This option is used to turn fog table emulation on or off.

Direct3D specifies that a display adapter capable of D3D hardware acceleration should be able to implement either vertex fog or table fog.   Some games do not correctly query the D3D hardware capabilites and expect table fog support. Choosing this option will ensure that such games will run properly on your NVidia graphics processor.

These options allow you to control the anti-aliasing features of the drivers.

Anti-aliasing is a method used to smooth edges of 3D objects to eliminate a jagged appearance. Note that enabling anti-aliasing will not automatically cause all Direct3D programs to render anti-aliased images. Anti-aliasing must be supported by the application in order for it to work properly.

Allows you to select the anti-aliasing sampling method.

You can adjust the settings to values which range from providing the fastest application performance to rendering the highest quality image.

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

You can select either the bilinear or trilinear mipmapping method, whereby the bilinear method generally provides better performance, while the trilinear method generally produces a higher quality image.

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

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

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 will be able to set.

This setting has no effect on systems equipped with an AGP display adapter.

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 display 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 can often eliminate texture misalignment or "seaming" (at the expense of some performance).

This option allows for dithering of trilinear mipmaps.

Allowing mipmap dithering will provide increased application performance at the expense of some image quality. In some 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 turns on page flipping for full-screen OpenGL applications, which may improve performance. If disabled, OpenGL will use a bit block transfer to flip from the back buffer to the front buffer.

This option forces the driver to wait on VBlank after a page flip.

Leaving this option disabled allows for frame rates higher than the refresh rate of your monitor, but may produce visual artifacts and tearing resulting in reduced image quality. Enable the option to allow the driver to wait on VBlank.

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

Lets you save the current settings (including those set in the "Direct3D - Advanced" dialog) as a custom "tweak". Saved settings will then be 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.

Lets you save the current settings as a custom "tweak". Saved settings will then be 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 of the options individually.

Deletes the custom setting currently selected in the list.

Restores all settings to their default values.

Displays a dialog which allows you to customize additional Direct3D settings.

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

Changing these values will change where texel origin is defined. The default values conform to the Direct3D specifications. Some software may expect the texel origin to be defined elsewhere. The image quality of such applications will improve 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.

This option allows you to limit the number of frames the CPU can prepare before they are processed by the graphics chip (when VSYNC is disabled).

In some cases, the higher 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.

Restores all settings to their default values.

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

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

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

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

Allows the drivers to use the OpenGL extension **GL_KTX_buffer_region**. This can increase application performance in 3D modeling applications that support this extension.

Allows the use of local video memory when the GL_KTX_buffer_region extension is enabled. However, if there are less than 8 MB of local video memory available, dual planes extension support will not be enabled.

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

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

Note: The maximum amount of system memory that can be reserved for OpenGL texture storage depends on the amount of physical RAM installed in your computer. The more system RAM, the higher the maximum value.

This setting has no effect on systems equipped with an AGP display adapter.

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

The color correction controls help you to compensate for variations in luminance between a source image and its output on a display device. This is useful when working with image processing applications to help provide more accurate color reproduction of images (such as photographs) when they are displayed on your monitor.

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

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

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

Selecting this option will automatically restore the color adjustments you have made here when Windows is restarted.

Note: If your computer is running on a network, the color will be adjusted after you have logged on to Windows

A list of the custom color settings you have saved. Selecting an item from the list will activate the setting.

Lets you save the current color settings as a custom setting. Saved settings will then be added to the adjacent list.

Deletes the custom color setting currently selected in the list.

Restores all color 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 newer hardware.

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

Select this option to disable the caching of cursors by the drivers.

If the mouse cursor is improperly displayed or becomes corrupted while running certain applications, disabling the cursor cache may correct the problem.

If this setting is changed, Windows must be restarted for the new setting to take effect.

This option prevents pixel interpolation of stretched bitmap images.

Select this item if you do not want the display driver to "smooth" bitmaps when they are enlarged.

If this setting is changed, Windows must be restarted for the new setting to take effect.

This turns off GDI hardware acceleration for curve drawing.

Selecting this item will bypass the hardware and force the display driver to use Windows' internal mechanism for rendering circles, ellipses, arcs, etc.

If this setting is changed, Windows must be restarted for the new setting to take effect.

Adds the NVidia QuickTweak 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 popup menu. The menu also contains items for restoring default settings and accessing the Display Properties dialog.

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 choose "OK" or "Apply" to update the icon in the taskbar.

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.

Select this option to disable VBlank wait.

Also known as "disabling VSYNC", this allows an 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 artifacts and tearing resulting in reduced image quality.

Closes this dialog and retains the changes you made so that they will take effect when you choose the "OK" or "Apply" button in the "Additional Properties" dialog.

Closes this dialog without saving any changes you have made.

This option allows you to disable the DirectX 6 features of the drivers.

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

Use this option if you wish to run certain older games that do not start or do not run as they should.

Lets you determine which mouse button will bring up the menu when 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 Direct3D or OpenGL configuration from the 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 running at resolutions lower than the maximum resolution supported.

Select this item if you want the selected option to take effect every time you start Windows.

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 which devices your display adapter supports) .

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

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

Opens a window where you can specify a particular TV ouput format.

This list allows you to select the TV output format based on the country where 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 will be output in the proper format supported by your television.

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 overadjustment, simply wait 10 seconds. The picture will automatically return to its default position. Then you can begin your adjustments again. Once you have positioned the desktop where you want it, you must press the "OK" or "Apply" button 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 these controls to adjust the brightness and 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.

Selects the screen resolution and color depth for output to the TV.