¶´´Ò;ÌÒÃì´´áÇÃì Direct3D ÁÒãªéä
´´éàµçÁ»ÃÐËÒ· ÒÁÒ¾¼áÅÐµéÍ§ãªé table fog à·èÒ¹Ñé¹
;ÒÃàÀ×Í;µÑÇàÀ×Í;¹Öé´´ÐªèÇÃãËé⌘Ø³ÁÑè¹ã´´ã´´éÇèÒ
à;Á¹Ñé¹ÁÑ¹º¹ã»Ãà«Ëà«ÍÃì;ÃÒ¿Ò; NVIDIA ä´´éÍÃèÒ§¶Ù;µéÍ§

μÑÇàÀ×Í;¹ÕéªèÇÃãĚé⊞Ø³ÊÒÁÒÃŦĤ;àÀÔ;ì;ÒÃãªé⊞Ø³ÊÁºÑμÔ DirectX
àÇÍÃìªÑè¹ãĚÁèæ ã¹ă´ĤàÇÍÃìă´é

à;ÁºÒ§»ÃĐàÀ·.ÕèàŦÕĤ¹ŦÖé¹à¾×èÍãªé;Ñº DirectX àÇÍÃìªÑè¹;èÍ¹æ
ÍŦªăÁè·Ó§Ò¹ŦĚŦ⊞Ø³μŦ´μÑés DirectX àÇÍÃìªÑè¹ 6 ĚÃ×Í 7 äÇé
;ŦÃàÀ×Í;μÑÇàÀ×Í;¹Õéà»ç¹;ŦÃ;ŦĚ¹´ãĚéÃĐºº·Ó§Ò¹ã¹ăĚÁ´ DirectX 5
à¾×èÍãĚéà;ĤÃØè¹à;èŦĚŦÃŦĤŦ·Ó§Ò¹ă´éÍĤèŦ§ŦŦŦ;μéÍ§

ãªéμÑÇàÀ×Í;¹ÕéĚŦ;⊞Ø³μéÍ§;ŦÃÑ¹à;ĤÃØè¹à;èŦºŦ§ÃØè¹·ŦèăÁè·Ó§Ò¹ĚÃ×Í·Ó§Ò¹
ăÁè»μŦ

ãĖĖîÔÃì´ áÇÃì»ÃÑºðèÒðÇÒÁĀÖ;ϕÍ§ Z-buffer ãĖĖµÃ§µÒÁ·Ōèáí»¾ĀŌàðªÑ¹µéÍ§;ÒÃ
â´Â»µÔ ðØ³ðÇÃ;ÓĖ¹´ ãĖĖµÑÇàĀ×ĭ¹Ōé·Ó§Ò¹ Ā;àÇé¹ã¹jÃ³Ō·ŌèµéÍ§;ÒÃ;ÓĖ¹
´ðÇŌÁĀŌ; Z-buffer àÍ§ ĖŌ;ăĀè;ÓĖ¹´ ãĖĖµÑÇàĀ×ĭ¹Ōé·Ó§Ò¹
â»Āá;ĀĀáí»¾ĀŌàðªÑ¹·Ōèăªé Z-buffer «Ōè§ăĀèµĀ§;Ñº·Ōèă´é;ÓĖ¹
´ðèŌð¹¿Ō;ăÇé`Đ·Ó§Ò¹ăĀèă´é

ÊÒÁÒÃ¶àÀ×Í;ãªéà·¤¹Ô¤ÊÓËÃÑºÑ¿à¿ÍÃì;ÒÃáÊ´§ÀÒ¾ 3 ÁÔµÔã´é
¤Ø³ÊÁºÑµÔ¹Õé·ÓãËéÎÒÃì´áÇÃìÊÒÁÒÃ¶ãªé;ÒÃ·Ó§Ò¹µèÒ§æ
ÊÓËÃÑºÑ¿à¿ÍÃì;ÒÃáÊ´§ÀÒ¾ 3 ÁÔµÔã¹áí»¾ÃÒà¤ªÑ¹ 16 °Ôµ
à¾×èíãËéÊÃéÒ§ÀÒ¾ 3D ä´éÃÕ»ÃĐÊÔ·ÔÀÒ¾ËÛ§ÃÔè§¢Öé¹

ãªé;ÓĚ¹´ãĚéáĚ´şâÂâ;é NVIDIA ã¹ Direct3D
;ÒÃãªéµÑÇàÅ×Í;¹Ŏé´Đ·ÓãĚéâÂâ;é NVIDIA »ÃÒ;¹·ŎèÁØÁ´éÒ¹ÅèÒşŦİŞĚ¹éÒ´Í
ã¹Ŧ³Đ·ŎèÃÑ¹áÍ»¾ÅÔàªªÑ¹ Direct3D

â»Ãà«Êà«ÍÃî;ÃÒ¿Ô; NVIDIA ÊÒÁÒÃŦÊÃéÒ§ÁÔ»áÁç»â
´ÁÍŦµâ¹ÁŦµÔà¾×èlà¾ÔèÁ·Ŧé§»ÃÐÊÔ·ÔÁÔ¾ã¹;ÔÃÊè§¢éÍÁÙÂ;ÔÃÊÃéÒ§¾×é¹¼
ÔÇ¹¼èÔ¹⁰ŦÊáÃÐ»ÃÐÊÔ·ÔÁÔ¾ã¹;ÔÃ·Ô§Ô¹¢Í§áÍ»¾ÃÔàªŦ¹

ÍÃèÒ§äÃ;çµÔÁ â»ÃájÃÁáÍ»¾ÃÔàªŦ¹⁰Ò§»ÃÐàÀ·ÍÒ·ÃÔ;ÔÃáÊ
´§¼Ã·ÔèäÃèŦÛ;µéÍ§ÊÔ;ÔÊ¹·ãÊéãªéªØ³ÊÁ⁰ŦµÔÁÔ»áÁç»ÍŦµâ¹ÁŦµÔ;ÔÃájé»ŦËÔ
ãÊéªØ³Ã·ÃÐ·Ŧ⁰;ÔÃÊÃéÔ§ÁÔ»áÁç»Ã§¹;ÇèÒ·ÐáÊ´§¼ÃŦÛ;µéÍ§;ÔÃÃ·ÃÐ
·Ŧ⁰ÁÔ»áÁç»·ÐÊÔÁÔÃŦájé»ŦËÔ;ÔÃÇÒ§µÓáÊ¹è§¾×é¹¼ÔÇãÊé "äÃèÃÔÃÍÃµéÍ"
(áµè·Ð·ÔãÊéªØ³ÁÔ¾¢Í§;ÔÃáÊ´§¼ÃÃ·Ã§´éÇÃàªè¹;Ŧ¹)

ãĚéϣØ³ÊÒÁÒÃŲàÀ×ÍÇÔ,ŎÁÔ»áÁÇ»ÍÑμâ¹ÁÑμÔ·Ŏèâ»Ãà«Êà«ÍÃìÃÔ¿Ôì·Đãé
ϣØ³ÊÒÁÒÃŲàÀ×ÍÇÔ,ŎìŎÃÁÔ»áÁÇ»áºăºẢÔà¹ŎÃÃì ĚÃ×Íáº 8-tap anisotropic â
´Â·ŎèáºăºẢÔà¹ŎÃÃì·ĐãĚé»ÃĐÊŎ,ŎẢÔ¾·Ŏè´ŎìÇèŎ ã¹ϣ³Đ·Ŏèáº anisotropic
·ĐÊÒÁÒÃŲáÊ´ŞẢÔ¾ă´éϣÁªÑ´ìÇèŎ

ãĖé¸Ø³ÊÒÁÒÃŒ»ÃÑº¸èÒä°áíÊ LOD (Level of Detail) ã¹;ÒÃÁÔ»áÁç»ä´é

¸èÒä°áíÊ·ÕèµèÓ·Ð·ÓãĖé¸Ø³ÀÒ¾¼ŒÍ\$ÀÒ¾¼´ÕŒÖé¹

ã¹Œ³Ð·Õè¸èÒä°áíÊ·ÕèÊÛ\$·ÐªèÇÂà¾¼ÕèÁ»ÃÐÊÔ·ÔÀÒ¾¼;ÒÃ·Ó\$Ò¹ŒÍ\$â»Ãá;ÃÁáí»¾¼
ÃÔàªÑ¹ ¸Ø³ÊÒÁÒÃŒàÃ×|;·Ò;¸èÒä°áíÊ´Õ;ÍÃµì 5 ¸èÒ àÃÔèÁ·Ô; "¸Ø³ÀÒ¾¼ŒÍ\$ÀÒ¾¼
´Õ·ÕèÊØ´" ä»¹ŒÖ\$ "»ÃÐÊÔ·ÔÀÒ¾¼´Õ·ÕèÊØ´"

ã¹ÃÒÂ;ÒÃ;ÒÃµÑé\$ðèÒá[∞];ÓĚ¹´àÍ\$ (ĚÃ×Í "tweak") ·ÕèðØ³ă´é°Ñ¹·Ö;ăÇé
ãĚéàÃ×Í;µÑÇàÃ×Í;·Ö;ÃÒÂ;ÒÃà^{3/4}×èlã^aé\$Ò¹;ÒÃµÑé\$ðèÒ¹Ŏé
ã¹;ÒÃàÃÒÂ;ã^aé\$Ò¹;ÒÃµÑé\$ðèŎ·ŎèµéÍ\$;ÒÃ ãĚéðÃŎ;·Ŏè»ØèÁ "µ;Ã\$" ĚÃ×Í
"µ;Ã\$ã^aé"

ªèÇÂãĚéªØ³ºÑ¹.Öï;ÒÃµÑésªèÒ»Ñ¹·ØºÑ¹ (ÃÇÁ·ÑésªØ´;ÒÃµÑésªèÒã¹ă´ÍĐÂçí;ºçí;«ì
"More Direct3D) à»ç¹ÃŮ»áºº.Œè;ÓĚ¹´àÍŒ
;ÒÃµÑésªèÒ.ŒèºÑ¹.ÖïăÇé¹Œé´Đà¾ŒèÁĀŒã¹ÃÒÂ;ÒÃ·ŒèÍÂÙè¶Ñ´ă»
ĚĀÑŒ·Ò;·ŒèªØ³ă´é;ÒÃµÑésªèÒ.Œè´Œ·ŒèĚØ´ĚÓĚĀÑºà;Ááºº Direct3D áĀéÇ
ãĚéºÑ¹.Öï;ÒÃµÑésªèÒ¹Ñé¹ăÇéà»ç¹ÃŮ»áºº.Œè;ÓĚ¹´àÍŒ (custom tweak)
«ŒèŒªèÇĀãĚéªØ³ĚÒĀŒ¶;ÓĚ¹´ªèÒ Direct3D ä´éÍĀèŒŒÇ´àÃçÇ â
´ĀăĀèµéÍŒµÑésªèŒăµèĀĐµÑÇàĀ×Í;ăĚĀè·ÑésĚĀ´

Åº;ÒÃµÑé§æèÒ·Õè;ÓĚ¹´àÍ§·Õèă´éàÅ×Í;ăÇé¨Ò;ÃÒÂ;ÒÃ

àÃÕÂ;æèÒ´Õ¿ÍÅµìϕÍ§;ÒÃµÑé§æèÒ·Ñé§ĚÁ´¤×¹

áÊ´šă´ÍĐÅçí°çí«ì«Öèšă^aéÊÓËÃÑ^o»ÃÑ^oà»ÅÕèÂ¹ıÒÃμÑéš^oèÒí×è¹æ ¢Í§ Direct3D

μÑÇàÀ×í¹Õé¨Ðà»ÀÕèÂ¹á»ÀŞÊ;ÕÁ;ÒÃÃÐ°Ø^¾×é¹¹/₄ÔÇ¢ÍŚÎÒÃĩ´áÇÃîÊÓËÃÑ°à·ç;à«À
(ÍŚᄁı»ÃĐ;ı⁰¢ÍŚ¾×é¹¹/₄ÔÇ)

ıÒÃà»ÀÕèÂ¹ᄁèÒàËÀèÒ¹Õé¨Ðà»ÀÕèÂ¹μέ¹ά⁰⁰à·ç;à«À·Õè;ÓË¹´äÇé â
´À·ÕèᄁèÒ·Õèà»ç¹ÕĲÍÀμĩ´ĐÊÍ´ᄁÁéÍŚ;Ñ°¢éı;ÓË¹¢ÍŚ Direct3D
«ÍĲμĩáÇÃĩ°ÒŚ»ÃĐàA·İÖ´μέÍŚ;ÒÃ;ÒÃ;ÓË¹μÓáË¹èŞà·ç;à«ÀăÇéμèÒŚËÒ;´éÇÂ
ᄁØ³ÀÖ^¾ă¹;ÒÃáË´Ş¹/₄ÀÀÖ^¾¢ÍŚáı»¾ÀÒàᄁ^aN¹»ÃĐàA·´ÑŚ;ÀèÔÇ´Đ´Ô¢Öé¹
ËÒ;ÁÖ;ÒÃ;ÓË¹¢éÍÁÙÀà·ç;à«ÀăËÀè â
´Â»ÃÑ°á¶°àÀ×èı¹ă»ÁÖÃĐËÇèÒŚÁØÁ°¹«éÒÂáÃĐ´Ø´ÈÙ¹Âı;ÀÒŚ¢ÍŚà·ç;à«À

ãĒéâ»Ãà«Ēà«ÍÃĩÃÒ¿Ôĩãªé¨Ó¹Ç¹Ē¹èÇÂ¤ÇÒÁ¨ÓŒÍ§ÃĐºº.ÕèÃĐºØäÇéŒÍ§.Õèàĩç^{03/4}×é^{11/4}ÔÇă´é(¹ÍĩàĒ¹×Í¨ÒĩµÔ´µÑé§Ē¹èÇÂ¤ÇÒÁ¨ÓŒÍ§ĩÒÃĩ´áĒ´§¹/4Åà³/4ÕÃ§ÍÃèÒSà´ÔÃÇ)

ĒÁÒÂàĒµØ:¨Ó¹Ç¹Ē¹èÇÂ¤ÇÒÁ¨ÓĒÛ§ĒØ
´ŒÍ§ÃĐºº.Õè¹ÔÃÕãªéĒÃéÒ§³/4×é^{11/4}ÔÇĒÒÁÒÃ¶Ó¹Ç³ă´é¨Òĩ¨Ó¹Ç¹ RAM
·ÕèµÔ´µÑé§ÍÃÛèã¹à¤Ã×èÍ§¤ÍÃ³/4ÔÇàµÍÃĩŒÍ§¤Ø³ ĀÕè§µÔ´µÑé§ RAM
äÇéÃÒĩà·èÒã´¤èÒ·ÕèĒÒÁÒÃ¶ãªéă´é¨ĐÃÒĩŒÖé¹à·èÒ¹Ñé¹

¤èÒ¹Œé¨ĐãªéĩÑºĩÒÃĩ´ĩÒÃáĒ´§¹/4Å PCI à·èÒ¹Ñé¹ (ĒÃ×ÍĩÒÃĩ´ĩÒÃáĒ´§¹/4Å AGP
·Õèãªéã¹âĒÃ´·Õèãªé§Ò¹ă´éĩÑº PCI)

àÀ×í;µÑÇàÀ×í;¹Õéà¾×èÍÂ;àÀÔ;ìÒÃ«ÔŜâµÃä¹«ìá¹ÇµÑéŜ
·ÓãËéáË´§ÀÒ¾ä»ÂÑ§Ë¹éÒ´Íä´é·Ñ¹·Õâ
´ÂäÀèµéÍ§ÃíãËéÁÔ;ÒÃ«ÔŜâµÃä¹«ìÀÒ¾ã¹á¹ÇµÑé§;ÃÑºä»·Õè´ÍÀÒ¾
áÀÐªèÇÃãËéÍµÃÔ;ÒÃáË´§¼ÃËÛ§;ÇèÒÍÑµÃÔ;ÒÃÃÔà¿ÃªÇÍ§´ÍÀÒ¾
áµèÍÒ´Ëè§¼Ã;ÃÐ·µèìµØ³ÀÒ¾ÇÍ§ÀÒ¾ä´é

¡ÒÃÄ´ÃÍÂËÃÑ¡à»ç¹à.ª¹Ôª.Õèãªéã¡;ÒÃÄ´ "àÊé¹¢ÃØ¢ÃÐ"

«OeS°OŠA Neš·D»AO; C Oe¹µOA Cl°Cl S AO¾ 3D EOEA
 ¢Ø³ÊÒÁÒÃ¶àÅ×í;ä´éµNéŠáµè; ÒÃÂ°ÁÍÄËÄÑ; Í;ãĖĖĚÁ

`ä»¹¶ÖŞàÅ×Í;ãĚéÁÔ¨Ō¹Ç¹ĂĬÂĚÂÑ;ă´éÊUŞÊØ

ãªéµÑÇàÀ×Í;¹Õéã¹;ÒÃÀ
´ÁÍÀËÃÑ;ã¹áÍ»¾¼ÀÕàªªÑ¹.ÕèäÁèÊÒÁÒÃ¶ãªéªØ³ÊÁºÑµÔ¹Õéä´éâ´ÂµÃ§
ªØ³ªÇÃãªéµÑÇàÀ×Í;¹ÕéÍÂèÒ§ÃÐÃÑ´ÃÐÇÑ§ â»Ã
´.ÃÒºÇèÒºÒ§áÍ»¾¼ÀÕàªªÑ¹«Òè§äÁèÊÒÁÒÃ¶ãªéà.ª¹Ôª¹Õéä
´éÍÒ´.ÕãËéäÀèÊÒÁÒÃ¶áÊ´§¼¼Ãä´éÍÂèÒ§àËÀÒÐÉÁ ËÃ×ÍÍÒ´àÃ¹à´ÍÃìÀÒ¾¼¼Ô´»µÔ
ãËé»Ô´µÑÇàÀ×Í;¹ÕéÊÒ;ªØ³¾¼º»ÑËÒã¹;ÒÃáÊ
´§¼¼Ãà;ÀËÃ×ÍáÍ»¾¼ÀÕàªªÑ¹«Òè§äÁèÊÒÁÒÃ¶ãªéà.ª¹Ôª;ÒÃÃ´ÃÍÃËÃÑ;ä´é

