

±Ò°ÊÃä½tÃúαÆ¼ÒÀÀ;C

Direct3D «ü©w"ã!³ Direct3D μwÁé¥[³t¥\`à²º NVIDIA GPU ;]¹İİ³B²z³/4¹; ^À³¥i°õ;æ³»ÂIÃúαÆ©ÎÃä½tÃúαÆ;C

μù;G!³"Ç¹CÀ,μL³k¥ç½T°t;X Direct3D μwÁé¥\`à;A;ý»ÝnÃä½tÃúαÆαä´©;C±Ò°Ê!¹ç!μ¥i½T«O±z²º NVIDIA
¹İİ³B²z³/4¹¥ç½T°õ;æ!¹Ãp¹CÀ,;C

±j[∞]μwÁé|Ú°É±N[∞]ä Z ½w½Ä°í²`«x½Ö¾4ã-°A³¶íμ{;|;©Ò»Y[∞]2[∞]`«x;C

μù;G°£«D±z[∞]αu\$@½T³é»Ýn-ÝÓ[∞]S©w[∞]Z

½w½Ä°í²`«x;A\$₋«h±z³|;n[∞]í[∞]¿í¶μ«O«ù±Ö°É[∞]A;C;p[∞]GÄö[∞]-í[∞]¿í¶μ;A«h¶É¶í°ö|æ;bxu\$@®É[∞]ä Z

½w½Ä°í²`«x»P¶Ø«εμwÁé[∞]Ö°A-Ú[∞]Á[∞]Á[∞]¶íμ{;|;C

¬°²`«x½w½Ä³B²z±Ò°Ê¨¨ä¥L\$þ³N;C

±Ò°Ê!¿i¶µ¥iÅýµwÁé¨¨ï¥i¥tα@Ó,Ë,m;b 16 |)α,À³¥íµ{|;αα¶i|;æ²`«x½w½Ä³B²z;A¥H«K²E¥í°ä«~½è²² 3D ¼v¹³;C

±Ò°Ê Direct3D ππ²² NVIDIA °Ó¼⁄⁄;C

|p²G±Ò°Ê|¹³]©w;A;|b°δ;æ Direct3D À³¥íμ{|;@É;A;Ã¹õπUπè²²“π,“ ±N·|Åã¥Ü NVidia °Ó¼⁄⁄;C

±z²⁰ NVIDIA GPU ;j¹š¹B²z³4¹;^¹ñ¹H¹Û⁰Ê²£¹ MIP ¶K¹î;A¹H¹´£⁰¶¹x⁻y[±]Æ²⁰§[±]½^è¶K¹î¶Ç⁰e[@]Ä²v[;]A[~]Ä[´]£[~]Ñ^šó²⁰⁰À³¶¹μ[{];[;]@^Ä~^à;^C

μù;G;ý⁻O[;]A[;]b[±]Ò[°]Ê[;]Û[°]Ê²£¹¶¹⁰⁰ MIP ¶K¹î@^É;^A¶[@]~^ÇÀ³¶¹μ[{];[;]ñ¹~^àμ^L¶^k¶[;]½^TÄ^ã¶^Û;^Cn^šó[¶]¿[;]1[°]Ý^Ä;^A½^Ð°[§]C[;]Û[°]Ê²£¹¶¹ MIP ¶K¹îμ[¶]~^Ä²⁰¼^Æ¶^q;^A²^½~[;]¼^v¹³¶¹ñ¹H¹¶[;]½^TÄ^ã¶^Û~[°]¶^î;^C°[§]C MIP ¶K¹îμ[¶]~^Ä²⁰¼^Æ¶^q±[~]¶¹ñ¹H¹@^ø°[£]§[±]½^è¶K¹î²⁰⁰¶[£]1[;]»^ô@^î;^uμ^e±^¼1^μö[;]v[°]Ý^Ä;^Aý⁻O³o^¼Ë[«]o[·]|[°]§^C@^Ä~^à;^C

