Alternate Depth Buffer - This lets the hardware use a different mechanism for depth buffering in 16 bit applications. Enabling this option can produce higher quality rendering of 3D images.

Buffer Region Use Video Memory - Allows the use of local video memory when the GL_KTX_buffer_region extension is enabled. *Buffer Region Extension* must be enabled and you will need a minimum of 8mb local memory free.

Buffer Region Extension - Will increase performance in applications that use the GL_KTX_buffer_region OpenGL extension.

DXT3 Compression - Fixes or improves texture compression quality whereby textures are blocky, as if only 16 colors have been used.

Fast Pixel Copying - Improves performance.

Fast Mipmap Filtering - Provides increased speed at a slight and sometimes unnoticeable loss in image quality.

Force 16 Bit Z-Buffer - Will speed up programs that automatically use a 24-bit Z-Buffer but may cause artifacts in doing so.

Force Generic CPU - Disable SSE and 3DNow! enhanced processors. Not recommended.

Force Multi-Texture - No information is available at this time, however reportedly this improves performance.

GeForce Accelerated Lines - Use GeForce hardware to aid the drawing of wire frame type applications, improving performance.

GeForce compatibility - Forces Quadro cards to appear as GeForce cards to fix compatibility with some applications.

Single Back Depth Buffer - No information is available at this time.

Texture Pre-cache - Enabling will improve frame rates for systems with plenty of ram.

TNT2 Compatibility Mode - Force TNT2 features. No T&L, FSAA or 2048x2048 textures allowed.

Triple Buffering - Render frames ahead of those being displayed for improved smoothness. Requires more video ram.

DirectX VA Video Acceleration - A new standard defined by Microsoft. DXVA is currently being implemented into drivers and software so support for this feature is currently limited. DirectX8 or better required.
Enable 24 Bit Z-Buffer - Programs can use a 24 bit Z-Buffer if they support it which will result in less visual artifacts.
Fog Table Emulation - Fixes problems with applications that incorrectly query the D3D capabilities and expect table fog support.
Show NVIDIA Logo in 3D applications - Shows the NVIDIA logo in the bottom right corner of the screen when running programs that use the NVIDIA chipset.
Texture Compression - Allow D3D programs to use texture compression if they support it.

Athlon® and Windows® stability fix - Apply the official Microsoft / AMD patch for Windows 2000 and Athlon / Duron. Processors. This prevents memory corruption taking place, which leads to lockups.

Enable Coolbits - Enables the NVIDIA hardware panel in the NVIDIA / control panel app. Allows you to over-clock your card to a set limit.

Intel Compatibility - Fix certain problems with Intel Pentium processors and supporting motherboards.

Do IO to Flush Cache – Fixes problems with Ali chipset motherboards.

SS7 Compatibility - Fix problems with VIA® / ALI® chipset motherboards. Setting this option will reduce system speed.

AGP Speed - The greater the multiplying value the greater the bandwidth allowing for faster performance. On some systems 4X is not available or must be turned off for compatibility.
Fast Writes - Allows quick access to the AGP port for faster performance. Renown stability problems when used with 4X AGP
Side Band Addressing - Accelerates small streams of data through the AGP port.
VIA 4X, AMD 2X, AMD SBA - are other settings for motherboard chipsets to allow the above three functions to work correctly.