μÑÇàÀ×í;¹Öéãªé;ÓĚ¹
´;ÖÄàμÃÖÄÄ´´Ó¹Ç¹à;ÃÁϕÍ§«Ö¾ÖÂÛ;èÍ¹.Öè´Ð»ÃÐÁÇÅ¼ÅàÁ×èÍªØ³àÅÔ;ãªé;ÒÃ«Ô
§âªÃä¹«ìã¹á¹ÇμÑés
ã¹ºÒ§;Ã³Ö ÂÔè§ÁÖ´´Ó¹Ç¹à;ÃÁ·ÖèÁÖÍÂÛèÁÔ;ϕÖé¹à·èÖã´ "input lag"
ÍÒ´´μÍºĚ¹Í§μèÍÍØ»;;Ã³;μèÒ§æ àªè¹ ´´ÍÂÊμÔê; à;Áá¾´ ĚÃ×Íá»é¹¾ÖÁ¾ìã´ é´ÖϕÖé¹
ãĚéÁ´ªèÒ¹ÖéÅ§ĚÒ;¾ºÇèÒ;ÒÃμÍºĚ¹Í§μèÍÍØ»;;Ã³;μèÒ§æ
·Öèàª×èÍÁμèÍÍÂÛè;ÑºàªÃ×èÍ§ªÍÁ¾ÔÇàμÍÂìà»ç¹ä»ÍÂèÒ§ÅèÒªéÒÁÔ;ã¹ϕ³Ð·ÖèªØ³à
Åè¹à;Á

ªèÇÃãĚéá´ÃàÇÍÃìĚÒÁÒÃ¶ãªéâ»ÃájÃÁĚèÇ¹ŦÂÒÂ OpenGL **GL_KTX_buffer_region**
ä´é

µÑÇàĀ×Íj¹ŦéªèÇÃà¾ŦèÁ»ÃĐĚŦ·ŦÀŦ¾ŦÍſâ»ÃájÃÁ·ŦèªªéĚĚéŦſâÁà´Ā 3D
·ŦèĚ¹ÑºĚ¹Ŧ¹jŦĀ·ŦſŦ¹ĀèÇÁjÑºĚèÇ¹ŦÂŦ¹Ŧé

ªèÇÂãĚéÊÒÁÒÃŦãªéĚ¹èÇÂªÇÒÁ¨ÓÊÓĚÃÑªáĚ´Œ¼Ā¨Ò;Ě¹èÇÂªÇÒÁ¨ÓĚÃÑ;ă´é
àÁ×èÍ;ÓĚ¹`ãĚéãªéŒÒ¹ĚèÇ¹ŒĀÔĀ GL_KTX_buffer_region
ÍĀèÒŒăĀ;çµÒÁ ĚÒ;Ě¹èÇÂªÇÒÁ¨Ó;ÒÃáĚ´Œ¼ĀĚÃÑ;ÁŒ¹éÍĀ;ÇèÒ 8 àÁ;Đă°µì
ªØ³¨ĐãªéŒÒ¹ă»Āá;ĀĀĚèÇ¹ŒĀÔĀ¨ÍáĚ´Œ¼ĀªÙèăĀèă´é
;ÒÃµÑĚŒªèÒ¹Œé¨ĐăĀèĀŒ¼ĀĚÒ;ăĀèă´éãªéŒÒ¹µÑÇàĀ×Í; "Enable buffer region extension"
(ãªéŒÒ¹ĚèÇ¹ŒĀÔĀ¾¼×é¹·ŒèŒÍŒ°Œ¿à¿ÍĀì)

ıÖÃıÓĚ¹˘ãĚéã^aé¿ÔÂàμÍÃî fast linear-mipmap-linear
˘Đ^aèÇÂà³/₄ÔèÁ»ĂĐĚÔ˘,ÔÀÔ³/₄¢ÍŚáÍ»³/₄ĂÔà^aŃ¹ áμè^aØ³ÀÔ³/₄¢ÍŚÀÔ³/₄ÍÔ˘˘Ă˘ĂŚ
ã¹ĚĂÔÂæıÃ³Ŏ^aØ³ÀÔ³/₄¢ÍŚÀÔ³/₄˘ĐĂ˘ĂśăĂèĂÔı¹Ńı˘ŃŚ¹Ńé¹^aØ³˘ÖŚ^aÇÃıÓĚ¹
˘ãĚéã^aéŚÔ¹^aØ³ĚĂ⁰ŃμÔ¹Ŏéà³/₄×èÍãĚé»ĂĐĚÔ˘,ÔÀÔ³/₄à³/₄ÔèÁ¢Öé¹

μÑÇàÅ×Í;1ÕéªèÇÂãËé OpenGL ÊÒÁÒÃ¶ãªé;ÒÃ·Ó¿ÔÅàμÍÃì Anisotropic
à¾×èíà¾ÔèÅ∅³ÅÒ¾¶Í§ÅÒ¾

ãĖĖàĀ×ÍĵμÑÇàĀ×Íĵ¹ŌĖà¾×èÍĀĵàĀÔĵĵÒÃãªĖä´ÃàÇÍĀiÊÓĖĀÑªø
´ªŌĖÑĕ§¾ŌàĖĖ¢İ§«Ō¾ŌĀU
«Ō¾ŌĀUºŌ§»ÃĐàÀ·Ê¹ÑºÊ¹Ø¹ªø´ªŌĖÑĕ§ 3D «Ōĕ§ãªĖä
´ĖĵÑªâ»Ãà«Ėà«ÍĀĵĀŌ¿Ōĵ NVIDIA ¢İ§ªø³
áÃĐà¾ŌĖĀ»ÃĐÊŌ·ŌĀŌ¾ãĖĖàĵĀĖĀ×ĭâ»ÃáĵĀĀáĭ»¾ĀĖàªªÑ¹ 3D
μÑÇàĀ×Íĵ¹ŌĖªĕÇĀãĖĖªø³ĖŌĀŌĀ¶ĖÑĕ§ĀĵàĀÔĵĵŌÃãªĖªø´ªŌĖÑĕ§ 3D
¾ŌàĖĖĖàĖĀĖŌ¹ŌĖã¹ă´ÃàÇÍĀi
«Ōĕ§ĀŌ»ÃĐâĀª¹ĩ¹ĵŌÃà»ĀŌĀªà·ŌĀº»ÃĐÊŌ·ŌĀŌ¾ĖĀ×ĭãªĖã¹ĵŌÃáĵĖ»ÑĖŌ

μÑÇàÀ×Í;àĚÀèÒ¹Œé¨Đ;ÓĚ¹; òĀĀ´ĀĪĀĚĀÑ;áºàμçÁĚ¹éÒ´Í ÊÓĚĀÑºà▯Ā×èİſ·Œèãªéä
´ĀàÇĪĀì OpenGL ;òĀĀ
´ĀĪĀĚĀÑ;à»ç¹à·▯¹Œ▯·Œèãªéã¹;òĀáμèſçÍºçÍſÍºà¨;μiãĚéàĀŒĀºà¾×èÍĀ´
"àĚé¹çĀøçĀĐ" «Œèſ»ĀŒ;_ãĚéàĚç¹ã¹ºŒſ▯ĀÑés ÇŒ;Œ;ŒĀáĚ´ſ¼Āáºº 1.5 x 1.5
ĚŒĀŒĀ¶Ā´ĀĪĀĚĀÑ;çİſĀŒ¾ä´éÍĀèŒŒ´ŒàĀŒèĀĀ ç³Đ·Œèáºº 2 x 2 ¨Đ·ŒãĚéĀŒ¾·Œèä
´éĀŒ▯ø³ĀŒ¾ĀĪ´àĀŒèĀĀ

ă´ÃàÇÍÃì´´ĐÊÒÁÒÃ¶àíç;«ì»ÍÃìµÃÙ»á^{003/4}Ô;à«Å¢Í§ÊàµíÃÔâíă´é àÁ×èíă^aémÑÇàÅ×í;¹Öé
â»Ãá;ÃÁ OpenGL ´Đă^aéÊàµíÃÔâíáÅĐàÅ¹ÊìªÑµàµíÃì¢Í§ÊàµíÃÔâíă´é

ă´ÃàÇÍÃì`Đàlç;«ì»ÍÃìµÃÙ»á⁰⁰³/₄Ô;à«Ãà³/₄×èÍ;ÒÃ«éÍ¹ÀÒ³/₄ à³/₄×èÍãĚéâ»ÃÁ;ÃÁ OpenGL
ã^aé⌘Ø³ÊÁ°ÑµÔ;ÒÃ«éÍ¹ÀÒ³/₄ă´é

μÑÇàÅ×Í;¹ÖéªèÇÃãĚé OpenGL ÊÒÁÒÃ¶ãªé;ÒÃ·Ó¿ÔÅàμÍÃì Anisotropic
à¾×èÍà¾ÔèÁªØ³ÀÒ¾¿Í§ÀÒ¾ â»Ã´ÊÑ§à;μÇèÒ;ÒÃãªé§Ò¹ªØ³ÊÁ°ÑμÔ¹Öé
“ĐªèÇÃãĚéªØ³ÀÒ¾¿Í§ÀÒ¾à¾ÔèÁ¿Öé¹â´Á»ÃĐÊÔ·,ÔÀÒ¾;ÒÃ·Ó§Ò¹ăÁèÁ´Å§

àÁ×èí;ÓË¹`ãËéä´ÃàÇÍÃ` OpenGL ``Ñ´ÊÃÃºÑ¿à¿ÍÃ`éÒ¹ËÃÑ§áÃÐºÑ¿à¿ÍÃìáÊ´§ÀÒ¾ 3
ÁÔµÔäÇé·ÕèÃÐ´ÑºÇÒÁÃÐàÍÕÂ´¢Í§;ÒÃáÊ´§¼ÃÃÐ´Ñºà´ÕÂÇ;Ñ¹

ÇÔ,Õ;ÒÃ¹Õé`Ðă´é¼ÃÃÔè§¢Öé¹ËÒ;ãªéË¹èÇÂÇÒÁ`Ó;ÒÃáÊ
´§¼Ã¢Í§â»ÃájÃÁ«Öè§ÁÕËÃÒÃË¹éÒµèÒ§

ËÒ;Ç³ăÁèãªé§Ò¹ă´ÃàÇÍÃ` OpenGL ãËé`Ñ´ÊÃÃºÑ¿à¿ÍÃ`ÊèÇ¹ËÃÑ§áÃÐºÑ¿à¿ÍÃìáÊ
´§ÀÒ¾ 3 ÁÔµÔäÇé´éÇÃ;Ñ¹ã¹·Ø;Ë¹éÒµèÒ§·ÕèáÍ»¾ÃÔàªÑ¹¹Ñé¹ÊÃéÒ§¢Öé¹

Ç³ÊÁºÑµÔ¹Õé`ÐªèÇÂà¾ÔèÁ»ÃÐÊÔ·ÔÀÒ¾¢Í§â»ÃájÃÁ OpenGL
«Öè§ãªéË¹éÒµèÒ§ËÃÒÃË¹éÒµèÒ§¾ÃéÍÃ;Ñ¹

μÑέ\$▯èÒãĚé|Ñ°â»Ãá;ÃÁ OpenGL ·ÖèàÅ×Í;äÇéà¾×èíãĚéâ»Ãá;ÃÁ·Ó\$Ò¹ă´é¼Å
´Œ·ŒèÊØ´

µÑÇàÅ×Í;¹Õéãªé;ÓË¹´ÇèÒ¾×é¹¼ÔÇ·ÕèÁÕÃÐ´ÑºÊÕ¹Ñé¹æ
´Ð¹ÓÁÕÕªéª¹â»Ãá;ÃÁÁÍ»¾ÅÕàªÑ¹ OpenGL ËÃ×ÍäÁè

µÑÇàÅ×Í; **Use desktop color depth** ´ÐªªéªÇÒÁà¢éÁ¢Í§ÊÕà´ÕÃÇ;Ñºà
´Ê;ì·Í»¢Í§ÇÕ¹â´ÇÊì

µÑÇàÅ×Í; **Always use 16 bpp** áÅÐ **Always use 32 bpp** à»Ç¹;ÒÃ;ÓË¹
ªÊéªªªé¾×é¹¼ÔÇµÕÁÃÐ´ÑºÊÕ·Õè;ÓË¹´ªÇé â
´ÃäÁèªÓ¹Õ§¶Õ§ªèÕ·ÕèµÑé§äÇé·Õèà´Ê;ì·Í»

μÑÇàÅ×Í;¹ÕéãªéÃĐ°ØâĚÁ´;ÒÃ·Ó§Ò¹ buffer flipping
ãĚé·Ó§Ò¹áººàμçÅĚ¹éÖ´ÍŒÍŚáÍ»¾ÅÖàªªÑ¹ OpenGL

â´ÂªØ³ÊÒÁÒÃ¶àÅ×Í;ãªéÇÔ Õ¶èÒÂâÍ¹ŒéÍÁÙÁáººÅÇÍª (Block Transfer) à¾´¿ÅÔ»
(Page Flip) ĚÃ×ÍàÅ×Í;ÍÑμâ¹ÃÑμÖ (Auto-select) ;çă´é
μÑÇàÅ×Í;àÅ×Í;ÍÑμâ¹ÃÑμÖ´Đ·ŒãĚéâ´ÃàÇÍÃìàÅ×Í;ãªéÇÔ,Õ·Õè´Õ·ÕèÊØ
μÖÁªèÖªÍ¹¿Ôà;ìàÃªÑ¹ŒÍŚÍÖÃì´áÇÃì

µÑÇàÅ×í;¹Õéãªé;ÓĚ¹; òÃ«ÔŞâªÃä¹«ìá¹ÇµÑéŞã¹â»Ãá;ÃÁ OpenGL

Always Off ¨ĐăÁèãªé; òÃ«ÔŞâªÃä¹«ìá¹ÇµÑéŞ¢ÍŞáí»¾ÅÔàªªÑ¹ OpenGL ·ÑéŞĚÁ

Off by default ¨ĐăÁèãªé; òÃ«ÔŞâªÃä¹«ìá¹ÇµÑéŞ
¨¹;ÇèÒ¨ĐÁÔâ»Ãá;ÃÁáí»¾ÅÔàªªÑ¹ă àÃÔÂ;ăªé

On by default ¨Đăªé; òÃ«ÔŞâªÃä¹«ìá¹ÇµÑéŞà»ç¹ªèÒ
´Ô;ÍÁµì¨¹;ÇèÒ¨ĐÁÔâ»Ãá;ÃÁáí»¾ÅÔàªªÑ¹. ŐèăÁèµéÍŞ; òÃăªéŞÒ¹
¨ŐŞ¨ĐàÅÔ;ăªé; òÃ«ÔŞâªÃä¹«ì¹Őé

ãĖé°Ñ¹.ÖïjÒÃµÑé§ðèÒà»ç¹ "ÃÙ»áºº.ÕèjÓĖ¹´àÍ§" àÁ×èÍ°Ñ¹.ÖïjÒÃµÑé§ðèÒáÁéÇ
ÃĐºº·Đ¹ÓðèÒ¹Ñé¹ă»à»ç¹ÃÔÃjÒÃµèÍ·éÔÃÔÒÃjÔÃà´ÔÁ·ÕèÁÔÍÃÙè
ĖÃÑ§·ÒjµØ³ă´éjÒÃµÑé§ðèÒ·Õè´Õ·ÕèĖØ´ĖÓĖÃÑºáÍ»¾¼ÃÔàµªÑ¹ OpenGL áÁéÇ
jÔÃºÑ¹.ÖïjÒÃµÑé§ðèÒ¹Ñé¹ăÇé·ĐªèÇÃăĖéµØ³ĖÔÁÔÃ¶µÑé§ðèÒµÍ¹¿Ôj OpenGL ä
´éÍÃèÔ§ÃÇ´àÃçÇjèÍ¹.Õè·ĐàÃÔèÃăªéâ»ÃájÃÃ â
´ÃăÃèµéÍ§µÑé§ðèÔµÑÇàÃ×ÍjµèÔ§æ ãĖÁè·ØjµÃÑé§

ıÖÃã^aéáŦ^oàĀ×èı^{1a}èÇĀãĒé^oØ³»ÃÑ^oÇÒÁĒÇèÒŞ ÇÇÒÁÇÁ^aŦ^ı
ĒĀ×ı^oèÒáıĀĀÒÇÍŞá^{a1}à¹ĀĒÖ·ÖèàĀ×ıĵă^ıé

ã^aéıÖĀáıéăÇĒÖà^{3/4}×èı»ÃÑ^oÇÒÁĒÇèÒŞ·Öèámı^ıµèÒŞıŦ¹ĀĐĒÇèÒŞĀŬ»µé¹©^oŦ^oıŦ^oái
Òµı^{3/4}Øµ·ÖèáĒ^ıŞ^{o1}ıØ»ıĀ^{3ı}ıáĒ^ıŞ^{1/4}Ā

«ÖèŞĀÖ»ĀĐâĀ^{a1ı}àĀ×èı·ÖŞÖ^{1ı}Ŧ^oâ»ĀáıĀĀ»ĀĐÁÇĀ^{1/4}ĀĀŬ»ĀÖ^{3/4}à^{3/4}×èıăĒéă
^ıéĒÖ·ÖèŦŬıµéıŞ·ÖèĒØ^ı (à^{aè1}ĀŬ»ŦèÖĀ) àĀ×èıáĒ^ıŞ^{1/4}Ā^{o1ı}ııĀ^{3/4}ÖÇàµıĀı

^{1ı}ı^ıÖı¹Öé àıĀ 3D ĒĀÖĀàıĀ^ıĐĀÖıÖĀáĒ^ıŞ^{1/4}Ā·Öè^ıµèı¹ÇéÒŞĀ×^ı
ıÖĀà^{3/4}ÖèĀ^ıµèÖÇÒÁĒÇèÒŞáĀĐ/ĒĀ×ı^oèÒáıĀĀÖá^{a1}à¹ĀĒÖ·ŦéŞĒĀ
^{ıı}Đ^aèÇĀãĒéĀÖ^{3/4}ă^{1ı}ıĀĒÇèÒŞÇÖé¹ ÇØ^{3ı}ÖŞĒÖĀÖĀŦàĀè¹àıĀă^ıé^ıÖÇÖé¹