½Ö¼ã MIP ¶K¹ªººë²Ó«x;JLODî^º¼@t;C

¸ú\$Cºº¼@t·|´£¨Ñ§ó;nªº¼v¹³«~½è;A|Ó¸úººº¼@t«h·|´£

æÉÀ³¶íµ{;ªº@Ä¨à;C±z¶i;b;u³|¨¼v¹³«~½è;v»P;u³|¨@Ä¨à;væ\$¶;ªººÓ¹w³]º¼@tÈææ¶¶i;æ;¼Ü;CÅã¶Ü±zæwÀx;sªº;Ü-q³]©wÈ;]©Î;u½Ö¼ããÈ;vî^æ\$²M³æ;C

n±Ò°È³]©wÈ;A½Ð;¼Ü¹²M³æææªºº@Ó¶µ¶Ø;A¨Ä«ö Apply ;]À³¶íî^«öÄä;C

³æ«öÀx;s;A±N¥Ø«e³]©wÈ;]¥]-A¨ä¥L Direct3D ³;Üæè¶ôææ²³]©wÈ;^Àx;s¬°;Úq;u½Ö¾ãÈ;v;C

- Àx;s²³]©wÈÀH«á·s¼W;Ü-Ü¾F²M³æ;C
- |bšä¨`S©w Direct3D ¹CÀ,²³]¨³]©wÈæ§«á;A½Ð±N³]©wÈÀx;s¬°;Úq½Ö¾ãÈ;A³o¼È±z
´N¥i|b±Ö°È¹CÀ,æ§«¨³³t³]©w Direct3D;A;ÓµL»ÝæÀ§O³]©w¨CÓ;ï¶µ;C

³æ«ò¥H§R°£¥Ø«e|b²M³æææ¿i©w²º;Ùq³]©wÈ;C

³æ«ó±N©Ò!³³]©wÈÁÙ;Û"ä¹w³]È;C

æ«ö¥HÅã¥Ü®e³\±z!Úq¨ã¥L Direct3D ³]©wÈ²²¹,Üæè¶ó;C

©i;²·Æ´í¥iÅÜ\$ó¶K¹í¹³~À;]S÷½è¶K¹í¶,~À; ^²ºµwÅés÷½è¶K¹í©w;ìæè²k;C

ÅÜ\$ó³o"Ç¼ÆÈ±N·|ÅÜ\$ó©w, q¶K¹í¹³~À·½²º;ì, m;C¹w³]È»P Direct3D ³W@æ¶@P;C;³"Ç³nÅé¥i~à·|·-

n" D; b\$O³B©w, q¶K¹í¹³~À·½;C; p²G«·s©w, q¶K¹í¹³~À·½;A«h¹¹ÅpÀ³¥íµ{;ì;²º¼v¹³«~½è±N·|´£æÉ;C±z¥i¥H"í¥í·Æ´í±
±"í; b¶K¹í¹³~À¥²æW"æ»Pææ¥;ì; mæ\$¶;½Ö³¼ã¶K¹í¹³~À·½;C

!¹ž!¶µ@e³\ NVIDIA GPU ;]!šŕB²z¾¹;^¥R±À²±N«ü©w"t²ŕ°O¾ÐÁé®e¶q;]°£±FÅãÛ¾¹±¶±¥d¥»"-
!w,Ë²°O¾ÐÁé¥H¥~;^¥ŕ©ó§÷½è¶K¹Āx;s°ŕ³]±j"t²ŕ°O¾ÐÁé®e¶q;A-O®Ú¾Ú±z¹q,£±W!w,Ë²°¹éÁé RAM ®e¶q"Óp²â²;C"t²ŕ

µù;G¥ŕi³w~d¥ŕŕ©ó§÷½è¶K¹Āx;s°ŕ³]±j"t²ŕ°O¾ÐÁé®e¶q;A-O®Ú¾Ú±z¹q,£±W!w,Ë²°¹éÁé RAM ®e¶q"Óp²â²;C"t²ŕ
RAM ¶V±j;A±z¥ŕi¥H³]©w²°Ë´N¶V±j;C

