

Enables fog table emulation.

Direct3D specifies that an NVIDIA GPU capable of Direct3D hardware acceleration should be able to implement either vertex fog or table fog.

Note: Some games do not correctly query the Direct3D hardware capabilities and expect table fog support. Enabling this option ensures that such games run properly with your NVIDIA GPU.

Forces the hardware to automatically adjust the depth of its Z-buffer to the depth requested by the application.

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

Enables an alternate technique for depth buffering.

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

Enables the NVIDIA logo in Direct3D.

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

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

Note: However, some applications may not be displayed properly 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", but at the expense of some performance.

Adjusts the **Level of Detail (LOD)** 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."

Shows a list of the custom settings (or "tweaks") you have saved.

To activate the setting, select an item from the list and click **Apply**.

Click to 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 lets you quickly configure Direct3D before starting the game and eliminates the need to set each of the options individually.

Click to delete the custom setting currently selected in the list.

Click to restore all settings to their default values.

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

Drag the slider to change 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 center of the texel.

Allows the NVIDIA GPU to utilize up to the specified amount of system memory (in addition to the memory installed on the graphics cards itself) for texture storage.

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 graphics card, or AGP graphics cards running in PCI-compatibility mode.

Limits the number of frames the CPU can prepare before the frames are processed by the graphics processor when Vertical Sync is disabled.

Note: 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.

Disables driver support for enhanced instructions used by certain CPUs.

Some CPUs support additional 3D instructions that complement your NVIDIA GPU 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.

Allows the driver to export stereo pixel formats so that OpenGL applications can use stereo and enable the stereo shutter glasses.

Allows the driver to export overlay pixel formats so that OpenGL applications can use overlays.

Allows the OpenGL driver to allocate one back buffer and one depth buffer at the same resolution of the display.

- When the option is enabled (checked), OpenGL applications that create multiple windows use video memory more efficiently and show improved performance.
- When the option is disabled (unchecked), the OpenGL driver allocates a back buffer and depth buffer for every window created by an OpenGL application.

Sets optimal settings for the selected OpenGL application. Click the down arrow to display a list of applications and then select one.

Determines whether textures of a specific color depth should be used by default in OpenGL applications.

- **Use desktop color depth** always uses textures of the color 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 color depth, regardless of your desktop settings.

Determines the buffer-flipping mode for full-screen OpenGL applications. You can choose from the **block transfer** method or **auto-select**.

Auto-select allows the driver to determine the best method based on your hardware configuration..

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

Click to 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.

Drag the slider to adjust the brightness, contrast, or gamma values for the selected color channel.

The color correction settings are used 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, adjust the settings to provide more accurate color reproduction of images (such as photographs) that are displayed on your display.

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.

Click the down-arrow to select the color 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 color separation and intensity, enabling brighter and clearer images in all of your applications.

Use the slider to set these Digital Vibrance levels: **Off**, **Low**, **Medium**, **High**, and **Max**

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

Click to automatically restore the color adjustments you have after Windows is restarted.

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

Displays a list of the custom color settings you have saved.

To activate a settings, select an item from the.

Click to save the current color settings as a custom setting. Saved settings are then added to the adjacent list.

Click to delete the custom color setting currently selected in the list.

Click to restore all color values to the hardware factory settings.

Click to select your monitor or display timing mode:

- **Auto-Detect** 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(GTF)** is a standard used by most new monitors or displays.
- **Discrete Monitor Timings (DMT)** is an older standard still in use on some monitors. Enable this option if your monitor or display requires DMT.

Adds the NVIDIA Media Center icon to the Windows taskbar.

- The icon allows you to apply any of the custom Direct3D, OpenGL or color 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.

Click to choose the icon you want to use to represent the Media Center utility in the Windows taskbar.

1. Select the icon you want displayed from the list.
2. Then click **Apply** to update the icon in the taskbar.

Enables nView Desktop Manager by adding the **nView Properties** option to the desktop menu.

Right-click on your desktop, then click **nView Properties** to display the nView Desktop Manager properties panel.

Click to open the nView Desktop Manager properties panel after enabling the **Enable Desktop Manager** option.

The nView Desktop Manager properties panel lets you configure a variety of Desktop Manager features, for single and multiple desktops and displays (monitors).

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 display.

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

Select the display device (monitor, digital flat panel, or TV), depending on the device(s) that your NVIDIA GPU-based graphics card support(s).