⌘Ø³ÊÒÁÒÃ¶àÀ×Í¡á¹à¹ÀÊÕä´éâ´Âãªéá¶ºàÀ×èÍ¹·Ñé§ÂÑ§ÊÒÁÒÃ¶»ÃÑºá¹à¹ÀÊÕá´§
ÊÕà¢ÕÂÇ ÊÃ×ÍÊÕ¹éÓà§Õ¹ä´éâ´ÂµÃ§ ÊÃ×Í»ÃÑº·Ñé§ 3 á¹à¹À¾⁄⁄ÃéÍÁæ ¡Ñ¹¡çä´é

Digital Vibrance · ÓãĚé¤Ø³ÊÒÁÒÃ¶Çº¤ØÁ;ÒÃáÂĵÊÕáÅĐ¤ÇÒÁà¢éÁ¢í§ÊÕă
´éAÔ;¢Öé¹ «Öè§Êè§¼ÅãĚéAÒ¾ă¹ái»¾ÅÔàªÑ¹.Ñé§ĚÁ´ÁÕÊÕ·ÕèªÁªÑ´ÂÔè§¢Öé¹

jÃÒ¿áÊ´§ªèÇ§ÊÕ àÊé¹âªé§¹Õé´´ĐáÊ
´§¼ÄjÔÃà»ÃÕèÃ¹á»Ã§·Ñ¹·Õ·ÕèªØ³»ÃÑºªèÒªÇÒÁªÁªÑ´ªÇÒÁÊÇèÒ§
ËÃ×ÍªèÒájÁÁÒ

jÒÃàÅ×ÍjµÑÇàÅ×Íj¹Õé¨Ð·ÓãËéÃÐººãªéjÒÃµÑé§ªèÒ·ÕèªØ³jÓË¹
´äÇé¢³ÐºÙµªªÃ×èl§â´ÁlÑµâ¹AÑµÔ

ËÁÒÂàËµØ:

ËÒjªªÃ×èl§ªÍÁ¾ÔÇàµlÃì¢l§ªØ³·Ó§Ò¹lÂÙèã¹à¹çµàÇÔÃìj ÊÕ¨Ðà»ÃÕèÂ¹á»Ã§ä
»ËÃÑ§¨Òjã´éÅçljl¹ã¢éÒËÙèÇÔ¹â´ÇËláÁéÇ

ÃÒÂ;ÒÃ;ÒÃµÑé\$ðèÒ·ÕèðØ³⁰Ñ¹·Ö;äÇé
ãĚéàÅ×Í;µÑÇàÅ×Í;Ò;ÃÒÂ;ÒÃà³/₄×èĭăé\$Ò¹;ÒÃµÑé\$ðèÒ¹Õé

⌘Ø³ÊÒÁÒÃŲ°Ñ¹.Ö;ÿÒÃµÑé\$⌘èÒÊÕ»Ñ´·Ø°Ñ¹äÇéà»ç¹ÃÙ»áºº.Õè;ÓĚ¹´àÍšă´é
;ÒÃµÑé\$⌘èÖ.Õè°Ñ¹.Ö;äÇé¹Õé´Đà¾₄ÔèÁÅšă¹ÃÒÃ;ÖÃ·ÕèÍÃÙèŲÑ´ă»

Å°ÃÒÂ¿ÒÃ¿ÒÃµÑé\$ðèÒÊÕ·Õèä´éàÅ×Í¿äÇé¨Ò¿ÃÒÂ¿ÒÃ

àÃÕÂ¡¢éíÁÙÅæèÒÊÕ¢§æèÒÎÒÃĩ´áÇÃì·ÕèµÑé\$ÁÒ¨Ò¡âÃ\$§Ò¹

ãªéàÀ×ÍjâĚÁ´ä·ÁìÁÔè\$¢Í\$´´ÍÀÒ¾₄:

Auto-Detect ãĚéÇÔ¹â´ÇÊìÃÑºªèÒ·ÕèàĚÁÒÐĚÁ´Òj´´ÍáĚ´\$¼₄ÀàÍ\$

«Õè\$µÑÇàÀ×Íj¹Õé´´Ðãªéà»ç¹ªèÒ´ÕĴÍÀµì â»Ã

´·ÃÔºÇèÒ´´ÍÀÒ¾₄ÃØè¹àjèÒºÕ\$ÃØè¹ÍÔ´´ãÁèĚÔÁÒÃ¶¶ãªéªØ³ĚÁºÑµÔ¹Õéä´é

General Timing Formula ĚÃ×Í **GTF** à»ç¹ÁÒµÃºÒ¹·ÕèãªéjÑº´´ÍÀÒ¾₄ÃØè¹ãĚÁè

Discrete Monitor Timings ĚÃ×Í **DMT**

à»ç¹ÁÒµÃºÒ¹ÃØè¹àjèÒ·ÕèÃÑ\$ª\$ãªéã¹´´ÍÀÒ¾₄ºÒ\$»ÃÐàÀ·

ãĚéãªé\$Ô¹µÑÇàÀ×Íj¹ÕéĚÔj´´ÍÀÒ¾₄¢Í\$ªØ³µéÍ\$ãªéâĚÁ´ DMT

à¾ÔèÁăÍ¹ NVIDIA QuickTweak äÇé·Õè·ÒÊìºÒÃìŒİŞÇÔ¹â´ÇÊì
ăÍ¹¹¹Õé`ĐăĚéø³ăăéèÒ Direct3D, OpenGL ĚÃ×íèèÒĚÕ·Õèø³µÑéŞèèàÍŞ "ă
´éÍĀèÒŞĀÇ´àĀçÇ" ``Ō;àÁ¹Ū»êÍ»ÍÑ» ¹Í;`Ō;¹Ōé
àÁ¹Ū¹ŌéĀÑŞĀŌĀŌĀ;ŌĀĚŌĚĀÑºăăéèŌ´ŌĴÍĀµíăĀĐăĀŌĀ;ăăéă´ÍĐĀçÍ;ºçÍ;«ì
'Display Properties'

⌘⌀³ÊÒÁÒÃ¶àÀ×Í;äÍ⌘Í¹ÊÓËÃÑºãªéá.¹ÂÙ·ÔÅÔμÕ QuickTweak ¹¹.ÒÊììºÒÃì¢Í§ÇÔ¹â
´ÇÊìà´é

ãËéàÀ×Í;äÍ⌘Í¹.ÖèμεÍ§;ÒÃáÊ´§¨Ò;ÃÒÂ;ÒÃ¨Ò;¹Ñé¹ ⌘ÅÔ; "OK" ËÃ×Í "Apply"
à¾×èÍÎÑ»à´μäÍ⌘Í¹¹¹.ÖÊììºÒÃì

àÀ×Í;â»Ãá;ÃÁ;ÒÃ"Ñ´;ÒÃà´Ê;ì·Í»£Í§ NVIDIA

â»Ãá;ÃÁ"Ñ´;ÒÃà´Ê;ì·Í»£Í§ NVIDIA

"Đ^aèÇÂà³/₄ÔèÁ¿Ñ§;ì^aÑ¹;ÒÃ·Ó§Ò¹ÎÀèÒ§ÁÕ»ÃĐÊÔ·ÔÀÒ³/₄ÁÒ;ÂÔè§£Öé¹ à^aè¹
ÎÎµ^µÔÂ;ÒÃ"Ñ´;ÒÃÇÔ¹â Çì, ;ÒÃ;ÔË¹´µÓáË¹è§;Ôè§;ÂÒ§ăËé;Ñ^oă ÍĐÂçÍ;°çÍ;«ì
áÃĐ;ÒÃ«UÁ àÀ×èÍ^µØ³ăăé;ÒÃ;ÔË¹´µèÔ^µÍ¹¿Ôà;Ìà^aÑ¹ăËé;Ñ^oËÂÔÂ"ÍÂÒ³/₄
â»Ãá;ÃÁ"Ñ´;ÒÃà´Ê;ì·Í»"ĐÊ¹Ñ^oË¹Ø¹;ÒÃ·Ó§Ò¹£Í§à´Ê;ì·Í»ËÂÔÂà´Ê;ì·Í»
à³/₄×èÍ^aèÇÂăËé^µØ³´Ñ´;ÒÃ³/₄×é¹·Ôè·Ó§Ò¹ă¹ă»Ãá;ÃÁă´é´ÔÂÔè§£Öé¹

à»Ô´ä´ÍĐĀçÍj;ÒĀjÓĚ¹´²èÒ²Í¹¿ÔàjÍàĀªÑ¹ŒÍŒâ»ĀájĀĀ´Ñ´j;ÒĀà´Êj·Í»ŒÍŒ NVIDIA
ä´ÍĐĀçÍj;ÒĀjÓĚ¹´²èÒ²Í¹¿ÔàjÍàĀªÑ¹ă¹â»ĀájĀĀ´Ñ´j;ÒĀà
´Êj·Í»´Đ²Çº²ØÁ¿ŒŒj;ªÑ¹áĀĐ²èÒ·ŒéŒĒÁ´ă¹â»ĀájĀĀ´Ñ´j;ÒĀà´Êj·Í»
ÍĀèÒŒàªè¹µŒÇàĀ×Íj;ÒĀjÓĚ¹´µÓáĒ¹èŒj;ÒèŒj;ĀÒŒŒÍŒă´ÍĐĀçÍjºçÍj«ìj;ÒĀàĀ×ÍjĪÍµ²ŒĀì
áĀĐ²èÒj;ÒĀ´Ñ´j;ÒĀâ»ĀájĀĀ

»Ô´ă´ÍĐĂçÍ;°çÍ;«ì¹ŒéáĂĐ°Ŧ¹·Ö;î;ÒĂà»ĂŒèÂ¹á»ĂšăÇé
áµè;ÒĂà»ĂŒèÂ¹á»Ăš·ĐÁŒ¼ĂĖĂŦš·Œ;▯Ø³▯ĂŒ; "ŒK" ĖĂ×Í "Apply" ã¹ă
´ÍĐĂçÍ; "Additional Properties"

ãĚé∅³;ÓĚ¹ÇèÒ`Đăªé»ØèÁã
´ϕÍšàÁÒĚîàÃŒÂ;àÁ¹ÙàÁ×èÍÁŒ;ÒÃ∅ÂŒ;·ŒèăÍ∅¹¹¹.ÒĚîºÒÃî

à»Ô´ËÃ×Í»Ô´¢éÍ¤ÇÒÁÂ×¹ÂÑ¹

àªç¤µÑÇàÂ×Íª¹Õé ËÒª¤Ø³äÀèµéÍ§ªÒÃãËéáÊ´§¢éÍ¤ÇÒÁÂ×¹ÂÑ¹.Øª¤ÃÑés.ÕèâËÂ
´¤Í¹¿ÒàªÌàÃªÑ¹ 3D ¨ÒªàÁ¹Û.ÒËªìºÒÃì

àÅ×íµÑÇàÅ×í¹Õé ĚÒᵢᵐØ³µéí§ᵢÒÃáÊ´§¼₄ÅàÁ¹Ù·ÒÊᵢᵐÒÃĩ´éÇÂàĩçàçᵢµᵢ 3D

μÑÇàÀ×í;¹Öéãªé;ÓĚ¹μÓáĚ¹è§;ÒÃáĚ´§ÀÒ¾¹·Íá¹ àÁ×èÍ·Ó§Ò¹·Öè¤ÇÒÁÅĐàÍÕÂ
´μèÕ;ÇèÒ¤ÇÒÁÅĐàÍÕÂ´ÊÛ§ÊØ´·ÖèÊÒÁÒÃ¶ãªéä´é

ã^aé»ØèÁÅÙ;ÈÃà³/₄×èÍ»ÃÑ^oμÓáĚ¹è§ŒÍ§³/₄×é¹.Œèà´Êì·Í»^{o1}·ÍáÊ´§¹/₄Å

ÃÕà«çµðèÒà´Êì·Í»à¾×èÍãé´Õ¿ÍÀµì¢Í§ðèÒðÇÒÁÅÐàÍÕÂ
´áÅÐÍÑµÃÒ¿ÒÃÃÕà¿Ãª»Ñ´´Ø°N¹

μÑÇàÅ×íjàËÀèÒ¹Õéãªé;ÓË¹´»ÃĐàÀ·ϕÍ§ÍØ»ıÃ³ıáÊ´§¼⁄⁄Å (´ÍÀÒ¾ ´Íá¹ ËÃ×íâ·Ã·ÑÈı̂ â
ÅϕÖé¹ÍÂUè;ÑºÍØ»ıÃ³ı·Öè;ÖÃı´ÍÊ¹ÑºÊ¹Ø¹)

à»Ô´Ě¹éÒµèÒ§·Œè∅³ÊÒÁÒÃ¶»ÃÑºáµè§∅èÒă´éĭÑº´ÍáÊ´§¼⁄₄Å·Œèăªé§Ò¹ÍÂÙè

ÃĐ°ØÃÙ»á°áÃĐ»ÃĐà·È·Õèãªé;ÒÃáÊ´§¼Å·Ò§â·Ã·ÑÈ¹ì

à»Ô´Ě¹éÒµèÒ§·Œè∅³µéí§;ÒÃÃĐ°ŒÃÙ»á^{oo}àíÒµì¾∅µϕí§â·Ã·ÑĚ¹ìá^{oo¾}ÔàĚĚ

ÃÒÂ;ÒÃ¹ÕéãªéàÅ×Í;ÃÙ»áº;ÒÃáÊ´§¼Å·Ò§â·Ã·ÑÈ¹µÒÁ»ÃĐà·È·Õè⌘Ø³ÍÂÙèÍÒÈÑÂ
ËÁÒÂaËµØ: ËÒ;»ÃĐà·È·Õè⌘Ø³ÍÂÙèäÁè»ÃÒ;┐ÍÂÙèã¹ÃÒÂ;ÒÃ
ãËéàÅ×Í;»ÃĐà·È·ÕèÍÂÙèã;Áé»ÃĐà·È·Õè⌘Ø³ÍÂÙèÁÒ;·ÕèÊØ´

ıÖĖ¹´ăĖĖĂÛ»á^{oo}.ŌèàĀ×Íĵà»ç¹ĂÛ»á^{oo}.ŌèăăéàÁ×èlà»Ô´à▯Ă×èÍŖ
àÁ×èlà»Ô´à▯Ă×èÍŖıÍÁ¾ÔÇàıÍĂì.Ōèà^a×èÍÁıèlà©¾ÒĐâ·Ă·ŃĖ¹àŖéÒıŃ^oıÒĂì´ıÍ
ıŃÇàĀ×Íĵ¹Ōé^aèÇĂăĖĖÁŃĖ¹ă´ă´éÇèÒŖéÍ▯ÇÒÁ·ŃéŖĖÁ´.ŌèáĖ
Ŗ^{o1}ıÍĂÖ¾ĂĐĖÇèŌŖıĂĐ^oÇ¹ıŌĂ^oŬııĐ»ĂŌı^{-o1}ıâ·Ă·ŃĖ¹ıÍĂèŌŖııııéÍŖ

ãªé;ÓĚ¹ª¹Ô´ϕÍŜĚÑÒ³àÍÒμì¾Øμ·ÕèÊè§¹⁄₄èÒ¹ă»ÂÑŝâ·Ã·ÑĚ¹ì
ËÒ;⚭Ø³ă´ éàª×èÍÁμèÍâ´ÂăªéÊÒÂà⚭à°ÔĀ·ÕèŲÙ;μéÍŝª¹Ô´ÊÑÒ³ăºº S-Video out
“ĐăĚé⚭Ø³ĀÒ¾₄ĚŬŝ;ÇèÔĚÑÒ³Í;ăºº Composite video ĚÒ;⚭Ø³ăĀèá¹èă´à;ÕèĀÇ;ĩÑºª¹Ô
´ϕÍŜĚÑÒ³ ãĚéàĀ×Í; **Auto-select**

ã^aé»ØèÁÂÙ;ÈÃ»ÃÑ°μÓáĚ¹èšà´Ê;ì·Í»⁰¹·Íâ·Ã·ÑĚ¹ì

ĚÁÒÂaĚμØ: ĚÒ;ÀÒ¾ã¹â·Ã·ÑĚ¹ìÁéÁĚ×ÍâÁèÁŎÀÒ¾à¹×èÍš[·]Ò;ì:ÒÃ»ÃÑ°μÑés

ãĚéÁÍ»ÃĐÁŎ³ 10 ÇŎ¹Ŏ·Ŏ ÀŎ¾[·]Đ;ÃÑ°ÁŎáĚ´š¹¼Ā·Ŏè μÓáĚ¹èš·Ŏèa»ç¹

´Ŏ;ÍĀμ;â´ÁÍÑμâ¹ÁÑμŎ

··Ŏ;¹Ñé¹⊘³ĀÑšĚŎÁŎĀ¶àÃŎèÁ·Ó;ŎÃ»ÃÑ°μÑés⊘èŎãĚÁèÍŎ;⊘ÃÑés

ĚĀÑš[·]Ò;ì:ÓĚ¹ μÓáĚ¹èšÇÍšà´Ê;ì·Í»áÁéÇ ⊘Ŏ³μéÍš⊘ĀŎ;·Ŏè»ØèÁ "OK"

ĚÃ×Í "Apply" à¾×èÍ⁰Ñ¹·Ŏ;⊘èŎÁŎĀã¹àçĀŎ 10 ÇŎ¹Ŏ·Ŏ

ÃÕà«çµà´Êì·Í»ä»ÂÑ§µÓáĚ¹è§´Œ¿ÍÅµìº¹â·Ã·ÑĚ¹ìâ´ÂãªéªÇÒÁÅĐàÍÕÂ´»Ñ´···∅ºÑ¹

ã^aéµÑÇ¤Ç^o¤ØÁàËÅèÒ¹Õéã¹¡ÒÃ»ÃÑ^o¤ÇÒÁÊÇèÒ§áÅĐ¤ÇÒÁà¢éÁÊÕ¢¡§ÀÒ¾ã¹â·Ã·
ÑÊ¹¡

ãªéµÑÇªÇºªØÁàĚÅèÒ¹Õéã¹;ÒÃ»ÃÑºªÇÒÁÊÇèÒŠáÅĐªÇÒÁªÁªÑ
´ϕÍŠÀÖ¾â¹â·Ã·ÑĚ¹ì

ãªéµÑÇªÇºªØÁ¹Õéà¾×èÍ»ÃÑº¿ÔÀàµÍÃìÀ
´ìÒÃÊÑè¹¢Í\$ÀÒ¾·ÕèµéÍ\$ìÒÃãªéìÑºã·Ã·ÑÈ¹ì
¢Íá¹Ð¹ÓãËéªØ³»Ô´¿ÔÀàµÍÃìÀ´ìÒÃÊÑè¹¢Í\$ÀÒ¾àÁ×èÍàÀè¹ÀÒ¾Â¹µÃì DVD
“ÒìÍØ»ìÃ³ì¶Í´ÃËÑÊ¢Í\$ÍÒÃí´áÇÃì