!¹³]©w¶Ë®M¥ŕŕ©ó PCI ÅãÛ¾¹±¶±¥d;]©ŕ!;b PCI -Û®e¼Ò;±U°õ;±²² AGP ÅãÛ¾¹±¶±¥d;^;C

·íÃó³¬ Vertical Sync ;]««²½;P~Bj^®É;A!¹¿í¶μ®e³\±z~ï CPU ;b¹í§í'¹æù¶}©!³B²z¹í®Øæ§«e¥i¥H·Ç³Æ²ºí®Ø¼Æ;C
μù;G;b¬Y~Ç±;²pæU;A®e³²º¹w¥ýμÛ;â²º¹í®Ø¼Æ¶V;h;A!^À³·n±;B¹CÀ, ¥x©ÍÁä½Lμ¥, Ë, m²º;u¿éæj©μ½w;v'N¶Væ
[;C!p²G±z;b²±¹CÀ, ®É;A³s±μ;Û±z¹q, £²º¿éæj, Ë, m!³©úÁä!^À³©μ½w²º²{¶H;A'½Ð°§C!¹Ë;C

Ãö³-ÅX°Êµ{;i;-Y"Ç CPU "î¥í²º¼W±j«-«ü¥O²ºæä´©;C

-Y"Ç CPU æä´©²p¥[²º 3D «ü¥O;A³o"Ç«ü¥O¥i»²§U NVIDIA GPU ;j¹î§î³B²z³4¹i^;A"Å´£º² 3D

¹CÄ, ©ÎÀ³¥Íµ{;i;²º@Ã~à;C¹¹zî¥µ@e³\±z;bÅX°Êµ{;i;æÃö³-¹î³o"Ç²p¥[²º 3D «ü¥O²ºæä

´©;C³o;blî;æ@Ã~àæñ,û©Î-G»Û±Æ°£@É«Û;³¥Í;C

©e³\ÅX°Êμ{;ζέ¥X¥βÅé¹³~À@æ;ijA¥H«K OpenGL À³¥íμ{;j~à°÷~"ïí¥βÅé¥\~à~"Ã±Ò°Ê¥βÅésÖ³ùÃè;C

©e³\ÅX°Êμ{;ζé¥X«Å|¹³~À®æ!;A¥H«K OpenGL À³¥íμ{;~à°÷~í¥í«Å|;C

OpenGL ÅX°Êμ{;|;¥H-Û;P²²Åã¥Û, Ñ²R«x²À°t²@ÓI±½w½Ä°Ï»P²@Ó²`«x½w½Ä°Ï;C

- ·í±Ö°Ê;]zï©w;^_Ó;ï¶μ®É;A³D«Ø;hÓμøμ;²² OpenGL
ÅX°Êμ{;|;±N§ó²²®Å²²`Í¥Í½v¹³°O¾ÄÁé;A`Ä²²{¥X§ó²²²²®Ä`à;C
- |bÄö³-;]¥½jï©w;^|¹zï¶μ®É;AOpenGL ÅX°Êμ{;|;±N-|° OpenGL À³¥Íμ{;|;«Ø¥ß²²`CÓμøμ;²²t²@ÓI-
±½w½Ä°Ï»P²@Ó²`«x½w½Ä°Ï;C

¬°¿ï©w²º OpenGL À³¶íμ{;³]©w³ì"í³]©wÈ;C³æ«öαU½bÀΥ¥HÅã¶ÜÀ³¶íμ{;²M³æ;AμM«á±z¶í±qαα¿ï©wα@-
ÓÀ³¶íμ{;³]C

SPÄ_→O§_À³;b OpenGL À³¶µ{;i;¶¶;A«ö·Ó¹w³]È"ï¶í~S©w;â±m²`«x²º§÷½è¶K¹ï;C

- "ï¶í@à±;â±m²`«x±N©I²x"ï¶í Windows @à±¥Ø«e¶¿;b°õ;æ²º;â±m²`«x²º§÷½è¶K¹ï;C
- ©I²x"ï¶í 16 bpp »P©I²x"ï¶í 32 bpp "âÓ¿j¶µ·|©¿²±±z²º@à±³]©w-È;A±j"ï¶í«ü©w²º;â±m²`«x²º§÷½è¶K¹ï;C

