Introduction

After installing BlasterControl for Windows, the BlasterControl tabbed page (indicated by the BlasterControl logo ⚠)
will be added to the Display Properties dialog box.
BlasterControl supports Windows 98's multi-monitor feature.   For a selected graphics card installed in your system,
use the corresponding BlasterControl module to:
- Retrieve hardware and software product information.
- Generate comprehensive technical fault reports which can be directed to our Technical Support personnel.
- Customize refresh rate and adjust screen alignment.
- Customize color depth.
- Customize screen resolution.

This Help file shows you how to perform these customizations and more.

Notes
- The BlasterControl modules available depend on the selected graphics card and they correspond to the
features supported by *that* graphics card.
- Your monitor may not be able to support some of the display settings that can be controlled by
BlasterControl.   If this is the case, the buttons or options of unsupported display settings will be unavailable.

To launch the Display Properties dialog box

The Display Properties dialog box provides you with controls to customize screen elements in Windows.

To launch the Display Properties dialog box, do one of the following
▶   Right-click any point on the Windows desktop.
On the menu, click Properties.

Once you have completed any of the steps above, the Display Properties dialog box appears.   The Display Properties dialog box contains several tabbed pages.   The tabbed page with the BlasterControl logo contains the modules available to the *selected* graphics card.

For details on how to perform the tasks specific to each module, click the Help button within that module.

To select an installed graphics card

▶ On the BlasterControl tabbed page, click the graphics card icon at the top left corner. On the menu, select the graphics card that you want.

Notes

- If only one graphics card is installed, no menu will appear when you click the icon.
- A check mark next to a graphics card indicates that it is currently selected.

To switch between BlasterControl modules

▶   On the BlasterControl tabbed page, click the icon of the module you are switching to.
The selected BlasterControl module is displayed.

Note

▪   The BlasterControl modules available depend on the selected graphics card and they correspond to the features supported by *that* graphics card.