ıÓĚ¹ꞡÇÒÁÅĐàÍŎÂ´¢Í§´´ÍáÊ´§¼ÅáÅĐÃĐ´ÑºÊŎă¹ıŎÃáÊ´§¼Å·Ò§´´Îâ·Ã·ÑÈ¹ı

ãªéµÑÇ¤Çº¤ØÁàĚĀèÒ¹Ōéã¹;ÒÃ»ÃÑº¤Ø³ÀÒ¾₄ŦİŞÊÑÒ³ÇÔ´ŌăİĚÃ×Í DVD ¹¹·ÍÀÒ¾₄
¤Ø³ÊÒÁÒÃ¶¤Çº¤ØÁ¤èÒ¤ÇÒÁÊÇèÒŞ ¤ÇÒÁ¤ÁªÑ´
¤èÒ¤ÇÒÁÍŌèĀµÑÇŦİŞÊŌà¾₄×èÍ¤Ø³ÀÒ¾₄;ŌÃăĚ´Ş¼Ā·Ōè´ŌàÁ×èÍàĀè¹ÀÒ¾₄Ā¹µĀì
DVD ã¹à¤Ā×èÍŞ¤ÍÁ¾₄ŌÇàµÍĀì

ãË¤Ø³ÊÒÁÒÃ¶»ÃÑº¤ÇÒÁ¶ÕèÊÑÒ³¹ÒìÔ;ÒËÃÑ; áÅÐÊÑ-
Ò³¹ÒìÔ;Ò¢Í§Ê¹èÇÂ¤ÇÔÁ¨Ò¢Í§â»Ãà«Êà«ÍÀ;ÃÔ¿Ô;¢Í§ NVIDIA ä´é

μÑé§¤èÒ¤ÇÒÁàÃçÇϕÍ§ÊÑÒ³¹ÒìÔ;ÒËÅÑ;ϕÍ§â»Ãà«Êà«ÍÃ;ÃÒ¿Ô; NVIDIA

ÃĐ°Ø¼ÇÒÁàÃçÇÊÑÒ³¹ÒìÔ;ÒËÃÑ;à»ç¹àÁ;ĐàÎÔÃµ«ì

ıÓĚ¹ꞑÇÒÁàÃÇÊÑÒ³¹ÒìÔıÒıİİİÔ¹àıİİà¿«Ě¹èÇÂꞑÇÒÁꞑÓ¹ıÒÃı́áÊ´§¼Å

ÃĐ°Ø¤ÇÒÁàÃçÇÊÑÒ³¹ÒìÔ;ÒŒÍ§ÍÔ¹àμíÃìà¿«Ë¹èÇÂ¤ÇÒÁ¨Óà»ç¹àÁ;ĐàÎÔÃμ«ì

·ÉÍ°ÇÒÁàÃÇÇÊÑÒ³¹ÒìÔ;ÒãËÁèà¾×èÍ·ÉÍ°ÇÒÁàÊ¶ÕÃ¢Í§ÃÐ°°;èÍ¹ãªé§Ò¹·ÃÔ§
ËÁÒÂàËμ∅: ∅³μέί§·ÉÍ°;ÒÃμÑέ§∅èÒãËÁè«Öè§äÁèãªè∅èÒ
´Ö¿ÍÅμì¢Í§¼Ûé¼ÅÕμ;èÍ¹·Öè·Ðãªé∅èÒ¹Ñέ¹μΑÍ´ä»

iÒÃàÀ×ÍjμÑÇàÀ×Íi¹ÖéªèÇÃãĚéÁÑè¹ã¨¨´éÇèÒ jÒÃà»ÀÕèÂ¹¤ÇÒÁ¶ÖèÊÑ-
Ò³¹ÒìÒjÒ¨ĐÁÕ¼₄ÃãªéSÒ¹â´ÁÍÑμâ¹ÁÑμÔ·Øj¤ÃÑéS·ÕèàÃÕèÁãªéSÒ¹ÇÔ¹â´ÇÊì

ĚÁÒÂàĚμØ: ¤Ø³ĚÒÁÒÃ¶¶¢éÒÁ¢Ñé¹μ¹jÒÃμÑéSĚÑ-
Ò³¹ÒìÒjÒìÍÑμâ¹ÁÑμÔ·Õè·Ó§Ò¹¢³ĐàÃÕèÁμé¹ÃĐªª´é â´ÂjÒÃi´¤ÕÂì CTRL
¤éÒ§ăÇé ¢³Đ·ÕèÇÔ¹â´ÇÊìjÓÃÑ§àÃÕèÁ·Ó§Ò¹
ĚÒjà¤A×èÍ§¤ÍÁ¾₄ÔÇàμÍÃàª×èÍÁμèÍÃÙèjÑªà¹çμàÇÔÃj ãĚéj´¤ÕÂì CTRL
¤éÒ§ăÇé·Ñ¹·Õ ĚÃÑ§ ¨¨Òjă´éÃÇÍjÍ¹à¢éÕĚÙèÇÔ¹â´ÇÊì

ÃÕà«çµÊÑÒ³¹ÒìÔjÒ·ÑésĚÁ´ áĀéÇăĚéÃĐ⁰⁰µÃÇ·Ěí°ìÒÃì
´ăÇÃìjĀÒçÔìjèí¹·Ōè·Đă^aésŌ¹µÑÇ⁰ç⁰ØÁ·ŌèjŌĚ¹´ăÇélŌj⁰ÃÑés
ϕÍá¹Đ¹ÓăĚé⁰Ø³ÃÕà«çµ·Øj⁰ÃÑés·ŌèáçĀ^a BIOS ϕÍſjÒÃì·´Í â
´Āă^aéäçĀìíŌĀàÁ·ĚŌĚĀÑ°íÑ»à´µ BIOS

⌘⌘³ÊÒÁÒÃ¶àÀ×Í;âĚÁ´ nView ä´é´Ò; 4 âĚÁ´ ´Ñ§¹Ŏé

Standard âĚÁ´ ;ÒÃáĚ´ §¼Åá°ÁÒµÃ°Ò¹ã¹Ě¹éÒ´Íà´ ŎÂÇ ⌘⌘³ÊÒÁÒÃ¶ãªéâĚÁ´
¹Ŏéã¹;Ã³Ŏ·ŎèÀŎÍŎ»;Ã³;ÒÃáĚ´ §¼Å·ŎèµèÍ;Ñ°;ŎÃì´´Í NVIDIA à¾ŎÂ§ÍÂèŎ§à´
ŎÂÇ

Clone âĚÁ´¹Ŏé´ĐăĚéÀŎ¾¹´ÍáĚ´ §¼ÅĬ§àĚÁ×Í;Ñ°ÀŎ¾¹´ÍáĚ´ §¼ÅĚĬÑ;

Horizontal Span âĚÁ´¹Ŏéãªéã¹;ÒÃŦÀŎÀ´Ě;ì·Í»ŦÍ§ÇŎ¹â´ÇĚìà»ĬÑ§´ÍáĚ´ §¼Å 2
Ě¹éÒ´Íã¹á¹Ç¹;¹ă´é ã¹âĚÁ´¹Ŏé´´ÍáĚ´
´§¼Å·Ñé§ĚÍ§´Đàª×èÍĬµèÍ;Ñ¹à»Ç¹¾×é¹·Ŏè;ÒÃáĚ´ §¼ÅŦ¹Ò´ăĚèà¾ŎÂ§´Íà´ ŎÂÇ

Vertical Span âĚÁ´¹Ŏéãªéã¹;ÒÃŦÀŎÀ´Ě;ì·Í»ŦÍ§ÇŎ¹â´ÇĚìà»ĬÑ§´ÍáĚ´ §¼Å 2
Ě¹éÒ´Íã¹á¹ÇµÑé§ă´é ã¹âĚÁ´¹Ŏé´´ÍáĚ´
´§¼Å·Ñé§ĚÍ§´Đàª×èÍĬµèÍ;Ñ¹à»Ç¹¾×é¹·Ŏè;ÒÃáĚ´ §¼Å·ŎèÀŎŦ¹Ò´
´ĚŬ§ŦŎé¹à¾ŎÂ§´Íà´ ŎÂÇ

nView Standard äËÁ´_iÖÃáÊ´§¼ÄÁ°ÁÒµÃ°Ò¹ã¹Ë¹éÖ´´íà´ÖÂÇ ¢Ø³ÊÒÁÒÃ¶ãªéâËÁ
´¹Öéã¹_Ã³Ö·ÖèÁÖÍØ»»_Ã³i_ÖÃáÊ´§¼Ä·Öèµèí_Ñº_ÖÃì´´Í NVIDIA à¾ÖÂ§ÍÂèÒ\$à´ÖÂÇ

nView Clone ãĖÁ´¹Œé`ĐãĖéÀÒ¾⁰¹´´íaĖ´§¼ÅĤísàĖÁ×í¹;ÑºÀÒ¾⁰¹´´íaĖ´§¼ÅĖÑĩ

nView Horizontal Span âĒÁ´¹Ōéãéã¹;ÒÃ¢ÂÒÂà´Êì·Í»¢ÍŞÇÔ¹ă´ÇÊìă»ÂÑŞ´´ÍáÊ
´Ş¼⁄₄Â 2 Ê¹éO´´Íă¹á¹Ç¹Íă´é ā¹âĒÁ´¹Ōé´´ÍáÊ
´Ş¼⁄₄Â·ÑéŞĒİŞ´Đàª×èÍÁµèÍ;Ñ¹à»Ç¹³⁄₄×é¹·Ōè;ÒÃáÊ´Ş¼⁄₄Â¢¹Ò´ăĒèà³⁄₄ŌÂŞ´´Íà
´ŌÂÇ«ŌèŞ´ĐªèÇÂăĒÉ´ÚÂŌ³⁄₄ă´é;ÇéŌŞ¢Ōé¹;ÇèŌ;ŌÃ´Ù´´Ò;´Íà´ŌÂÇ

[illegible]

A0³/₄!A0çÔiµOÀ¤èO¤!çÔà;íàÃªÑ¹¢í§;òÃáÊ´§¹/₄Aã¹ãÊÁ´ nView
jÒÃ¤AÔ;A0³/₄!A0çÔi⁰¹·íA0³/₄·Dà»ç¹;òÃàA×íjãÊë·íáÊ´§¹/₄A¹Ñë¹à»ç¹·íáÊ
·§¹/₄A»Ñ···ØºÑ¹¢í§¤Ø³ áA×èí¤Ø³¤AÔj¢CÔº¹A0³/₄!A0çÔi·Ôè·íA0³/₄
¤Ø³·DàÊç¹!A0Âj;òÃµèÔSæ ·Ôè¤Ø³ÊOÁOÀ¶»ÃÑºà»ÃÔèÂ¹ãÊëjÑºíØ;»Ã³j;òÃáÊ
·§¹/₄A·ÔèàjÔèÂÇçéí§jÑ¹

ËÒ;ãªéâËÁ´ Clone ¢Ø³·ÐÊÒÁÒÃ¶;ÓË¹; òÃáÊ
´§¼Äã¹Ë¹éÒ´ÍÊÃÑ;ãËéÁÔ¢èÒ¢ÇÒÄÄÐàÍÔÁ´¢Í§à´Ê;ì·Í»ÁÒ;ÇèÒã¹Ë¹éÒ´ÍÃÍ§
ËÒ;¢èÒ¢ÇÒÄÄÐàÍÔÁ´¢Í§´ÍáÊ´§¼ÄÃÍ§¹éÍ;ÇèÒ¢ÇÒÄÄÐàÍÔÁ´¢Í§´ÍáÊ´§¼ÄËÃÑ; à
´Ê;ì·Í»¢Í§´ÍáÊ´§¼ÄÃÍ§´Ðá¾¹àÍ§à´ÁÍÑµâ¹ÃÑµÒàÁ×èÍ¢Ø³àÁ×èÍ¹àÁÒËèä»ËØ´¢Íº´Í

Âj à ÂÔj; ÒÃã^aé^øØ³ÊÁ°ÑμÔ; ÒÃá³/₄â´ÂÍÑμâ¹ÁÑμÔã¹´´ÍáÊ´S¹/₄ÃÍ§ ËÒj ä
´éà×Íj μÑÇà×Íj "Allow virtual desktop" (ã^aéà´Êj; Í»àÊÁ×Í¹´ÁÔ§j; Ñ°´ÍáÊ´S¹/₄ÃÍ§ä´é) äÇé
«Òè§´Ð·ÔãÊéà´Êj; Í»ÊÁØ´j; ÔÃ·Ô§Ô¹ã¹μÔáÊ¹è§ã´μÔáÊ¹è§Ê¹Ôè§
øØ³ÊÁ°ÑμÔ¹ÔéàÊÁÔÐÊÔÊÑ°j; ÒÃ¹ÔàÊ¹Í§Ô¹ã¹ál»³/₄ÃÔàø^aÑ¹·Ôèã^aé^øÇÒÁÅÐàÍÕÂ
´ã¹j; ÒÃáÊ´S¹/₄ÃÊÛ§

jÒÃã^aé§Ò¹¤Ø³ÊÁ^ºÑµÔ¹Õé`ĐÂçÍ¤µÓáĚ¹è§jÒÃá^{3/4}»Ñ^{.....}Ø^ºÑ¹ϕÍ§`ÍáÊ
`§^{1/4}ÃÁÍ§.ÕèàÃ×ÍjăÇéã¹ϕ³Đ¹Õé «Õè§`Đ.ÓãĚéà´Ějì.Í»ĚÂØ´jÒÃ.Ó§Ò¹ã¹µÓáĚ¹è§ã
´µÓáĚ¹è§Ě¹Õè§
¤Ø³ÊÁ^ºÑµÔ¹ÕéàĚÁÒĐÊÓĚÑ^ºjÒÃ¹ÓàÊ¹Í§Ò¹ã¹áÍ»^{3/4}ÃÔà¤^aÑ¹.Õèã^aé¤ÇÒÁÃĐàÍÕÂ
`ã¹jÒÃáĚ´§^{1/4}ÃĚÜ§

ã^aé§Ò¹⊠Ø³ÊÁ°ÑμÔϕÍ§à´Êì·Í»àÊÁ×Í¹·ÃÔ§ã¹âËÁ´ìÒÃϕÂÒÂÀÒ³/₄ϕÍ§ nView
ìÒÃã^aé§Ò¹⊠Ø³ÊÁ°ÑμÔ¹Õé´Ð·ÓãËé⊠Ø³μÑé§⊠èÒà´Êì·Í»ãËéÁÕϕ¹Ò´ãËèìÇèÒ´ÍáÊ
´§¹/₄Ã·Õèà^a×èÍÁàϕéÒ´éÇÂìÑ¹
ÀÒ³/₄·Õèà^a×èÍÁμèÍàϕéÒ´éÇÂìÑ¹·Ð»ÃÒì·ãËéàËç¹μÁÍ´³/₄×é¹·Õèà´Êì·Í»·ÕèãËèϕÖé¹
àÁ×èÍ⊠Ø³/₄ÂÒÂÒÂàÁ×èÍàÁÓÊìÍì·Òì³/₄×é¹·Õè·ÕèáÊ´§

ÀÒ¾¼jÃÒ¿ÔiμÒÁ¤èÒ¤Í¹¿ÔàjíaÃªÑ¹¢Í\$;ÒÃáÊ´§¼ÅÃísã¹âËÁ´ nView
jÒÃ¤ÅÔj·ÕèjÃÒ¿Ôj¨Ð·ÓãËé¤Ø³ÊÒÁÒÃ¶μÑé\$¤èÒÍØ»jÃ³jÒÃáÊ´§¼Å
«Õè\$μèljÑº·íaÊ´§¼ÅÃís·ÕèãªéjÒÃì¨·Í·ÕèáÊ´§¼Åªºº nView ä´é
ã¹¢³Ð·Ó\$Ò¹ÍÁÙèâËÁ´ Clone

jÓË¹ãé;ÒÃÇºØÁ;ÒÃ«ÙÁà¾×èíãËéÊÒÁÒÃ¶«ÙÁà¢éÒä»ÂÑ§Ë¹éÒ´Í;ÒÃáÊ
§¼Å·ÛèµéÍ§;ÒÃã´é

ã¹âĖÁ¹Ōé ¢Ø³ÊÔÁÔÃ¶àÅ×ĭ;³/₄×é¹.ŌèĚ¹éÒ¹ÍĖèÇ¹.Ōèμéİ§ĭÔÃ«ÙÁ
ĖĀŅ§¹ÒĭàÅ×ĭĭáĀéÇ ¢Ø³ÊÔÁÔÃ¶«ÙĀă»¹.ŌèĚ¹éŌ¹ÍĖèÇ¹¹Ņé¹ă¹é¹·Ņ¹.Ō â
¹ĀàÅ×èĭ¹μŅÇàÅ×èĭ¹éŌ¹ĀèŌ§

μÑÇàÅ×Í;¹Õé`ĐăĚé⌘Ø³«ÙÁÊèÇ¹·ÕèàÅ×Í;äÇéϕÍ§Ě¹éÒ`Í;ÒÃáÊ´§¼Åä
é·Ñé§àϕéÖĚÅ×ÍÍ;