SPÄ_¥í©ó¥þ¿Ä¹õ OpenGL À³¥íµ{;;³º½w½Ä°íÄ½¶¼Ö!;;C±z¥i¿i³¼Ü **block transfer;]°í¶ô¶Ç°e;^æè;|©í auto-select;]!Ü°Ê¿i³¼Ü;^;C**

Auto-select ®e³\ÅX°Êµ{;;®Ú³¼Ú±z²ºµwÅé²ÖºA"Ó¿i³¼Ü³|"íæè;|;C

«ü©w|b OpenGL À³ŷíμ{;|;ππ!p;ó³B²z Vertical Sync j]««²¹/₂!P¨B;^;C

- ©I²xÃö³-;iC©I²x|b OpenGL À³ŷíμ{;|;ππÃö³-««²¹/₂!P¨B;C
- ¹w³]Ãö³-;iC°£«DÀ³ŷíμ{;|;©ú¹/₂Tn¨D±Ò°Ê««²¹/₂!P¨B;A§_«h««²¹/₂!P¨B±N«O«ùÃö³-²-²A;C
- ¹w³]¶}±Ò;C°£«DÀ³ŷíμ{;|;©ú¹/₂Tn¨DÃö³-««²¹/₂!P¨B;A§_«h««²¹/₂!P¨B±N«O«ù±Ò°Ê²-²A;C

æ«öÁý±z±N¥Ø«e²³]©wÈÀx|s¬°!Úq;u½Ö¼ãÈ;v;A,Ó½Ö¼ãÈÀH«á·|·s¼W!Ü¬Ô¼F²M³æ;C
|bšä"i" S©w OpenGL À³¥|μ{|;²³i"î³]©wÈæš«á;A½Ð±N³]©wÈÀx|s¬°!Úq½Ö¼ãÈ;C³o¼È±z
'N¥i¥H|b±ò°Êμ{|;æš«e"³³t²Ö²A OpenGL;A!ÓμL»Ý³væ@³]©w" CÓçi¶μ;C

©i!²·Æ´í¥i¬°¿i©w²º;â±mÅW¹D½Ö¾ã«G«x;B¹iãñ«x©Í!÷º¿Ë;C

¡â±m,É¥

¿³],m¥í©ó;bÅã¥Ü,Ë,m±W½Ö,É´´Ó·½¼v¹³»P´´ä¿é¥X±\$¶;²º¥ú«x@t²\$;C; b±z´´í¥í¼v¹³³B²zÀ³¥íµ{; ; @É;A½Ö¾ã,Ó³],m|
³\$U©ó;b±z²ºÅã¥Ü¾¼¹±WÅã¥Ü\$óë½T;â±m²º¼v¹³;];p¬Ü±ù;^;C

¡Ó¥B;A«Ü;h´´í¥í 3D ¥[³t¥\¬à²º¹CÄ,µe±³£«Ü·t;C;b©Ò;³ÅW¹D±¼W¥[-Ü;P²º«G«x©M;]©Í!^!÷º¿Ë-

Ë±N¥i¥H´´í³o´´Ç¹CÄ,µe±\$ó«G±@´´Ç;A´´Ã\$ó´´ã¥i²±©É;C

æ«ö;VαU½bÀY¥i;î¼Ü¶Ñ·Æ´Í±±´îº;â±mÀW¹D;C±z¥i¥HαÀ\$O©Í¶;P®É½Õ¼ä¬ö;â;Bºñ;â©ÍÂ;âÀW¹D;C

Digital Vibrance j]¼Æi«G«xj^¥iÁý±z\$ó|n|a±±``î|â±m±ÀÂ÷»P±j«xjA±q;Ó``í©;³À³¥íμ{;;±±²º¼v¹³\$ó¥
[«GÄR`Â²b;C

½Ð``î¥í·Æ`í`Ó³]©w Digital Vibrance j]¼Æi«G«xj^²º`Á\$O;GÄö³-;B\$C;B±±;B°²;B©M³ì°²;C