Click to open a window in which you can customize the settings for the active display device.

Click to indicate the current format and country settings used for TV output.

Click to open a dialog box where 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, select the country closest to your location.

Click to specify the type of output signal being sent to the TV.

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

Click 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, click **Apply** to save the settings before the 10-second interval has elapsed.

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

Drag the slider to adjust the brightness of the TV image.

Drag the slider to adjust the contrast of the TV image.

Drag the slider to adjust the color saturation of the TV image.

Drag the slider to adjust the amount of flicker filter you want applied to the TV signal.

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

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.

Adjusts the core and memory clock frequencies of your NVIDIA GPU.

Sets the core clock speed of your NVIDIA GPU.

Indicates the core clock speed in Megahertz.

Sets the clock speed of the memory interface on your graphics card.

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.

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.

Note: It is recommended that you perform a reset any time you flash the BIOS of your graphics adapter with an updated BIOS image.

nView Standard is a single-display mode. Use this mode if you have only one display device attached to your NVIDIA GPU-based graphics card.

nView Clone mode displays an exact copy of the primary display on the secondary device.

nView Horizontal Span 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 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.

Display a graphical representation of your nView display configuration.

§ Click a monitor icon to select it as the current display.

§ When you right click the monitor icon, a pop-up menu appears from which you can make adjustments to the associated display devices and access the Color Correction tab.

Click to lock the current pan position on the secondary **Clone mode** display.

This lets you effectively freeze the virtual desktop at a certain position, which is useful for presentations or fine-detail work in applications.

To select the area of the video screen that you want to zoom, click the center or arrow icons.. Once selected, you can zoom to that portion of the screen by dragging the zoom slider below.

Drag the slider to zoom in on or out of the selected area of the video playback screen.

Click the down arrow and then select either the **Primary display** or **Secondary display**, depending on the display where you want to play video in full-screen mode.

To disable full-screen mode, select **Disable**.

Forces the overlay software to use busmastering.

Note: 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 display device you are using with the selected graphics card.

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

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 display.

Caution: Choosing a mode that is inappropriate for your display may cause severe display problems and could damage your hardware.

Specifies that the display corresponding to the icon you selected above is the primary display.

When you start your computer, the logon dialog box appears on the primary display. Most applications windows, by default, appear on the primary display when you initially open them. The primary display contains the top left corner of the desktop.

Displays all current nView displays. If more than one device is connected and you have switched to a mode other than Standard, you can select the display that you want to be make as the current display.

You can also click on the monitor icon above to select it as the current display.

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

Click to detect all display devices connected to your graphics card.

Note: 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 additional features of your NVIDIA GPU.

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

This information details the hardware aspects of the currently selected NVIDIA GPU.

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

List of the files, including their descriptions and versions, being used by your NVIDIA GPU.

Disables antialiasing in 3D applications.

Note: Enable this option if you require maximum performance in your applications.

Enables antialiasing using the 2x mode.

Note: This mode offers improved image quality and high performance in 3D applications.

Enables a patented antialiasing technique available in the GeForce GPU family.

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

Enables antialiasing using the 4x mode.

Note: This mode offers higher image quality at the expense of some performance in 3D applications.

Enables antialiasing using the 4x, 9-tap (Gaussian) mode.

Note: This mode offers higher image quality but at the expense of some performance in 3D applications.

Enables antialiasing using the 4xS mode. This mode offers higher image quality than 4x mode but 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 4xS setting.)

Automatically enables the optimal antialiasing settings for those 3D applications that support antialiasing.

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

Displays information about the current AGP settings on your computer.

Manually select the AGP rate used by the graphics subsystem.

Note: If you are not sure the AGP rate to use, leave this checkbox unchecked. The system then automatically determines the optimal AGP rate.

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

Select the method by which the driver manages the video memory allocated from system memory.

Specify the amount of system memory used in conjunction with the method specified by the current frame-buffer mode.

Specify the frame-buffer memory management strategy when using the dynamic frame buffer mode

The NVIDIA **PowerMizer** feature 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**.

Allows graphics cards with multiple outputs to be treated by Windows as though they were separate, individual cards installed in your system.

Note: Enabling this option lets you select an independent resolution and/or color depth for each display device connected to the multi-display graphics card.

Click to open a dialog box where you can customize additional OpenGL stereo and overlay settings.

Note: This button is enabled *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 color (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 color 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 color 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 color 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.

Use shutter glasses: Enable 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!