àÅ×í;ÍØ»;ĩÃ³;òÃáÊ´§¼ÅÊÓËÃÑº;òÃáÊ´§Àò¾ã¹âËÁ´;òÃáÊ´§¼ÅáººàµçÁË¹éÒ´Í

⌘Ø³ÊÒÁÒÃŕàÅ×ÍjÍÑμÃÒÊèÇ¹ϕí§ÀÒ¾ (ϕ¹Ò´ã¹á¹Ç¹Í¹μèíá¹ÇμÑés) ÊÓËÃÑº;ÒÃáÊ
´§¹⁄₄Ãá°°àμçAÊ¹éO¨Í

jÒÃã^aéşÒ¹µÑÇàÅ×Íj¹Õé^ˆĐ·ÓãĚéă^ˆÃàÇÍÃìjÒÃáĚ^ˆş¹/₄ÂĚÒÁÒÃŋjÓĚ¹
²èÒ²ÇÒÁĀĐăÍŌĀ^ˆ·ŌèàĚÁÒĐĚĀjŊ^ojŌÃáĚ^ˆş¹/₄Āá^{oo}àµçĀĚ¹éŌ^ˆİă^ˆé

iÒÃã^aé§Ò¹µÑÇàÅ×Í¹Õé^{..}Đà»ç¹iÒÃà^a×èÍÁâÂ§iÒÃÇ⁰ÇØÁiÒÃ«ÙÁã¹Ë¹éÒiÒÃÇ⁰ÇØ
ÁâlàÇÍÀàÁÀi iÑ⁰iÒÃÇ⁰ÇØÁiÒÃ«ÙÁã¹iÒÃáË´§^{1/4}Ãã⁰⁰àµçÁË¹éÒ^{..}Íă´éã¹¢³Đà
´ÔÃÇiÑ¹

iÒÃ¤ÅÔi·Õè»ØèÁ¹Õé¨Đ·ÓãĚéãªésÒ¹¤Ø³ĚÁºŃµÔiÒÃáĚ´§¼¼Å¢Ńé¹ĚÙsâ´ÂãªéâĚÁ´
Clone ¢İ§ nView â»Ã´ĚŃsàjµÇèÒµéİsãªésÒ¹âĚÁ´ Clone
ÍÂÙè¨Ö§¨Đà¢éÒãªé¤Ø³ĚÁºŃµÔàĚÀèÒ¹Ōéă´é

jÒÃã^aé§Ò¹µÑÇàÅ×Íj¹Õé[°]Đà»ç¹jÒÃjÓË¹
ãÉé«ÍçµiáÇÁiâiàÇÍÁiàÅÁiàÃÕÁjã^aé^oÑÊÁÒÈàµÍÃiÃÔ§
áµèäÅèá¹Đ¹ÓãÉé[°]Ø³àÅ×ÍjµÑÇàÅ×Íj¹Õé à³/₄ÃÕĐ[°]Đ·ÓãÉéàjÔ´»ÑËÒã¹jÒÃáÊ[°]
ŞÀÒ³/₄^{o1}·Í à^aè¹ áÊ´ŞÀÒ³/₄äAè¶ÛjµéÍŞËÃ×lăAèÃÕÀÒ³/₄»ÃÒj ¤Öé¹ăĂĂ

áÊ´§ª¹Ô´¢í§¨íÀÒ¾¼·Õè¤Ø³;ÓÂÑ§ãªé;Ñº;ÒÃì´´í·ÕèàÅ×í;äÇé

⌘ÅÔ;à¾×èíáÊ´§⌘Ø³ÊÁ°ÑμÔϕÍ§ä´ÃàÇíÃ`áÅĐÍØ»;ĩ³iÊÓĚÃÑ°·ÍÀÒ¾¹Öé

áÊ´§ÍÑµÃÒ;ÒÃÃÕà¿Ãª.ÑéSĚÁ´.Õèãªéä´é;Ñº·ÍÀÒ¾¹Õé
ÍÑµÃÒ;ÒÃÃÕà¿Ãª.ÕèÁÕªÇÒÁ¶ÕèÊÛ\$ŦÓé¹·ĐÁ´ÍÑµÃÒ;ÒÃÊÑè¹ŦÍ\$ÀÒ¾¹¹Ě¹éÒ·Í

ÃĐ°ØÇèÒÃÒÂ;ÒÃã¹ ¢ÇÒÁ¶Õèã¹;ÒÃÃÕà¿Ãª ¨ĐÃÇÁâĚÁ´.Õè¨ÍÀÒ¾¹ÕéäÁèä
´éĚ¹ÑºĚ¹Ø¹ÍÂÙèĚÃ×ÍäĚè ;ÒÃàÃ×ÍâĚÁ
´.ÕèäÁèàĚÁÒĐĚÁ;Ñº¨ÍÀÒ¾¶Í§¢Ø³ÍÒ¨.ÓãĚéà;Ô´»ÑĚÒĚéÒÂáÃ§ã¹;ÒÃáĚ
´§¹⁄₄ÃáÃĐÍÒ¨.ÓãĚéÍÒÃİ´áÇÂì¶Í§¢Ø³àĚÕĚĚÒĚ

μÑÇàÅ×Í;¹Õé;ÓĚ¹´ãĚéä`ÃàÇÍÃ` OpenGL ãªéºÑ¿à¿ÍÃ;ÒÃáĚ´§ÀÒ¾ 3 ÁÔμÔáº 16
ºÔμâ´ÂäÁèºÓ¹Ö§¶Ö§ÃÙ»áºº¢Í§¾Ô;à«Å·ÕèáÍ»¾ÅÔàªÑ¹ă´éàÅ×Í;äÇé
μÑÇàÅ×Í;¹ÕéÂÑ§ªèÇÂà¾ÔèÁ»ÃĐĚÔ·ÔÀÒ¾¢Í§;ÒÃ·Ó§Ò¹ăÅĐ;ÒÃÅº¢éÍÁÙÃã¹ºÑ¿
à¿ÍÃ;ÒÃáĚ´§ÀÒ¾ 3 ÁÔμÔ áμè`Đ·ÔãĚéªÇÒÁ¶U;μéÍ§ã¹;ÔÃà;çº¢éÍÁÙÅºÑ¿à¿ÍÃáĚ
´§ÀÒ¾ 3 ÁÔμÔÃ´Å§

àÁ×èíÓË¹´ãªé§Ò¹μÑÇàÀ×í¹ÖéáÀéÇ OpenGL ·Đãªé¤Ø³ÊÁºÑμÔ Advanced Multi-Monitor ¢Í§ Windows 2000

⌘Ø³ÊÒÁÒÃŒãªéµÑÇàÅ×Í¹Õéã¹ĵÒÃàÅ×ÍĴçèÒĐãĚéÍáÊ´§¼Åă´áÊ´šà
´ÊĵĴĴ»ã¹ÅØA⁰¹«éÒÃ ÊÔè§·ÔèàĚç¹ă´éªÑ´·ÔèÊØ
´ă¹ĵÒÃàÅ×ÍµÑÇàÅ×Í¹ÕéĴç⌘×ÍĴŒăĚ´§¼ÅĐà»ÅÕèÂ¹µÓáĚ¹è§ŒÍ§ÀÒ¾ă¹Ě¹éÒÍ

ãĚéáĚ´š´íaĚ´š¼Å¢Íš nView ·ÑéšĚÁ´ã¹¢³Đ¹Ŏé
ĚŎ;¤Ø³µéÍÍØ»jĀ³iäÇéÁŎj;ÇèŎĚ¹ŎèšÍĀèŎšáĀĐ¤Ø³ă´éà»ĀŎèĀ¹âĚÁ´jŎĀáĚ
´š¼Āà»ç¹âĚÁ´ă´jçµŎĀ·ŎèăĀèăèâĚÁ´ Standard ¤Ø³µéÍšàĀ×ÍjÇèŎ´ĐáĚ´š¼Ā·Ŏè´Íă

¹j´Ŏj¹Ŏé ¤Ø³ĀÑšĚŎĀŎĀ¶¤ĀŎj;ĀŎ¿Ŏj·Ŏè»ĀŎj⁻⁰¹´ÍĀŎ¾ă¹µÑÇ¤Çº¤ØÁ´éŎ¹⁰¹ă´éâ
´ĀµĀš à¾×èlàĀ×ÍjăĚéáĚ´š¼Āă¹´Í·ŎèáĚ´šÍĀŬèă¹¢³Đ¹Ŏé

⌘ÅÔj»ØèÁ¹Õéà¾×èÍµÑé§⌘èÒĚÃ×Íà»ÅÕèÂ¹⌘èÒ†Í§ÍØ»jÃ³jÒÃáÊ
´§¼Å·ÕèãªéjÑº´ÍáÊ´§¼Å»Ñ´´ØºÑ¹

ıÖÃÇºØÁıÖÃá¾¹ãªéıÖË¹¢¹Ö¢İ§¾×é¹.ÖèË¹éÒ´Í.Öè´ĐÊÒÁÒÃ¶´Ùä´é
ãËéÊÑÁ¾Ñ¹ııÑº¾×é¹.Öèà´Êıı·Í»´ÁÔ§.ÖèÁÕÍÂÙè «Öè§´Đãªéã¹ıÖÃáÊ´§¹¾Åà
´Êıı·Í»«Öè§ÁÕ¢¹Ö´ãËèıÇèÖ¢¹Ö´»ıμÔ.ÖèáÊ´§ä´éã¹´ÍÂÖ¾´´Íáº¹ ÊÃ×Í´Í.ÔÇÕ¢İ§ºØ³

⌘ÅÔ;à¾×èíµÃÇ¨ÊÍº¨ÍáÊ´§¼Å·Ñé§ĚÁ´·Œèµèlàª×èÍÁàŒéÔ;Ñº;ÒÃì¨Í
ãĚéãªé⌘Ø³ĚÁºÑµÔ¹ŒéĚÔ;⌘Ø³àĚŒÂª»ÅÑê;àŒéÔ;Ñº¨ÍáÊ´§¼ÅĚÅÑ§¨Ò;·Œèà»Ô
´⌘Í¹â·ÃÅ¾Òà¹ÅŒŒé¹ÅŒáÅéÇ

·Óà¤Ã×èì§ËÁÒÂ·Õèªèì§¹Õé ËÒ;¤Ø³àª×èìÁµèì´´ÍÀÒ¾¼à¢éÒ;Ñªèì§àÊÕÂª´´ÍáÊ
´§¹¼ÅÃÍ§«Õè§äÁèä´éµÃÇ´´ÊíªÍÀÙèã¹¢³¤¹Õé
ìÒÃ·Òàªè¹¹Õé´´Ðà»¢¹»ÃÐâÂª¹ìµèì´´ÍÀÒ¾¼ÃØè¹à;èÒ
ËÃ×Í´´ÍÀÒ¾¼·Õèàª×èìÁµèì;Ñªèì§àÊÕÂª BNC

▯ÅÔ;à¼×èlà¢éÒ`Ù¢éÍÁÙÅ·Õèà;ÕèÂÇ¢éÍ§;Ñº;ÒÃì´´Í¢Í§ NVIDIA

⌘ÅÔ;à¾×èíàϕéÒãªé⌘Ø³ÊÁ°ÑμÔà¾ÔèÁàμÔÁϕÍ§;ÒÃĩ´´ÍϕÍ§ NVIDIA

⌘ÅÔ;à¾×èíà¢éÒ`Ù¢éÍÁÙÁáÅĐă´ÃàÇíÃìÃØè¹ÅèÒÊØ´¢Í§;ÒÃì´´Í·Õèà»ç¹¢Í§ NVIDIA
ã¹àÇçºă«μì¢Í§ NVIDIA

ϕέíÁÙÀ¹Õé¨ĐãĚéÃÒÂẢĐàíÕÂ´à;ÕèÂÇ;ÑºÎÒÃĩ´áÇÃìϕÍ§;ÒÃì
¨¨Í·ÕèàẢ×Í;äÇéã¹ϕ³Đ¹Õé

ϕέíÁÙÀ¹Œé¨ĐãĚéÃŒŒĐàíŒŒ´à;ŒèÂÇ;Œ°ϕέíÁÙÀϕÍŠÃĐ°.ŒèàŒ×Í;äÇé
«ŒèŠĚèŠ¼Œμèí»ÃĐĚŒ·,ŒŒŒ¾ϕÍŠ;ŒŒ¿Œ;ă´ŒŒÇÁ

μÒÃÒ§¹Õé×ÍÃÒÂ;ÒÃăĹÀ
áÅĐϕéÍÁÙÀÇÍÃªÑè¹.Õèà;ÕèÂÇϕéÍ§;Ñ¹«Õè\$ÁÕ;ÒÃăé;Ñº;ÒÃĩ´´Í NVIDIA ã¹ϕ³Đ¹Õé

Ě¹éÒ; ÒÃµÑέ§æè Ò ; ÒÃ·Ñ´ ; ÒÃάί»¾ ÅÔàσªÑ¹ ã^aéã¹; ÒÃ·Ñ
´CÒ§µÓάĚ¹è§Ϣ|§Ě¹éÔµèÒ§άί»¾ ÅÔàσªÑ¹ ÅÐĚÇèÒ§´ÍáĚ´§¼ ÅάÅÐà´Ê; ì·Í»ĚÅÒÂ´Í â
´ÅµÑέ§æè Ò· ÒÅÐάί»¾ ÅÔàσªÑ¹

ÃÒÂ¿ÒÃ¹Õé ¢×Í ÃÒÂ¿ÒÃÁí»¾ÃÔàªÑ¹.Õèâ»ÃÁ¿ÃÁ¿ÒÃ·Ñ´¿ÒÃà
´Ê¿·Í»ãªéÍÃÙèã¹¢³Đ¹Õé
ãÊéàÃ×Í¿Áí»¾ÃÔàªÑ¹·Ò¿ÃÒÂ¿ÒÃà¾×èÍµÑé\$ªèÒªÍ¹¿Ô¿¿ÒÃ·Ñ´¿ÒÃÁí»¾ÃÔàªÑ¹
áÃĐÁ¿éä¢ÃÒÂ¿ÒÃâ´Ããªé»ØèÃ "Add" áÃĐ "Remove" ·ÕèÍÃÙè·Õ\$¢ÇÒ

ı'»ØeÁ¹Öéà¾×èÍà¾ÔèÁâ»ÃáıÃÁáı»¾ÅÔàªÑ¹áºãËÁè¢ÍŠÃÒÂıÒÃáı»¾ÅÔàªÑ¹.Ö
èâ»ÃáıÃÁ"Ñ'ıÖÃà'Êı·Í»"Ñ'ıÖÃÍÂÙè

ĩ»ØèÁ¹Õéà¾×èÍÅ°áí»¾ÅÔàªÑ¹.ÕèàÅ×Í;äÇéã¹¢³Đ¹ÕéÍí·Ò;ÃÒÂ;ÒÃáí»¾ÅÔàªÑ¹.
Õèâ»Ãá;ÃÁ·Ñ´;ÒÃà´Ê;ì·Í»´Óà¹Ô¹;ÒÃÍÃÙè

ı´»ØèÁ¹Öéà¾×èÍ°áı»¾ÅÔàªÑ¹.ÑéŞĚÁ´Íı·ÒıÃÔÂıÔÃ
ªÓàµ×ı¹: ıÔÃı´»ØèÁàĚÅèÒ¹Öé·Đà»ç¹ıÔÃÃÖà«çµıÔÃµÑéŞªèÒ·ÑéŞĚÁ´.ÖèªØ³ă
´éıÖĚ¹ăÇéĚÖĚÑ°áı»¾ÅÔàªÑ¹

jÒÃàÅ×ÍjμÑÇàÅ×Íj¹Öéà»ç¹jÒÃjÓË¹
ãËÉË¹éOμèÖStÍŠÁÍ»¾ÅÖàªÑ¹»ÃÖj⁻tÖé¹ã¹´ÍáÊ´§¼Å·ÖèªØ³ä´éjÓË¹´äÇéàÊÁÍ

¿ÔÀ´ì¹ÕéãªéÃĐ°ØÇèÒ¨ĐáÊ´şáí»¾ÅÔàªÑ¹.Õèă´éàÅ×ÍjăÇéã¹¢³Đ¹Õéã¹¨ÍáÊ´ş¹⁄₄Å
(¨ÍÀÒ¾⁄₄)¨Íă´ËÒjă´éàÅ×ÍjµÑÇàÅ×Íj "Always start this application on screen number" (àÃÔèÁà»Ô
ªªéşÔ¹áí»¾ÅÔàªÑ¹ă¹É¹éÒ´İĖÁÔÂàÅ¢)ăÇé

ËÒ¡ð³àÅ×¡¡µÑÇàÅ×¡¡¹Öé â»ÃájÃÁ¬Ñ´¡ÒÃà´Ê¡·Í»¬ÐµÃÇ¬ÊÍ°£¹Ò
´áÅÐµÓáË¹è§£Í§Ë¹éÒµèÒ§áÍ»¾¼ÅÒàªÑ¹¹Öé
àÅ×è¡ð³àÅÒèÅµé¹ãªé§Ò¹áÍ»¾¼ÅÒàªÑ¹¹ÅÑé§¶Ñ´ä» â»ÃájÃÁ¬Ñ´¡ÒÃà´Ê¡·Í»¬Ð¡ÓË¹
´Ë¹éÒµèÒ§áÍ»¾¼ÅÒàªÑ¹¹ÖéãËéÅÖ£¹Ò
´áÅÐµÓáË¹è§µÓÁ·ÖèºÑ¹·Ö¡äÇé¡è¹Ë¹éÒ¹Öé

μÑÇàÀ×í;¹Õéãªéã¹;ÒÃ;ÓË¹´ÇèÒ¨ĐãËé;ÒÃ¢ÀÒÂ¢¹Ò´Ë¹éÒµèÒ§áí»¾ÀÔàªªÑ¹áÊ
´§àµçÁË¹éÒ¨là©¾OĐ¨Í·ÕèáË´§ÍÂÙè â´ÄäÁè¢ÀÒÂ;ÒÃáË´§¹¼ÄãËéàµçÁ¾×é¹·Õèà
´Ëì·Í»·Ñé§ËÁ´«Õè§ÍÒ¨ãªéËÀÔÄË¹éÒ¨Í

àÀ×íµÑÇàÀ×í¹Öéà¾×èíàÃÔèÁãé§Ò¹áí»¾ÀÔà²Ñ¹¹Öé¹à´Êì·Í»áí»¾ÀÔà²Ñ¹·Öèä
´é;ÓE¹´äÇéÍÕ;â»Ãá;ÃÄE¹Öè§
µÑÇÍÂèÒ§àªè¹ ²Ø³ÊÒÁÒÃ¶ÊÃéÒ§à´Êì·Í»à¾ÔèÁ¢Öé¹à¾×èíãé§Ò¹ÍÂèÒ§Í×è¹ àªè¹
ÊÓËÃÑªàÇçªàºÃÔà«ÍÃ ËÃ×ÍÊÓËÃÑªªªéíèÒ¹ÍÔàÁÃ Ì;àÊ¹×Í´Ò;à´Êì·Í»¢Í§ÇÒ¹â
´ÇÊì·Öèà»ç¹Ö¿ÍÃµì