!â±m;±½u^{a9}!š!Âã¥Ü;C;±½u±N·|!b±z½Ö¾ã'ĩñ«×;B«G«×©!;÷°;È®ÉšY®ÉÂÜ\$ó;C

³æ«ö¥i;b«·s±ò°Ê Windows ®É;Û°ÊÁÛì±z;b;¹³B©Ò\$@²º;â±m½Õ¾ã;C

μù;Gip²G±z²º¹q,£»Pºô,ô³s½u;A«h``t²î±N·|;b±zμnπJ Windows «á½Õ¾ã;â±m;C

ÅäÿÛ±zæwÀx;S²q;Ûq;â±m³]©wÈæ\$²M³æ;C
n±Ö°Ê;¹²M³ææ²º-ÿÓ³]©wÈ;A½Đ;ï©w,ÓÈ;C

³æ«ö¥i±N¥Ø«e²º!â±m³]©wÈÀx!s-º!Ùq³]©wÈ;CÀx!s²º³]©wÈÀH«á·!s¼W!Ü-Ü¾F²M³æ;C

³æ«ö¥iSR°£¥Ø«e!b²M³æææjï©w²º!Úq!â±m³]©w;C

³æ«ò¥í±N©Ò;³;â±mÈÁÙ;ÛµwÅé²º;¼t³]©wÈ;C

#³æ«ö¥Hjï©w±z²ºÄã¥Û³/4¹;A©ÍÄã¥Ûp®É¼Ò;ijG

- ¡Û°Ê°»´ú®e³\ Windows ²½±μ±qÄã¥Û³/4¹¥»´±μ¡¬¥¿½T²ºp®É,ê°T;C¡¹¬º¹w³]-
È;C½Ð²`·N;A¬Y"ÇÄÂ;Äã¥Û³/4¹¥ï¬à¥f¥ä´©!¹¥¬à;C
- ¥@`ëp®É¥½; (GTF) ¬O¥j;h¼E,û·s;Äã¥Û³/4¹¬ÏÏ²º¼Ð·Ç;C
- Ä÷´²Äã¥Û³/4¹p®É (DMT) ¬O¥@ºØ,ûÄÂ²º¼Ð·Ç;A¥´μM¥Í©ó¬Y"ÇÄã¥Û³/4¹;C;p²G±z²ººÊμø³/4¹©ÍÄã¥Û³/4¹-
n"Ð"ÏÏÍ DMT;A½Ð±Ò°Ê;¿ïμ;C

·s¼W NVIDIA Media Center ;j´CÁéκκκβ;^¹ÿÛ;Û Windows κu\$@!C;C

- |¹ÿÛ@e³±z³z¹Lκ@Óκè«K²²ÖÅã;j;ÿæ;A©óÿô;ó@ÉÔ\$Ö³t@Mÿÿó;ó;Ûq²² Direct3D;BOpenGL ©ÿâ±m³]©wÈ;C
- |¹ÿ³æÁÛÿ]stÿÿ©óÁÛ¹w³]È»P;S´´úÁãÿÛ¼¹κ²@e¹ÿ;Ûκè¶ó²²¶µÿØ;C

³æ«ö¥H|b Windows µu\$@!CκWζi³¼Ü±zn~ï¥fæ¥f¥H¥Nªí Media Center ;J´CÁéκκκβ;^κ½¥fµ{;¡æ¹ï¥Ü;C

1. ±q²M³æκκζi³¼Ü±znÁã¥Üæ¹ï¥Ü;C
2. µM«á³æ«ö;u@M¥f;v¥H\$ó·sµu\$@!Cκææ¹ï¥Ü;C

³q¹L·s¼W **nView Properties** ;jÄÝ©Êj^¿i¶µ;Ü®à±¿³æ¥H±Ò°Ê nView ®à±º²zµ{;ijC

|b±z²®®à±¤W³æ«ö·Æ¹«¥kÄä;AµM«á³æ«ö **nView Properties** ¥HÅã¥Ü nView ®à±º²zµ{;j¤®e±²O;C

!b±Ò°Ê **Enable Desktop Manager** ;]±Ò°Ê@à±ºP²zµ{!;^¿!µ«á;A³æ«ö¥H¶}±Ò nView @à±ºP²zµ{!;µº@e-±ºO;C

nView @à±ºP²zµ{!;µº@e±ºO@e³\±z-º³æÓ©M;hÓ@à±»PÅã¥Ü;]Åã¥Ü¾¼; ^²ÖºA@à±ºP²zµ{!;ºº;UºØ¥\`à;C