User vertical interlace monitor: Enable this option if you have an auto-stereo flat panel connected to your graphics card.

Use nView Clone mode: Enable this option if you have passive stereo hardware. To use this option, you need to have connected the projectors to a dual-display graphics card based on an NVIDIA GPU and enabled nView Clone mode from the nView Display Mode tab. One display will show the left eye of the image, the other display the right eye.

Note: This option is only available on dual-display (or multi-display) graphics cards.

Use on-board DIN connector: Enable this option if your graphics card has a built-in 3-pin DIN connector. 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.

Use blue-line code for StereoGraphics StereoEyes: Enable 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.

Note: 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 but at the expense of a minor amount of performance for non-textured applications.

Sharpens textures when running 3D applications with antialiasing enabled. This can help improve image quality.

Drag the slider to set the degree of anisotropic filtering applied to textures. The highest setting provides the best image quality while the lowest setting allows for maximum performance.

Forces the detection of a TV connected to the graphics card, even though the control panel does not show that one is currently connected. This is useful in situations where the particular TV model attached does not properly load the signals that allow the graphics card to detect its presence.

To enable the TV settings:

1. Click the check box
2. Restart your computer when prompted. Once you log back in, you can use the TV controls.

Landscape is the "default" desktop mode.

Portrait results in a 90-degree rotation.

Inverted Landscape results in a 180-degree rotation.

Inverted Portrait results in a 270-degree rotation.

You can use the right arrow (->) button to perform rotation options below. Or you can click circular arrow on the right top and drag it in the direction of the rotation.

You can use the left arrow (<-) button to perform the rotation options below.

Determines advanced rendering options when using multiple displays and/or different classes of NVIDIA GPUs.

Note: Multi-display hardware acceleration options do not apply when using nView Multiview mode in Windows NT 4.0.

- **Single-Display Mode:** If you have only one active display, this is the default setting. You can also specify this setting if you have problems with the "Multi-Device" modes explained below.
- **nView Clone/Span Mode:** This is the default setting when your nView display configuration is set to nView Clone mode or nView Span mode. If multiple NVIDIA-GPU based graphics cards in your system are in use with active displays, this setting is replaced by one of the "Multi-Device" modes described below.
- **Multi-Device Compatibility Mode:** This mode is available if you have two or more active display devices when running in nView Dualview mode or if you are using different classes of NVIDIA GPU-based cards.

Note: When this mode is in effect, OpenGL renders in "compatibility" mode for all displays. In this mode, when different classes of GPUs are in use, the lowest common feature set of all active GPUs is exposed to OpenGL applications. The OpenGL rendering performance is slightly slower than in Single-Display mode.

- **Multi-Device Performance Mode:** This mode is available if you have two or more active display devices when running in nView Dualview mode or if you are using different classes of NVIDIA GPU-based cards.

Note: When this mode is in effect, OpenGL renders in "performance" mode for all displays. As in "Compatibility Mode", when different classes of GPUs are in use, the lowest common feature set of all active GPUs is exposed to OpenGL applications. However, the rendering performance is "faster" than in Compatibility Mode, although switching or spanning display devices may result in minor transient rendering artifacts.

Enables conformant OpenGL texture clamp behavior.

Texture clamping refers to how texture coordinates are handled when they fall outside the body of the texture. These can be clamped to the edge or within the image.

Links the degree of rotation you specified for the video overlay on the Primary display to the Secondary display. This means that the degree of rotation you choose on the NVRotate panel is reflected on both the Primary and Secondary display devices.

Zoom control lets you zoom into the rendered video.

Click the drop-down menu button to select the display to zoom.

- **Video Mirror** sets the zoom selection to the secondary display on which the video mirror is rendered.
- **Video Overlay** sets the zoom selection to the primary display on which the overlay video is rendered.
- **Both** applies the zoom selection to the both the primary and the secondary display on which the video is rendered.

Enables the Heat Indicator warning dialog box.

When the value of the NVIDIA GPU Core Temperature matches the Core Slowdown Threshold value, the Heat Indicator dialog box automatically appears describing the situation and the actions that have been taken to prevent possible damage to any particular GPU(s) in your system.

This is the current temperature of the selected NVIDIA GPU in your system.

This is the current temperature of the area surrounding the selected NVIDIA GPU in your system. This temperature varies greatly, depending on other heat sources located near the GPU.

Click the temperature unit (Fahrenheit or Celsius) in which to display the temperature values on this panel.