»éÍ^{1a}×èÌà´Êì·Í»áÍ»¾ÄÔàªÑ¹·ÕèÊÃéÒ§ŧÖé¹ÊÓËÃÑºãªé§Ò¹í×è¹ã¹µÑÇàÅ×Íì¹Õé
¹ì·Òì¹Õé ¢Ø³ÃÑ§ÊÒÁÒÃ¶ãªé»ØèÁá^{oo´}ÃÍ»´ÒÇ¹ìã¹ìÒÃàÅ×Íìà
´Êì·Í»·ÕèªØ³ÊÃéÒ§äÇéÊÓËÃÑºáÍ»¾ÄÔàªÑ¹ì×è¹
¿ÔÃ´ì¹Õé·ÐÁÕìçµèÌàÁ×èÍªØ³ä´é·ÓàªÃ×èÍ§ËÁÒÃàÅ×ÍìµÑÇàÅ×Íì "Start this application on a
separate desktop" (àÃÕèÃãªé§Ò¹áÍ»¾ÄÔàªÑ¹¹Õéã¹ÍÕìà´Êì·Í»Ë¹Õè§)

Ë¹éÒÍíµœÕÂîãªéã¹jÒÃ»ÃÑºà»ÅÕèÂ¹ÍíµœÕÂî à¾×èÍjÓË¹
´µÓáË¹è§Ë¹éÒµèÕ§áí»¾ÅÕàªÑ¹ºà´Êì·í»´éÇÂµÑÇªØ³àís

⌘ÕÂì¼ÊÁ¹Õé¨ÐÂéÒÂË¹éÒµèÒ§·Õè¡ÓÃÑ§ãªé§Ò¹ÍÂÙèã¹¢³Ð¹Õé
(·Õè¡ÓÃÑ§·Ó§Ò¹ÍÂÙè) ä»ÃÑ§ÍÕ¡¨ÍÀÒ¾Ê¹Õè§â´ÂÍÂÙèã¹µÓáË¹è§à´ÕÂÇ¡Ñ¹

ꞤÖÂ½ÊÁ¹Öé·ÐÂéÒÂË¹éÒµèÒ§.Ñé§ËÁ´ã¹·ÍáÊ
´§½ÄáÄÐáí»¾ÄÔàꞤÑ¹.Öèãªé§Ô¹ÍÂÙèã¹¢³Ð¹Öéä»ÂÑ§ÍÖ;Ë¹éÒ·ÍË¹Öè§

⌘ÕÂ½ÊÁ¹Õé¨ÐÂéÒÂË¹éÒµèÒ\$¢Í\$áÍ»¾ÅÔà⌘Ñ¹.Ñé\$ËÁ´ä»ÂÑ\$¨ÍáÊ
´\$½Å«Öè\$ÁÕàÀÒÊ½ÍÀàµÍÃÍÀÙè

ËÒ¡¸Ø³ÁÕà´Êì·Í»áí»¾ÄÔàªÑ¹.ÕèãªésÒ¹ÍÂÙèËÂÒÂË¹éÒ
ªÕÂì¼ÊÁ¹Õé´Ðà»ÂÕèÂ¹·Òjà´Êì·Í»Ë¹Õè\$ä»ÂÑ\$ÍÕjà´Êì·Í»Ë¹Õè\$
ªØ³ÊÒÁÒÃ¶ì´ªÕÂì¼ÊÁ¹Õé«éÓ¡Ñ¹ÊÂÒÂªÂÑésà¾×èÌÇ¹´Ùà
´Êì·Í»áí»¾ÄÔàªÑ¹.ÑésËÁ´.ÕèãªésÒ¹ÍÂÙè¡çä´é

Ë¹éÒ Global Settings »ÃĐjÍ° éÇÂµÑÇàÅ×Íj«ÖèŞà»ç¹µÑÇÃèÇÁŧÍŞâ»ÃájÃÁ"Ñ´jÒÃà
´Êj·Í»áÅĐâ»ÃájÃÁ"Ñ´jÒÃáí»¾⁄₄ÅÕà²ªÑ¹·ÑéŞĚÁ´

ïÒÃàÀ×Í¡¢ÃÒÂ¢¹Ò´áí»¾ÀÔàªÑ¹ãËéáÊ´§¼Ãã¹"à´Ê¡·Í»·Ñé§ËÁ´"ËÁÒÂ¶Ö§
ïÒÃ¢ÃÒÂ¢¹Ò´áí»¾ÀÔàªÑ¹ãËéáÊ´§¼ÃàµçÃË¹éÒà´Ê¡·Í»
ÃÇÁ¶Ö§¡Ã³Ö·ÖèµéÍ§¢ÃÒÂ¡ÒÃáÊ´§¼Ãà»ç¹ËÃÒÃË¹éÖ´Í
ÊèÇ¹¡ÒÃàÀ×Í¡¢ÃÒÂ¢¹Ò´áí»¾ÀÔàªÑ¹ãËéáÊ´§¼Ãã¹"Ë¹éÒ´Í·ÖèáÊ´§ÍÃÙè"
ËÁÒÂ¶Ö§¡ÒÃ¢ÃÒÂ¢¹Ò´áí»¾ÀÔàªÑ¹ãËéáÊ´§¼ÃàµçÃË¹éÖ´Íà©¾ÖÐã¹´Íà
´ÔÁ·ÖèãªéÍÃÙè

ıÖÃjÓĖ¹´ãªé¤Ø³ÊÁ°ÑμÔ¹Ŏé·ÓăĖĖÁŎàÁ¹ÙÂèÍÂ "NVIDIA Desktop Manager"
à¾ŎèÁ¢Ŏé¹ÁŎã¹àÁ¹UÃĐºº¢İ§Ė¹éŎμèŎ§áı»¾ĦŎà¤Ñ¹.ŎèÍÂÙèÃĐ´Ñºº¹ĖØ´.Ñé§ĖÁ´
àÁ¹UÂèÍÂ¹Ŏé´ĐªèÇÃăĖĖà¢éŎăªé¿NsjiªÑ¹ıŎÃ´Ñ´ıŎÃáı»¾ĦŎà¤Ñ¹.Ñé§ĖÁ´ă
´é§èŎÃáĦĐÃÇ`àÃçÇÃŎè§¢Ŏé¹ â`ĦăAè´Ŏà»ç¹μéİ§à»Ŏ
´¤İ¹ă·ĦĦ¾Ŏà¹Ħİ§ă»ĦăıĦĦ´Ñ´ıŎÃà´Ėı·Í»
¤Ø³ÊŎÀŎÃ¶à¢éŎĖÛèàÁ¹ÙÃĐºº¢İ§Ė¹éŎμèŎ§áı»¾ĦŎà¤Ñ¹ă´éâ
´Ħ¤ĦŎı¢ÇŎ·ŎèăμàμŎĦºŎĦİ ĖĦ×İ¤ĦŎı·Ŏèăİ¤İ¹àĦçıæ ¢İ§áı»¾ĦŎà¤Ñ¹«Ŏè§ÍÂÙè
´éŎ¹«éŎĦĖØ´ ¢İ§ăμăμŎĦºŎĦİ

jÒÃàÀ×ÍjμÑÇàÀ×Íj¹Öé`ĐªèÇÃãĚéâ»ÃájÃÁ`Ñ´jÒÃà´Êjì·Í»»éÍ§jÑ¹ÇÔ¹â´Çì»êÍ»ÍÑ»ÃĐ
ÑºĚÛ§`OjìÒÃ¢ĀŌĚĚ×ÍjÒÃáĀjĹjà»ç¹ĚÍ§`ÍĀŌ¾ (ĚÃ×ÍĀŌjìÇèŌ¹Ñé¹) â´ĀjÒÃjÓĚ¹
´μÓáĚ¹è§»êÍ»ÍÑ»ãĚĀèãĚéà¢éŌjNºĚ¹éŌ`Í

àÀ×ÍµÑÇàÀ×Í¹Õéà¾×éÍÑ
´Ê¹éÔµèÕ§»êÍ»ÍÑ»ãÊéÍÂÙèµÃ§¡ÀÒ§Ê¹éÒ´Í·Õè¤Ø³àÀ×ÍàÊÁÍ

àÅ×í"íÀÒ¾·Õè∅³μεί§;ÒÃãĚĚ¹έÒμεò§»êí»íÑ»íÂÙèμÃ§;Àò§ â´Â¿ÔÅ
`ì¹Õé"ĐÁŒçμεìàÁ×èí∅³·Óà∅Ã×èί§ÉΑὸÃàÅ×í»ØèÁ "Center system-wide pop-ups on screen
number" ("Ñ´ãĚĚ¹έÒμεò§»êí»íÑ»»ÃŒ̄ϕÖé¹μÃ§;Àò§Ě¹έὸ"ÍÉΑὸÃàÅϕ)

μÑÇàÅ×í¹Öé·ÓãĚéĚ¹éÒμèÒ§»êÍ»ÍÑ»«Öè\$¢ÂÒÂĵÒÃáĚ´§¼Åă»ÂÑ\$ĚÅÒÂĚ¹éÒ´Í
ÍÂÛèμÃ\$ĵÅÒ§´ÍáĚ´§¼Å·ÖèÁÒàªÍÃà«ÍÃì à¹×èÍ\$´ÒĵÁÕªÇÒÁà»ç¹ă»ă´éÁÒĵ·ÖèĚØ
´ÇèÒªØ³ĵÓÂÑ\$ãªé\$Ò¹´ÍáĚ´§¼Å¹Ñé¹ÍÂÛè

μÑÇàÀ×í¹Õé°Ñ¹·Ö_jË¹éÒμèÒ§»êí»ÍÑ»ϕÍ§áí»¾₄ÅÔà^aÑ¹äÇéã¹Ë¹éÒ°íà
°ÔÅÇ_jÑ⁰Ë¹éÒμèÒ§áí»¾₄ÅÔà^aÑ¹ä°ÔÁ·Õèã^aéËÃéÒ§Ë¹éÒμèÒ§¹Ñé¹
ËÒ_jË¹éÒμèÒ§»êí»ÍÑ»¾₄ÅÔ°ä»»ÃÔ_j·ÕèíÔ_j°íáË°§¼₄ÅË¹Öè§â»Ãá_jÃÁ°Ñ°_jÒÃà
°Ë_j·Í»°ĐàÀ×è¹ä»ÍÃÙè·Õè°íáË°§¼₄ÅϕÍ§Ë¹éÒμèÒ§áí»¾₄ÅÔà^aÑ¹¹Ñé¹

j'»ØèÁ¹Õéà¾×èÍàÃÕÂjãªéªèÒà´ÔÁçÍ§ªèÒÃèÇÁ·Õèà»ç¹
Õ¿ÍÁµìáÃĐÍµªÕÂìçÍ§â»ÃájÃÁ´Ñ´jÒÃà´Êjì·Í»

ËÁÒÂàËµØ:

jÕÃj'»ØèÁ¹Õé´ĐäÁèÊè§¼ÅµèÍjÒÃ»ÃÑºà»ÃÕèÂ¹áÍ»¾ÅÔàªÑ¹·ÕèªØ³ä
é·ÔäÇéã¹Ë¹éÔ Application Management

j'»ØèÁ "OK" à¾×èÍÂ×¹ÂÑ¹áÂĐ¹Ó;ÒÃà»ÂÕèÂ¹á»Â§.ÕèϣØ³ă
éμÑé§ăÇéă¹â»Ãá;ÃÁ"Ñ'ıÖÃà´É;ı·ı» áÂĐà¾×èı»Ô´É¹éÔμèÔ§ı§ı¹â·ÃÂ¾Ôà¹Â

j'»ØèÁ "Cancel" à¾×èÍ»Ô´Ë¹éÒµèÒ§¹â·ÃÅ¾Òà¹Å¢Í§â»Ãá;ÃÁ·Ñ´;ÒÃà´Ê;ì·Í» â
´ÃäÀèµéÍ§ºÑ¹·Ö;ËÃ×Í¹Ö;ÖÃà»ÃÕèÂ¹á»Å§ä»ãªé
ªÓàµ×Í¹: ÃÐºº·ÐÂ;àÃÔ;ìÒÃµÑé§ªèÒ·ÕèªØ³ä´éà»ÃÕèÂ¹á»Å§äÇé

í»ØèÁ "Apply" à¾×èíãªésÒ¹áÅĐ°Ñ¹·ÖijÒÃà»ÃÕèÂ¹á»Å§µèÒ·ÑésËÁ´
ÉÃÑ§¨Òj¹Né¹ãÉéà»Ô´É¹éÔµèÒ§µÍ¹â·AA¾Òà¹Å¢Í§â»ÃájAA¨Ñ´jÒÃá´Éjì·Í»

⌘Ø³ÊÒÁÒÃ¶àÀ×Í;áÍ»¾ÅÔà⌘ªÑ¹áººãĚÁè«Öè§¨Đ¨Ñ´;ÒÃâ´Ââ»Ãá;ÃÁ¨Ñ´;ÒÃà´Ê;ì·Í»ä
´é â´Âãªéä´ÍĐÅçÍ;ºçÍ;«ì¹Öé

ÃÒÂ¿ÒÃ¹Õéà»ç¹ÃÒÂ¿ÒÃáí»¾ÃÔàªÑ¹.Õè¿ÓÃÑšãééŞÒ¹ÍÂÙèã¹à´Ê¿ì·Í»
ªØ³ÍÔàÃ×¿¿áí»¾ÃÔàªÑ¹·Ô¿ÃÒÂ¿ÒÃ¹Õé EÃ×ÍÃĐºØáí»¾ÃÔàªÑ¹¿×è¹ àªè¹
áí»¾ÃÔàªÑ¹.ÕèäÃèä´éãªéŞÒ¹ÍÂÙèã¹¢³Đ¹Õé â´Â¿ÒÃ¿»ØèÃ "Browse"

j'»ØèÁ¹Õéà¾×èíà»Ô´ă´ÍĐĂçj;°çj;«làĴÀì «Öè§▯Ø³àĂ×Í;áí»¾ĂÔà▯ªÑ¹ÇÔ¹â
ÇÊì·Õè"ĐãÉéâ»Ăá;ĂĂ"Ñ´j;ÔÀà Éjì·Í»´Ôà¹Ô¹;ÔĂ

í'»ØèÁ¹Õéà¾×èÍÂ×¹ÂÑ¹ăĴÂîâ»ÃájÃÁ·Õè⌘Ø³àÅ×Í;ăĆé
ăĒÉéà»ç¹ál»¾ÅÔàªÑ¹ăĒĀè·Õèâ»ĀájÃÁ·Ñ'ıŌĂà'Éì·Ĭ»·Đ'Óà¹Ô¹;ÒĂ

j'»ØèÁ¹ÕéËÒ;¤Ø³äÁèµéÍ§;ÒÃàÅ×Í;áí»¾ÅÔà¤ªÑ¹ã¹¢³Ð¹Õé ÆÐ^{oo}·Ð»Ô´ä
ÍÐÅçÍ^oçÍ;«ì¢Í§áí»¾ÅÔà¤ªÑ¹ãÉÁè â´ÅäÁèà»ÃÕèÁ¹á»Å§;ÔÃµÑé§¤èÔã´æ

ä´ÍÐÅçí;¹Õéãªéã¹;ÒÃ»éí¹ª×èlà Êì·Í»¢Í§áí»¾ÅÔàªÑ¹ãËÁè

»éí^{1a}×èlà´Êì·Í»·ÕèÁÕìÒÃà»Ô´áí»¾₄ÂÔà^aÑ¹ãËÀèäÇéã¹ä´ÍÐÂçíì¹Õé ¹íì·Òì¹Õé
¤Ø³ÂÑŞËÔÀÔÃ¶àÂ×íì^a×èlà´Êì·Í»·Ôì^a×èláí»¾₄ÂÔà^aÑ¹í×è¹·Õèä´éÃÐ°ØäÇé
µÑÇÍÂèÒ§à^aè¹ ¤Ø³ÍÒ´µéí§ìÒÃãËéà´Êì·Í»¶Í§àÇç°à°ÃÒà«ÍÃìã^aé^a×èÍÇèÒ "àÇç°",
â»ÃáìÃÁÍÒàÃÃìã^aéÇèÒ "àÃÃì" ¤Ø³ÊÁ°ÑµÔÍµ¤ÔÃì¶Í§â»ÃáìÃÃ´Ñ´ìÕÃà
´Êì·Í»·ÐãËé¤Ø³àÂ×íìÒÃ·Ó§Ô¹¶Í§à´Êì·Í»áí»¾₄ÂÔà^aÑ¹µèÒ§æ á´é
´éÇÂµ¹àí§ÍÂèÒ§§èÒÃ´ÒÃ

j'»ØèÁ "OK" à¾×èíã^aé^a×èíà´Êjì·í»^a×èíãËÁè ¢Ø³·ĐăÁèÊÒÁÒÃ¶jì´»ØèÁ¹Õéä
é¹ÇèÒ¢Ø³·Đ»éí^a×èíà´Êjì·í»·Õèã^aéä´é

ı'»ØèÁ "Cancel" ËÖı⌘Ø³ăÁèμεί§ıÖÃ»éı¹ª×èlà´Êıı·Í»ă¹¢³Đ¹Ŏé

¶ÕÂ¼ÊÁ¹Õé´ĐáÊ´Şà¶ÍÃà«ÍÃÃÙ»ÊÕèàËÃÕèÂÁáº.Öº à¾×èÍãËé¶Ø³¡ÓË¹
´µÓáË¹èŞà¶ÍÃà«ÍÃ¡ÍŞàÁÒËìä´é

àÅ×ÍµÑÇàÅ×Í;¹Õéà¾×èÍãËéË¹éÒµèÒ§»ÃÒ;¯·ÕèË¹éÒ´Íã
´Ë¹éÒ´ÍË¹Õè§à¾ÕÃ§Ë¹éÒ´Íà´ÕÃÇ ¢³Ð·Õè¤Ø³ãªéàÃÒËìÃÒ;Ë¹éÒµèÒ§