3o`Çjîµ@e³\±z`M©w¼v¹³|b¥HŞC©ó³¹ºæä´©,Ñ²R«x`î¶í@É;A©ó¥±Åã¥Ü³/4¹æW²ºÅã¥Ü;î,m;C

½Ð`î¥!½bÀY«ö¶s½Ö¾ãÄã¥Ü¾¼¹¼Wªº®à±Äã¥Ü;î,m;C

³æ«ö¥i@Ú¾Ú¥Ø«e²º,Ñ²R«x»PŞó·s²v;A±N@à±«³]!Ü"ä¹w³]!ì,m;C

½Đ;ï©w±z²º NVIDIA GPU ;]¹îî³B²z³⁄⁴¹;^¹îî±¶d©Òαä´©²ºÄä¶Ü,Ë,m;]ºÊμø³⁄⁴¹;B¹⁄⁴Æ;î¥±Ää¶Ü³⁄⁴¹©î¹qμø³⁄⁴¹;^¹C

æ«ö¥H¶}±Òæ@Ó±z¥i;b¨äææ;Úq²{¥íÅä¥Ü,Ë,m³]©wÈªºμøμj;C

³æ«ö¥HÃã¥Ü¥í©ó¹qμø¿é¥X²º¥Ø«e®æ|j»P°ê§O³]©wÈ;C

³æ«ò¥H¶}±Òæ@Ó¥i!b¨äææ«ü©wˉS©w¹qμø¿é¥X@æ!;ªº¹;Üæè¶ð;C

!²M³æ@e³\±z@Ú¾Ú!Ûπν©Ò©~!í²º°é@a;]!a°!i^~Ó¿í¾Û¹qμø¿é¥X@æ!;i;C

μù;G!p²G±z©Ò!b²º°é@a;]!a°!i^~S!³!C!b²M³æππ;A½Đ¿í¾ÛÁ+!Ûπν©Ò!b!i,m³!añ²º°é@a;]!a°!i^i;C

³æ«ö¥H«ü©w¶Ç°e!Ü¹qμø²º¿é¥X°T,¹Äþ«¬¡C

- |p²G±z¨ã!³¥¿½T²º³s±μ¾¹ÆI½u¡A«h **S-Video** ¿é¥X³q±` ,û½Æ¡Xμø°T¿é¥X´£¨Ñ§ó°²²º¿é¥X«~½è¡C
- |p²G±zμL²k½T©wÀ³,Ó«ü©w²º°T,¹Äþ«¬¡A½¿¿i³¼Ü **Auto-select ¡¡**!Ü°Ê¿i³¼Ü¡^³]©w¡C