Click the up or down arrow to change the value at which the GPU will slow itself down to prevent overheating.

When this value matches the GPU Core Temperature value *and* the “Enable Heat Indicator warning .. .” option is enabled on this panel, a dialog box will automatically appear warning of the condition and the actions that have been taken to prevent possible overheating and damage to any particular GPU(s) in your system.

Note: The recommended value for this setting is the default that is set by the vendor. Any changes to this value should be made with extreme caution.

Displays the current NVIDIA GPU Core Temperature in the system tray.

This information describes the AGP-related capabilities of your system.

This section provides manufacturer identification and AGP capabilities of your computer's mainboard chipset.

This section describes the AGP capabilities of your NVIDIA GPU.

This section summarizes the AGP capabilities actually available for use in your system. Items listed are AGP features that are common to both the mainboard chipset and your NVIDIA GPU.

This setting allows you to manually adjust the maximum AGP rate at which your graphics card operates.

Note: Adjusting this setting can cause your system to become unstable if the adjustment is for a faster setting than what was determined to be safe for your particular system configuration.

Check this box to enable AGP Fast Writes (FW).

Check this box to enable AGP Sideband Addressing (SBA).

Check this box to enable 2D command buffer caching.

This option allows you to control the maximum number of outstanding AGP bus requests permitted to queue up.

Select this option to allow the system to choose the best setting for the maximum number of outstanding AGP bus requests.

Select this option to specify the maximum number of outstanding AGP bus requests.

Click this option to test the AGP configuration specified on this panel. This test can determine if the selected settings cause any stability or performance problems.

Drag the slider to select the performance setting (as described below) for quality enhancements in Direct3D and OpenGL applications.

- **Application:** Use this setting to ensure that the driver strictly adheres to all application requests.
- **Balanced:** Use this default setting to get the best compromise between the application requests and performance.
- **Aggressive:** Use this setting to achieve the highest application performance.

Use this slider by dragging it to set the degree of antialiasing to be used in Direct3D and OpenGL applications. **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.

- **Off.** Disables antialiasing in 3D applications. Select this option if you require maximum performance in your applications.
- **2x.** Enables antialiasing using the 2x mode. This mode offers improved image quality and high performance in 3D applications.
- **Quincunx.** 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.
- **4x.** Enables antialiasing using the 4x mode. This mode offers higher image quality at the expense of some performance in 3D applications.
- **4x, 9-tap Gaussian.** Enable antialiasing using the 4x, 9-tap (Gaussian) mode. This mode offers higher image quality but at the expense of some performance in 3D applications.

Note: Some options may not be available due to your hardware limitation. Please consult your NVIDIA User Guide for details.

Use this slider by dragging it to set the degree of anisotropic filtering for improved image quality. Enabling this option improves image quality at the cost of performance

- **Off.** Disables anisotropic filtering.
- **1x.** Results in maximum performance.
- **2x.** Results in improved image quality at the cost of performance.
- **4x.** Results in improved image quality at the cost of performance.
- **8x.** Results in best image quality.

Note: Some options may not be available due to your hardware limitation. Please consult your NVIDIA user documentation for details.

Allows the Direct3D application to select its own refresh rate. The list box below is disabled when this option is enabled.

Allows the driver to override the refresh rate for Direct3D applications. The list box below is enabled when this option is enabled.

This list box lets you individually override refresh rates for each resolution.

Default means that the application's refresh rate is used. Any other value means to set the refresh rate to the value for full-screen DirectX3D applications.

To override a refresh rate

1. From the Refresh Rate column, click the word **Default** on the line that contains the Resolution for which you want to change the refresh rate. A list of values appears.
2. Select a refresh rate and click **Apply**.

Sharpens the image quality by amplifying high frequency content.

Adjusts the power consumption from the battery relative to performance.

Adjust the power consumption from the A/C power source relative to performance.

This is the power source that is currently being used.

This is the current power level relative to performance.

This is the current battery charge level.

Use this TV Screen Size slider by dragging it to the level that adjusts the screen size of your TV. For example, if you see a black border on your TV screen, you can use the slider to enlarge the TV screen to remove the border.

Note: The extreme right setting (drag the slider all the way to the right) is optimal for DVD viewing.

Digital Vibrance lets you control the color separation and intensity of images, which results in brighter and clearer video playback images.

Some movies (video images) might appear dark during playback. You can increase the Gamma value to brighten the image.