μÑÇàÅ×í;¹Öé´ÐÁÕ¼ÅµèÍ§¤»»ÃĐj|°ã¹íÔ¹àµíÃìà¿«ŒÍ§¼Ùéãªé¹ÇÔ¹â
ÇÊìŒÍ§à¤Ã×èÍ§ä¤Ààí¹µì àªè¹ ĀÑjĒ³ĐŒÍ§·ÔÊjìºŌÃíaĀĐĒ¹éÒµèŒ§ÊÑº;ÒÃ·Ó§Ò¹

àÅ×íµÑÇàÅ×í¹Öéà¾×èíãªé§Ò¹Ë¹éÒµèÒ§ÊÃÑº;ÒÃ·Ó§Ò¹ «Öè§ä´éÃÑº;ÒÃ;ÓË¹
´ã¹ãÊÁ´ nView ãËéáË´§¹¼Å·Öè;Öè§;ÀÒ§Ë¹éÒ´Í¹;´Ò;¹Öé
¤Ø³ÃÑ§ÊÒÁÒÃ¶ãªéË¹éÒµèÒ§´Ñ§;ÀèÒÇÊÃÑº;Ñºáí»¾¼ÅÒà¤Ñ¹.Öèãªé§Ò¹ºà
´Ë;·Í»µèÒ§æ ä´éÍÖ;´éÇÃ
Ë¹éÒµèÒ§ÊÃÑº;ÒÃ·Ó§Ò¹¹Öé´Ð»ÃÒ;¬ÖÖé¹àÁ×èí;´¤ÕÂ¹¼ÊÁ ALT+TAB

ıÖÃ·Óà▯Ã×èİŞĖÁÒÂàÅ×Íı·ŒèµÑÇàÅ×Íı¹Œé"Đ·ÓãĖéĖ¹éÒµèÒŞÊÃÑºıÒÃ·ÓŞÒ¹»ÃÒı
-₀₁ıİÄÒ¾·Œè▯Ø³ıŒĖ¹'ăÇéàÊÁİ

àÅ×í;íÀÒ¾·Õè∅³µéÍ§;ÒÃãËéáÊ´§Ë¹éÒµèÒ§ÊÅÑº;ÒÃ·Ó§Ò¹ â
´Å∅³ÊÒÁÒÃ¶àÅ×í;íÀÒ¾·Õèãé§Ò¹ÍÀÙèã¹¢³Ð¹Õéà·èÒ¹Ñé¹

àÅ×íµÑÇàÅ×í¹Õéà¼×èíãĚé·ÒÊìºÒÃì·ÓŞÒ¹ìÑº·ÍÀÒ¼·Íà´ÕÂÇ
à¼×èí»èíŞìÑ¹ăĂèăĚéÁŌìÒÃăªésÒ¹ŧéÒÁ·ÍÀŌ¼

μÑÇàÀ×ÍjàËÀèÒ¹Õé¨ĐİÓĚ¹ÇÔ Õ·Õèâ»ÃáİÃÁ¨Ñ´İÒÃà´Êİ·Í»İÓĚ¹
´μÓáĚ¹èŞİİŞĚ¹éÒµèÒŞ»êÍ»ÍÑ» ĀÇÁ¶ÖŠă´ÍĐĀçİ°çİ«İŦéÍŦÇÒÁáĀĐă
´ÍĐĀçİ°çİ«İŦİŠáÍ»¾ĀŌàŦ¹

àÀ×íµÑÇàÀ×í¹Õéà¾×èíãªéŞÒ¹¤Ø³ÊÁºÑµÔ«ÙÁ
«ÕèŞ´Ð¢ÂÔÂÂÔ¾ã¹ºÃÔàÇ³·ÕèÁÔà¤ÍÃìà«ÍÃì¢ÍŞàÁÔÊìíÂÙè
ÂÔ¾·Õè¢ÂÔÂªÁéÇ´Ð»ÃÔĭ ¯ ¢Õé¹º¹´ÍÂÔ¾ÍÔĭ´Í«ÕèŞªÁèÁÔà¤ÍÃìà«ÍÃì¢ÍŞàÁÔÊì
ĭÔÃàÀ×èí¹à¤ÍÃìà«ÍÃìàÁÔÊìä»·Õè´ÍÂÔ¾Ë¹ÕèŞ
´Ð·ÓãÊéÂÔ¾·Õè«ÙÁäÇéà»ÃÔèÂ¹ä»áÊ´Ş·ÕèÍÔĭ´ÍÂÔ¾Ë¹ÕèŞª´ÂÍÑµâ¹ÁÑµÔ
¤Ø³ÊÁºÑµÔ«ÙÁ´Ð·ÓŞÒ¹ĵçµèíàÀ×èí¤Ø³ă´éàª×èíÁµèí´ÍÂÔ¾ËÂÔÂ´Íà¢éÒ´éÇÂĭÑ¹
áÃÐ¤Ø³ă´éàÀ×íĭâÊÁ´ĭÔÂ¢ÂÔÂÂÔ¾ã¹ă¹Ç¹Í¹ÊÂ×íá¹ÇµÑéŞäÇéáÁéÇ

àÅ×íµÑÇàÅ×í¹Õéà¾×èÍ¢ÂÒÂÀÒ¾â´ÂãªéÊà¡Á°¿ÔÀµíÃì (á°»ÃĐÁÒ³¤èÒ)

⌘⌘³ÊÒÁÒÃ¶ãªéÍµ⌘ÕÂìµèlä»¹Õéà¾¼×èÍ⌘Çº⌘ØÁ⌘Ø³ÊÁºÑµÔ«ÙÁä´é ã¹á·çº Hot Key
ãËé⌘ÂÔì·Õè¿ÔÁ`ì áÅĐì´⌘ÕÂì¼¼ÊÁ·Õè⌘Ø³µéÍ§ìÒÃ

ËÁÒÂàËµØ: Íµ⌘ÕÂì`ĐäÁè·Ó§Ò¹àÁ×èÍ⌘Ø³à»Ô´á·çº "Zoom" ËÃ×Í "Hot Keys"
⌘éÒ§äÇé ·Ñé§¹Õéà¾¼×èÍ»éÍ§ìÑ¹äÁèãËé⌘Ø³ìÓË¹
´Íµ⌘ÕÂìãËÁè«éÍ¹ìÑºÍµ⌘ÕÂì·Õèãªé§Ò¹ÍÁÙè

ÎíµϣÕÂî¹Õé¨Đà»Ô´ËÃ×Í»Ô´;ÒÃ·Ó§Ò¹ϣØ³ÊÁºÑµÔ«ÙÁ

ÎÍµœÕÂî¹Õéà¾ÔèÁÃĐ´ÑºÏÒÃ«ÙÁÀÒ¾

ÎíµœÕÂî¹ÕéÅ´ÃĐ´ÑºıÒÃ«ÙÁÀÒ¾

¾ÒÃÒÁÔàµíÃì¹Õé¨ĐÃĐ°ØÇèÒÁÕ;ÒÃ»ÃÑ°;ÒÃ«ÙÁÀÒ¾¼;ÕèªÃÑé\$µèÍÇÔ¹Ò·ÕàÁ×è
ÍăĀèÁÔ;ÒĀàĀ×èÍ¹àÁÒĒì (»iµÔ¨ĐÁÔ;ÒĀ»ÃÑ°;ÒÃ«ÙÁÀÒ¾¼â
´ÁÍÑµâ¹ĀÑµÔ·Ø;ªĀÑé\$·ÕèàĀ×èÍ¹àÁÒĒì) â»Ā
¨¨ÓăÇéÇèÔ;ÒĀà¾¼ÕèĀªèÒă¹¾¼ÒĀÒÁÔàµíÃì¹ÕéÍÒ¨·ÓăĒé»ĀĐĒÔ·,ÔÀÒ¾¼;ÒĀ·Ó\$Ò¹
¢Í\$ĀĐººĒĀ×ÍáÍ»¾¼ĀÔàªªÑ¹Ā´Ā\$

⌘èÒã¹³/₄ÒÃÒÁÔàµÍÃì¹Õéà»ç¹µÑÇàÀ¢áÊ´§;ÒÃ´ÕàÃÂîâ
´ÁÁÕË¹èÇÃà»ç¹ÁÔÃÁÔÇÔ¹Ö·Ö
jèí¹·Õè´ÐËÃÑ⁰;ÔÃ«ÙÁÁÔ³/₄´Òj´´ÍÀÔ³/₄Ë¹Õè§ã»à»ç¹ÍÕ_l´´ÍÀÔ³/₄Ë¹Õè§;ÔÃ
´ÒàÃÂì¹Õé´Ð^aèÇÃ»éÍ§;Ñ¹ãÁèãËéÁÔ³/₄·Õè«ÙÁãÇé"jÁÐâ´´"ã»ÁÔÃÐËÇèÒ§´´ÍÀÔ³/₄
ã¹jÁ³Ö·Õè⌘Ø³ãÃ×èí¹à⌘ÍÃìà«ÍÃìàÁÔËì³/₄ÁÔ´ã»ãÇé⁰¹´´ÍÀÔ³/₄·ÕèáÊ´§ÁÔ³/₄«ÙÁÍÂÙè
⌘Ø³ÍÖ´´µÑé§⌘èÔ³/₄ÔÃÔÁÔàµÍÃì¹Õéà»ç¹ËÙ¹ÃìËÖjãÁèµéÍ§;ÔÃãËéÁÔ;ÔÃ´ÕàÃÂì

àÅ×íµÑÇàÅ×í¹Õéà¾×èíà»ÅÕèÂ¹ÃĐ´ÑºìÒÃ«ÙÁÀÒ¾·ÕèáÊ´şíÂÙè â´Âì´»ØèÁ
CTRL, ALT áÅĐ SHIFT ¢éÒšăÇé áÅĐàÅ×èí¹â´ÂăéàÁÒÊì

àÅ×Í;ÇèÒ¨Đã^aé«ÕÂì¼ÊÁă´ĂĐĚÇèÒ§ CTRL, ALT áÅĐ SHIFT à¾×èía»ĂÕèÂ¹ĂĐ
´Ñº;OĂ«ÚÁâ´Âă^aéàÁÒÊì

Ë¹éÒÍµ⌘ÕÂîãªéã¹;ÒÃ»ÃÑºà»ÃÕèÂ¹Íµ⌘ÕÂî à¾×èÍ;ÓË¹
´µÓáË¹è§Ë¹éÒµèÓ§áÍ»¾ÃÕà⌘ªÑ¹º¹à´Ëì·Í»´éÇÂµÑÇ⌘Ø³àÍS
ËÁÒÂàËµØ: Íµ⌘ÕÂî´ÐäÁè·Ó§Ò¹àÁ×èÍ⌘Ø³à»Ô´á·çº "Zoom" ËÃ×Í "Hot Keys"
⌘éÒ§äÇé ·Ñé§¹Õéà¾×èÍ»éÍS;Ñ¹äÁèãËé⌘Ø³;ÓË¹
´Íµ⌘ÕÂîãËÁè«éÍ¹;ÑºÍµ⌘ÕÂî·Õèãªé§Ò¹ÍÂÙè

μÑÇàÀ×í;¹Õé¨ĐäÁèãªé;ÒÃÀ´ÃÍÂËÂÑ;ã¹áí»¾ÀÔàªÑ¹ 3D
àÀ×í;μÑÇàÀ×í;¹ÕéËÒ;μέί§;ÒÃãËéáí»¾ÀÔàªÑ¹ϕί§ϣØ³ÁÕ»ÃĐÊÔ·,ÔÀÒ¾ÊÙ§ÊØ´

μÑÇàÅ×Í;¹Õé¨ĐăéşÒ¹;ÒÃÅ´ÃÍÂËÂÑ; â´ÂăéâËÁ´ 2x
âËÁ´¹Õé¨ĐăËé∅³ÀÒ¾¢ÍşÀÒ¾·ÕèªÑ
´à¨¹áÅĐ»ÃĐÊÔ·ÔÀÒ¾;ÒÃ·ÔşÒ¹¢ÍşáÍ»¾ÅÔàªÑ¹ 3D à¾ÔèÁÊÛş¢Öé¹

μÑÇàÀ×Í¡¹Õé¨ÐàÀ×Í¡à·¤¹Ô¤¡ÒÃÀ´ÃÍÂËÂÑ¡·Õè¶Ù¡μéÍ§·ÕèÁÕã¹ÃØè¹ GeForce GPU

¤Ø³ÊÁºÑμÔ¡ÒÃÀ´ÃÍÂËÂÑ¡¢Í§ Quincunx ¨Ð·ÓãËéâËÁ´ 4x
·Õè·Ó§Ò¹ªéÒ¡ÇèÒáμè¨ÐãËé»ÃÐÊÔ·,ÔÀÒ¾·Õè´Õ¡ÇèÒâËÁ´ 2x

μÑÇàÅ×í;¹Õé¨ĐãªésÒ¹;ÒÃÅ´ÃÍÃĚÂÑ; â´ÂãªéâĚÁ´ 4x
â´Â¨ĐãĚéªØ³ÀÒ¾₄ŦÍŞÀÒ¾₄ÊÙŞÊØ´áµè·ÓãĚé»ÃĐÊÔ·,ÔÀÒ¾₄ŦÍŞáí»¾₄ÅÔàªªÑ¹ 3D
°ÒŞμÑÇÅ´ÅŞ´éÇÃàªè¹;Ñ¹

μÑÇàÅ×Í;1Õé`Đã^aé⊞Ø³ÊÁ°ÑμÔĀ´ĀÍĀĖĀÑ;ă´éă¹;Ă³Õ·Õè⊞Ø³ă^aéâĖÁ´ 4x, âĖÁ´ 9-tap
(Gaussian)

â´Ā`ĐãĖé⊞Ø³ÀÒ¾ŦÍ\$ÀÒ¾ÊÛ\$ÊØ´áμè·ÓăĖé»ĂĐÊÔ·ÔÀÒ¾ŦÍ\$áÍ»¾ĀÔà⊞^aÑ¹ 3D
°Ò\$μÑÇĀ´Ā\$´éÇĀă^aè¹;Ñ¹

μÑÇàÀ×Í₁Öé¨Ðã^aé§Ò₁ÒÃÁ´ÃÍÂËÂÑ₁ â´Âã^aéâËÁ´ 6x

â´ÂâËÁ´¹Öé¨ÐãËé^øØ³ÀÒ^¾¢Í§ÀÒ^¾·Öè^aÑ´à´¹₁ÇèÒâËÁ´ 4X

áµè»ÃÐÊÔ·ÔÀÒ^¾₁ÒÃ·Ó§Ò¹¢Í§áÍ»^¾₄ÃÔà^aÑ¹ 3D Á´Ã§

ËÁÒÂàËµØ: ÍÂèÒ§äÃ₁çµÒÁ ^øèÒ¹Öé¨ÐÊè§¹₄Ã₁ÃÐ·^oàÁ×èÍã^aéáÍ»^¾₄ÃÔà^aÑ¹ Direct3D

à·èÒ¹Ñé¹ ¢³Ð·Öè^øØ³ÃÑ¹áÍ»^¾₄ÃÔ^aÑ¹ OpenGL â»Ãá₁ÃÁ OpenGL

¨Ðã^aé₁ÒÃµÑé§^øèÒ₁ÒÃÁ´ÃÍÂËÂÑ₁·Öèã^aéä´é^øèÒ¶Ñ´à» (à^aè¹ ^¾₄^o^øèÒµÑÇàÀ×Í₁·Ñ¹·Ö
µÒÁ´éÇÂ^øèÒ 6x)

μÑÇà×í¹Öé`ĐãªéªèÒ;ÒÃÁ´ÁÍÄËÂÑ;ÊÛ§ÊØ´â´ÁÍÑμâ¹ÁÑμÔ;Ñªâ»ÃájÃÁ 3D
«Öè§à»ç¹â»ÃájÃÁ·ÖèÊ¹ÑºÊ¹Ø¹;ÒÃÁ´ÁÍÄËÂÑ;

μÑÇàÅ×Í;¹Öé·ĐãĚé⊞Ø³àÅ×Í;ãªéâĚÁ´;ÒÃÅ´ÃÍÂĚÂÑ;´éÇÂμÑÇ⊞Ø³àÍ§
ϕ³ĐÃÑ¹áÍ»¾ÅÔà⊞ªÑ¹ 3D

ϣείÁÚÀà;ÕëÂÇ;Ñ°æÈ AGP »Ñˆ·Ø°Ñ¹ã¹àαÃ×èÍσíÁ¾ÔÇàmíÄìϥísσ∅³

**μÑÇàÅ×Í_i¹Öé··ĐăĚé⊞Ø³àÅ×Í_iã^aéÍÑμÃÒ AGP ä´é
´éÇÂμ¹àÍ\$`Ö_iÃĐ⁰⁰ÂèÍÂ¢Í\$ÀÖ^{3/4}_iÃÖ¿Ö_i ĚÖ_i⊞Ø³ăÁèá¹èã·ÇèÖ⊞Ø³ã^aéÍÑμÃÒ AGP ã´
ãĚéàÇé^{1a}èÍ\$·Óà⊞Ã×èÍ\$ĚÁÖÂ¹Öéà»ç¹ă⁰⁰ăAèä´é·Óà⊞Ã×èÍ\$ĚÁÖÂăÇé
ĚÂÑ\$`Ö_i¹Ñé¹ÃĐ⁰⁰·Đ_iÓĚ¹´ÍÑμÃÒ AGP ĚÛĚĚ´ă´ÁÍÑμâ¹ÁNμÔ

»ÃÑ°á¶°àÅ×èí¹à¾×èíàÅ×íjãªéíÑµÃÒ AGP ·Õèªªâ
´ÃÃÐ°°ÀèíÃ¢í§ÃÒ¾iÃÒ¿Öí´éÇÃµ¹àí§

ªèÇÃãËé¤Ø³àÅ×Í¡ÇÔ,Õ·Õèä´ÃàÇÍÃì´Ñ´¡ÒÃË¹èÇÃ¤ÇÒÁ´Ó¡ÒÃáÊ
´§¼⁄₄Å´Ò¡Ë¹èÇÃ¤ÇÒÁ´Ó¡Í§ÃĐººã´é