½Ð³æ«ö½bAY«ö¶s½Ö¾ã¹qμøκW²º@à±Åã¥Ü;î,m;C

μù;G;pªG¹qμøμε±;]½Ö¾ã¹L«x;Ó¥X²{Åø°T©îªÅ¶Öªº°ÝÃD;A«h½Ðμ¥«Ý 10 ¬íÄÁ;Cμε±·|

|Û°Êªð;^¨ã¹w³];î,m;A±zSY¥i«·s¶;æ½Ö¾ã¹C¥½T©w;ì@à±κ\$«á;A½Ð;b 10

¬íÄÁκª³æ«ö;u@**M¶İ**;v;A¥HÀx;s,Ó³]©wË;C

³æ«ö¥H©Ú³4Ú¥Ø«e²º, Ñ²R«x;A±N©à±«³]Ü¨ä!b¹qμøκW²º¹w³]i,m;C

½Ð©\|²·Æ´î¥H½Õ³¼ã¹qμø¼v¹³ªª«G«x¡C

½Ð©\|²·Æ´î¥H½Õ³¼ã¹qμø¼v¹³ªª¹jæñ«x¡C

½Ð©\i²·Æ´î¥H½Õ¾ã¹qμø¼v¹³ªº;â±m¹;©M«x;C

½Ð©\|²·Æ´î¥H½Õ¾ãñ®M¥î;Ü¹qμø°T,¹²º°{Ã{¹LÂομ{«×;C

μù;G;ḡî¥îμwÅé,Ñ½X¾¹"Ó¼½©ñ DVD ¹q¼v®É;A«ØÄ³±z§¹¥pÃö³¬°{Ã{¹LÂο;C

½Ð“İŸİ³o“Ç±±“İ½Ö¾ã±zÅãŸÛ¾¹¼v¹³©Í DVD ¼¼½©ñ²º«~½è;C

±zŸiŸHꞡÀŞO±±“İ«G«x;B¹iꞡñ«x;Bjâ-Ûꞡİ¹;©M«x;AŸH«K;b±z²º¹q, £ꞡW¼¼½©ñ¼v¹³©Í DVD
¹q¼v@ÉÀò“ú³İ“İ²º¼v¹³«~½è;C½Ö¾ã NVidia ¹İİ³B²z¾¹²º®Öꞡß»P°O¾ÐÅé@ÉÄÄÅW²v;C

© NVIDIA CORPORATION. All rights reserved.

¥H;Ê,U»®¯÷¬º³æ;j¨Ó²fÛDn®É`ß³t«x;C

³]©w±z²ºÅã¥Û³/4¹κ¶±¥dκW²ººO³/4ÐÅéκ¶±κ§®É⁻β³t«×¡C

¥H;Ê,U»®¯÷¬°³æ;j¨Ó²fÛ°O¾4ÐÂéπ¶±²³®É¯ß³t«x;C

!b@M¥í«e;A¥ý'ú,Õ·s@É`ΒÀW²v³]©wÈ²²Ã©w©Ê;C

μù;G±z¥²¶·¹i¥ô;ó»P»s³y¼t°Ó¹w³]Èκ£;P²²·s³]©wÈ¶i;æ'ú,Õ;AμM«áκ~¥i¥H±Nκ\$¥Ãκ[@M¥í;C

½T«O;b Windows ``C! , ±Ò°Ê@É;A±z¹ï®É`ßÀW²v©Ò§@²º¥ð;óÄÛ§ó±N;Û°Ê³Q®M¥í;C

μù;G±z¥i¥H;b Windows ±Ò°Ê@É«ö;í <Ctrl> Áä;A¥H;b±Ò°Ê¹Lμ{¤

¤²¤¹L;Û°Ê@ÉÄÁ³]©w;C;p²G±z²º¹q, £³s¹/₂u;Ûºð, ð;A¹/₂D|bμnπJ Windows «á¥ß§Y«ö;í <Ctrl> Áä;C

«³]©Ò!³@É⁻β½Õ¾ã¥\`à;A`Ã;b¥i¥H«·s±ò°É©Ò!³±±`îæ§«e±j`î«·s°»´ú¹î§îµwÁé;C

µù;G«ØÃ³±z;b`C;_¥î³i·s²º BIOS ``Ó§ó·sÁã¥Ü¾¼¹æ¶±¥d²º BIOS «á;A´N°õ;ææ@!_«³]¾p§@;C

nView Standard ;]¼Ð·Ç; ^¬O³ææ@Åã¥Ü¼Ò!;;C;p²G±z¶È;³æ@ÓÅã¥Ü,Ë,m³s±µ;Ü±z²º NVIDIA GPU
;]¹§¹³B²z³/4¹; ^¹§¹æ¶±¥d;A½Ð"¶¶¹;¹¼Ò!;;C

nView Clone ;]½Æ»s; ^¼Ò!;|b! ,ÄãÛ¼¹WÄãÛÜ¤@Ó¥DÄãÛ¼¹ººè½T°Æ¥»;C

nView Horizontal Span ;]æô¥ÅX®i;^¼Ò!;@e³\±z³q¹L¨âÓÅãÿÜ¾¼¹æô¥ÅX®i Windows ®à±
;C;b!¹¼Ò!;æU;A¨â¥xÅãÿÜ¾¼¹±N²Ö;X!¨æ@Ó,g¹LÅX®iæº¼eÅãÿÜ±
;A³o|bÀËμø¼e«xæj©ó³ææ@ÅãÿÜ¾¼¹æº¼μ¥Ø®É«Ü!³¥!;C