ªèÇÂãËéªØ³ÃĐ°Ø´Ó¹Ç¹Ë¹èÇÂªÇÒÁ´Ó†Í§ÃĐºº.Õèãªé
µÒÁÇÔ,Õ¡ÒÃ·ÕèªØ³ÃĐ°ØăÇéã¹âËÁ´à¿ÃÁºÑ¿à¿ÍÃì»Ñ´´´ØºÑ¹ă´é

ªèÇÂãËéªØ³ÃĐ°ØÇÔ_Õ"Ñ'¡ÒÃË¹èÇÂªÇÒÁ"Óà¿ÃÁ°Ñ¿à¿ÍÃì àÁ×èíãªéâËÁ
´à¿ÃÁ°Ñ¿à¿ÍÃì»Ñ"Ø°Ñ¹ă´é

â»ÃÁîÃÁ PowerMizer ¢Í§ NVIDIA ¨ĐªèÇÂªØ³ªÇºªØÁîÒÃãªé¾ÅÑ§§Ò¹¢Í§ GPU
ªØ³ÊÒÁÒÃ¶ªèÇÂª¾ÔèÁÍÒÃØîÒÃãªé§Ò¹¢Í§ª°µàµÍÃÕèä´éã´ÃîÒÃµÑé§ªèÒà»ç¹
"»ÃĐÊÃÑ´ä¿ÊÛÊØ´" ÊÃ×Íãªé¿ÒÃáÊ´§îÃÖ¿ÔîÍÃèÒ§àµçÁ»ÃĐÊÔ·ÔÃÖ¾¢Í§ GPU â
´ÃàÃ×Íî·Õè "»ÃĐÊÔ·ÔÃÖ¾ÔÃ·Ó§Ò¹ÊÛÊØ´"

ËÒ;ϣ³àÀ×Í;μÑÇàÀ×Í;¹Õé ¨ÐªèÇÃãËé;ÒÃì¨¨ÍáÊ´§^{1/4}Å·ÕèÁÕËÀÒÂ¨ÍÀÒ^{3/4}
·Ó§Ò¹;ÑºÃÐ⁰⁰»¨ÕºÑμÕ;ÒÃÇÒ¹ã´ÇÊìä´é áÁéÇèÒ¨ÐÁÕ;ÒÃãÃ;ÒÃμÔ´μÑé§;ÒÃì
´äÇéã¹ÃÐ⁰⁰ϣÍ§ϣ³ 1;¨Ò;¹Õéϣ³¨ÐËÒÀÒÃ¨àÀ×Í;ϣÇÒÁÃÐàÍÒÃ´ áÃÐ/ËÃ×ÍÃÐ
´ÑºËÒϣÍ§ÍØ»ÍÃ³;ÒÃãÊ´§^{1/4}ÅámèÃÐμÑÇ·Õèàª×èÍÁμèÍÎÙè;ÑºÍÐá
´»àμÍÃìª⁰⁰ËÀÒÂ¨ÍÀÒ^{3/4}ä´é

ıÖÃãé´ÍáÊ´§¼ÅÊİµÑÇâ ÂãéèÒı½ÖàİàÃªÑ¹Ë¹èÇÂÇÒÁ´Ó/GPU èèÒà´ÕÂÇ
´Đà»ç¹İÖÃİÓË¹´¢éİ´ÓİÑ´İÑºèèİÖÃáÊ´§¼Å ¢Ø³ÊÒÁÖÃ¶ãéŞÒ¹ăÍĐÂİı°İı«İ
Windows Display Properties ã¹âĖÁ´¹Öéă´é µÒÁİÖÃİ´´ÍİİŞèèÒı½ÖàİàÃªÑ¹´ÍáÊ´§¼Åà
´ÖèÂÇ àÁ×èİºØ³ãéÍĐá´»àıİİİÑº´ÍáÊ´§¼ÅÊİİ´Í âĖÁ´·ÖèãéèÇÒÁĖĐàİÕÂ
´ÊÛİÇèèİİİ´ÍáÊ´§¼ÅË¹ÖèŞİÒ´ãéăÁèă´éİÑºİÖİ´ÍáÊ´§¼Å·ÖèÇÒÁĖĐàİÕÂ´µèÓİÇèè
ã¹İÃ³Ö¹Öé ¢Íá¹Đ¹ÓăĖéºØ³àĖ×İıèèÒ¼ĖÁİŞâĖÁ´İÖÃáÊ´§¼Å «ÖèŞèÇÂăĖéİÖÃİ
´´İÊÒÁÖÃ¶·ÓŞÒ¹ă´éÍĖèÒŞ¶ÛİµéİŞ

j'»ØèÁ¹Õéà¾×èí»ÃÑºà»ÅÕèÂ¹ÊàµíÃÔâí OpenGL áÅĐµèÒ;ÒÃ«éí¹ÀÒ¾ â»Ã
´ÊÑ§à;µÇèÒ »ØèÁ¹Õé·ĐãªésÒ¹ă´éàÁ×èíµØ³ãªésÒ¹µÑÇàÅ×í; "Enable quadbuffered stereo API"
«Öè§ÍÂÙèã¹ºçí;«ìÃÒÂ;ÒÃáÃ;¢í§Ě¹éÒµèÒ§ÃÒÂ;ÒÃ¹Õéà·èÒ¹Ñé¹

ãĖ▯³ãªésÒ¹;ÒÃ«é¹ÀÒ¾ã¹ OpenGL â»Ãá;ÃÁáí»¾ÅÒà▯¹¹ÒŜâ»Ãá;ÃÁ (àªè¹
Softimage3D) μéÍſãªéá¼ſ;ÒÃ«é¹ÀÒ¾
á¹¼ſ;ÒÃ«é¹ÀÒ¾·Ð·ÓĖ¹éÒ·ÕèàĖÁ×Í;Ŧª»ç¹ÍŦ;¾×é¹¼ÔÇĖ¹Öèſ·ÕèàĖèÍĖÙèã¹ºŦçàçÍ
ÃĖĖŦ»μÔ (RGB) ▯³ĖÒÁÒÃŦãªé▯³ĖÁºŦμÔ;ÒÃ«é¹ÀÒ¾ăéÍĖèÒſà;Ô´»ÃÐâĖ¹;
àÁ×èÍ▯³μéÍſ;ÒÃ«é¹¾×é¹·ÕèÍ×è¹æ Åſã¹¾×é¹·Õè;ÒÃÇÒ´ÀÒ¾
«ÖèſáĖ;Ò;¾×é¹·ÕèÀÒ¾ 3D àªè¹ àÁ¹ÙáĖÐàμÍĖà«ÍĖ Ė
´Ė▯³ĖÒÁÒÃŦãªé;ÒÃ«é¹ÀÒ¾ăéă¹ăĖĖ´ĖŦ 16 °Ôμ áĖÐ 32 °Ôμ
ĖÁÒĖĖμØ: ▯³ăĖèĖÒÁÒÃŦãªéĖĖμÍĖĖĖ OpenGL
áĖÐ▯³ĖÁºŦμÔ;ÒÃ«é¹ÀÒ¾ã¹àÇĖÒà´ŦĖç;Ŧ¹ ĖÒ;▯³ãªé▯³ĖÁºŦμÔ;ÒÃ«é¹ÀÒ¾
▯³´Óà»ç¹μéÍſĖŦĖ¹èÇĖ▯³ÒÁ´ÓÀÒ¾;ĖÒçÔ;à¾ÔèÁàμÔĖ
«ÖèſÍŦ´ăĖèĖŦĖ¹ĖèÇ¹▯³ÒÁĖÐàÍŦĖ´ŦéſĖĖ´ ▯³ÍŦ´μéÍſĖ´▯³ÒÁĖÐàÍŦĖ´ĖĖ×ÍĖÐ
´ŦºĖŦ ĖÒ;à;Ô´»ŦĖÒàĖ×èÍàçéÒãªéçŦſ;ªŦ¹;ÒÃ«é¹ÀÒ¾

ãĖé¸ð³ãªéÊàµíÃÔâí OpenGL ä´é
ĖÖ;¸ð³µéí§;ÔÃãªé§Ò¹â»ÃájÃÁÊàµíÃÔâí¾¼ÃéíÁ;ÑºàĀ¹ÊªÑµàµíÃì ĖÃ×ÍÔÃì´áÇÃìí×è¹
ă´ÃàÇíÃìċí§ NVIDIA `ĐàíÇ;«ì»ÍÃìµÃÙ»áºº¾¼Ô;à«Āċí§ÊàµíÃÔâí OpenGL áĀĐ`Ñ
´Ė¹èÇĀ¸ÇÒĀ`ÓãĖéãªé;Ñºâ»ÃájÃÁÁí»¾¼ĀÒà¸ªÑ¹ Stereoscopic áĀĐ Monoscopic ä
´éã¹àÇĀÒà`ÖĀÇ;Ñ¹

ĖĀÖĀàĖµØ: ãªéµÑÇàĀ×Í;¹ÖéàĀ×èí´Óà»Ç¹à·èÒ¹Ñé¹
â»ÃájÃÁÁí»¾¼ĀÒà¸ªÑ¹ºÒ§â»ÃájÃÁ`ĐàĀ×Í;ÃÙ»áººÊàµíÃÔâíâ´ĀíÑµâ¹ĀÑµÔ
ã¹ċ³Đ·Öèâ»ÃájÃÁí×è¹ÍÒ´´Đ·Ó§Ò¹ă
´éăĀè¶Û;µéí§àĀ×èí¸ð³ãªéÃÙ»áºº¾¼Ô;à«ĀÊàµíÃÔâí

ĖĀÖĀàĖµØ: ¸ð³ăĀèÊÒĀÒÃ¶ãªéÊàµíÃÔâí OpenGL
áĀĐ¸ð³ĖĀºÑµÔ;ÔÃ«éí¹ĀÒ¾¼ã¹àÇĀÒà`ÖĀÇ;Ñ¹ ;ÔÃ
´ÙÊàµíÃÔâí`Óà»Ç¹µéí§ĀÖĖ¹èÇĀ¸ÇÒĀ`Óċí§ĀÒ¾¼;ĀÒ¿Ô;í×è¹æ
áĀĐÍÒ`ăĀèíĀÙèã¹ĖèÇ¹¸ÇÒĀĀĐàíÔĀ´·Ñé§ĖĀ´ ¸ð³ÍÒ`µéí§Ā´¸ÇÒĀĀĐàíÔĀ´ĖÃ×ÍĀĐ
´ÑºĖÖ ĖÖ;¸ð³»ĀĐĖº»ÑĖÖ;Ñº;ÔÃ´ÙÊàµíÃÔâí

ä´ÃàÇíÃì NVIDIA Ê¹ÑºÊ¹Ø¹ÎÒÃì´áÇÃìÊàµíÃÔâíã¹ËÅÒÃÃÙ»áºº ËÒ¡²Ø³ãªéÎÒÃì
´áÇÃìÊàµíÃÔâí×è¹.ÕèäÁèãªèèè´Õ¿ÍÅµì ²Ø³µéÍßàÅ×Í¡âËÁ´¡ÒÃáÊ
´ß¼⁄⁄Å´Ò¡ºÇÍ¡«ìÃÒÃ¡ÒÃ

àÅ×ÍµÑÇàÅ×Í¹ÖéàÅ×èÍµØ³ãªé ELSA 3D REVELATOR(TM) ËÃ×ÍÍĐá
´»àµÍÃì·Öè·ÓŞÒ¹ÃèÇÁµÑ¹ă´éà·èÒ¹Ñé¹ â´ÂÍĐá´»àµÍÃìàËÃèÒ¹Öé´Đá»ÅŞÊÑ-
Ò³·ÍÀÒ¾à»ç¹ 3-pin-DIN áººă´éÁÒµÃºÒ¹ «ÖèŞãªéµÑ¹ă¹ÎÒÃì´áÇÃìÊàµÍÃÔâía´ÂÊèÇ¹ăËè
ËÁÒÂàËµØ: µØ³ăÁè´Óà»ç¹µéÍŞãªéÍĐá´»àµÍÃì¹Öé ËÒµµÒÃì´´ÍÇÍŞµØ³ÁÕªèÍŞàÊÕÂº 3-
pin-DIN áººµÔ´µÑéŞã¹µÑÇ

àÅ×íµÑÇàÅ×í¹ÖéËÒ;¤Ø³àª×èÍÁµèÍ´Íáª¹áª auto-stereo à¢éÒ;Ñº;ÒÃĩ´´Í¢Í§¤Ø³

àÀ×ÍµÑÇàÀ×Í¹ÖéËÖ;¤Ø³ÁÕÎÒÃÿáÇÃîÊàµíÃÔâí·Öèãªé\$Ò¹ãÁèä´é

ËÖ;¤Ø³µéÍ\$;ÒÃãªéµÑÇàÀ×Í¹Öé ¤Ø³´Óà»ç¹µéÍ\$µèíâ»Ãà´;àµíÃîà¢éÖ;Ñº;ÒÃî
´´íáºÊí\$ªèÍ «Öè\$.Ó\$Ò¹ÃèÇÁ;Ñº NVIDIA GPU àªè¹ ÃØè¹ Quadro2 MXR (ËÃ×Í
GeForce2 MX/GeForce2 Go) â´ÂàÀ×Í;ãªé\$Ò¹âËÁ´ nView Close ´´Ò;¾Òà¹Å¢Í\$ nView
ªèÍ\$;ÒÃáÊ´\$¼Ä¹Öè\$ªèÍ\$´ÐáÊ´\$;ÒÃÁÍ\$àËÇ¹ÀÒ¾´´Ò;µÒ¢éÒ\$«éÒÃáÅÐ¢éÒ\$¢ÇÒ

µÑÇàÀ×Í¹Öé´Ðãªé\$Ò¹ä´é;Ñº;ÒÃî´áºËÀÒÂªèÍ\$

ËÒ¡¡ÒÃì´´ÍϕÍ§¤Ø³ÁÕªèÍ§àÊÕÂ° 3-pin DIN á°µÔ´µÑé§ã¹µÑÇ
ãËéàÅ×Í¡µÑÇàÅ×Í¡¹Õéà¾×èÍãªé§Ò¹¤Ø³ÊÁ°ÑµÔ¹Õé ã¹¡Ã³Õ¹Õé ¤Ø³ãÁè´´Óà»ç¹µéÍ§µÔ
´µÑé§ÍÐ´´»àµÍÃìà¾ÔèÁàµÔÁ àªè¹ ÍÐ´´»àµÍÃì·Õè´´Ñ´Êè§ÁÒ¾ÃéÍÁ¡Ñ° ELSA 3D
REVELATOR(TM) ËÃ×ÍàÅ¹Êì StereoGraphics(R) ¤Ø³ÊÒÁÒÃ¶µèÍÒÃì
´áÇÃìÊàµÍÃÒâìàϕéÒ¡Ñ°ÒÃì´´Íä´éâ´ÂµÃ§ â´ÃªªéªèÍ§àÊÕÂ° 3-pin-DIN

àÅ×íµÑÇàÅ×í¹ÖéËÒ;⊞Ø³ãªéÍĐá´»àµíÃì·Öè´Ñ´ÊèŞÁÒ¾ÃéÍÁ;Ñº StereoGraphics(R)
StereoEyes(R) ËÃ×í¼ÅÔµÀÑ³±ì×è¹·Öè·ÓŞÒ¹ÃèÇÁ;Ñ¹ă´é â´ÂÍĐá
´»àµíÃìàËÃèÒ¹Öé´Đá»ÅŞÊÑÒ³´ÍÀÒ¾ãËéàÇéÒ;ÑªªéÍŞàÊÕÂº DIN áºº 3-pin
·Öèă´éÁÒµÃºÒ¹ «ÖèŞãªé;ÑºÍÒÃĩ´áÇÃìÊàµíÃÔâĩâ´ÂÊèÇ¹ăËè

ËÁÒÂàËµØ: ⊞Ø³ãªªè´Óà»Ç¹µéÍŞãªéÍĐá´»àµíÃì¹Öé ËÒ;ìÒÃì´´ÍÇÍŞ⊞Ø³ÃÕªèÍŞàÊÕÂº 3-
pin-DIN áººµÔ´µÑéŞã¹µÑÇ

<http://www.stereographics.com/html/se.htm> ã¹Ĵ³Œ·Œèø³ăĂèàËç¹ălȚàȚıμîÊàmİÃÔâl
ãĖĕàÅ×ĭıμÑÇàÅ×ĭı¹Œéà¾₄×èÎĖÑº;ŌÄ´ÙÀŌ¾₄«ēŌÁáÂĐƧÇŌ
ĖĀ×ıμØ³İŌ'''Ōà»ç¹μÉİšăéşŌ¹μÑÇàÅ×ĭı¹Œé;Ñŉ'ÍáĖ's¼₄·ŒèÁŌİŌ¹à·ÍĀìàÀ«á¹ÇμÑés
áÂĐă¹âĖĀ'ăĂèăăéşŌ¹

μÑÇàÅ×í;¹Õé¨ĐãªéĚ¹èÇÂᵐÇÒÁ¨ÓÁÒ;¾Í·Õè¨ĐãªéŞÒ¹áÁ»¾×é¹¹⁄₄ÔÇă´é â
´ÂÊÒÁÒÃ¶à¾ÔèÁ»ÃĐÊÔ·,ÔÀÒ¾ãĚé;Ñª»Ãá;ÃÁ·ÕèµéÍŞ;ÒÃ¾×é¹¹⁄₄ÔÇÁÒ; â
´ÂÊèŞ¹⁄₄Âµèí»ÃĐÊÔ·,ÔÀÒ¾ÍŞâ»Ãá;ÃÁ·ÕèăÀèµéÍŞ;ÒÃ¾×é¹¹⁄₄ÔÇà¾ÕŒŞàŒç;¹éíĀà·è
Ò¹Ñé¹

μÑÇàÅ×í₁¹Öé[·]Đã^aé trilinear filtering â
´ÂäÁè^²Ó¹Ö§ÇèÒâ»Ãá_jÃÁáí»^¾₄ÅÔà^²Ñ¹¹Ñé¹μέί§_jÒÃã^aé_jÒÃ_ζÔÅàμíÃ⁰⁰¹ìáÖéËÃ×íäÁè
«Öè§ÊÒÁÒÃ¶_{à¾}ÔèÁ^²Ø³ÀÒ^¾ϕí§ÀÒ^¾ã¹áí»^¾₄ÅÔà^²Ñ¹ 3D