nView Vertical Span ;]«^a½ÅX®i; ^¼Ò!; ®e³\±z±N Windows ®à±«^a½ÅX®i;Ü"â-
ÓÅã¥Ü, Ë, m±W;C;|b;¹¼Ò!;±U;A"â¥xÅã¥Ü¾¼±N²Ö;X; "±@Ó, g¹LÅX®i²ºªÅã¥Ü±
;A³o;|bÄËμøª«x±j©ó³æ±@Åã¥Ü¾¼¹²ºªμ¥Ø®É«Ü;³¥Í;C

ÄäÿÜ±z²º nView ²ÖºAºº¹î§îÄäÿÜ;C

§ ³æ«öÄäÿÜ¾¼¹¹î§î;Aÿi±N"äî¾¼Ü-ºÿØ«eººÄäÿÜ¾¼¹;C

§ ÿH·Æ¹«ÿkÁä³æ«öÄäÿÜ¾¼¹¹î§î@É;A·ÿX²{æ@Ó§ÖÄä;î;ÿ³æ;A±zÿi±qææ½Ö¾¼ä-ÜÄöººÄäÿÜ_Ë_m;A"Ä³XºÝ Color Correction ;î;â±m_Éÿî;^î;îµÿd;C

³æ«ö¥i;b½Æ»s¼Ò;¡²²¡,Åã¥Ü¾¹κWÂê©w¥Ø«e²²¥p´²±½´y|i,m;C

³o¼Ë¥iÅý±z|³®Ä;a±NμêÀÀ®à±áμ²|b-YÓ|i,m;A³o¹i©óÂ²³Ø©î²²{À³¥îμ{|;κκ²²²è²Ó³;¥÷±N«Ü|³¥i;C

nĵi©w±z·QÁY©ñ²⁰¹⁴v¹³Ĵ¹ō°i°i;A½Đ³æ«ö°i°i²⁰αααβ©f½bÀY¹ŷÜ;CĴi©wα§«á;A±zŷiŷH³q¹L©i²αU±²⁰ÁY©ñ·Æ
í"ÓÁY©ñ¹³;ŷ±zĴ¹ō;C

©i!²·Æ´î¥i©ñxj©íÁYxp¼v¹³¼¹²©ñ¿Á¹õ²º¿í©w°í³;C³æ«ö!VxU½bÀY´Á¿í©w **Primary display** ;]¥DÁã¥Ü¾¹;^©í
Secondary display ;],Áã¥Ü¾¹;^;A¥H«K©ó;b¿í;n²ºÁã¥Ü¾¹xW¥H¥p«ì¼Ò;Áã¥Ü¼v¹³;A;C
nÁõ³¬¥p«ì¼Ò;A½Đ¿í©w **Disable**;]Áõ³¬;^;C

±j"î«Å|³nÅé"ï¥|x-y±Æ¥D±±;C

μù;G«ØÄ³±z±£n@Özi|¹zi|μiA°£«D±z¹j"i|³Äö¼v¹³¼½©ñ²º°ÝÄD;A" Ò;p¼v¹³.í'©Î§¹¥pμL¼v¹³;C

ÄäÿÜ±z¥¿;b`ï¥í²ºÄäÿÜ¼¹Ãþ«¬»P¿ï©w²º¼v¹³±¶±¥d;C

æ«ö¥HÅã¥Û;¹Åã¥Û¼¹ªº,Ë,m»PAX°Êµ{;jÄÝ©Ê;C

|C¥X|¹Äã¥Ü³¼¹¥í¹º§ó·s²v;C,ûº²²º;Ã¹õ§ó·sÀW²v¥íº§C¿Ã¹õº{Ã{;C

«ü©w¿Ã¹õ§ó·sÀW²vαU²²M³æ¬O§_À³,Ó¥]¬A±z²²Åã¥Ü³¼¹α£αä´©²²¼ÒììC

ÄμσιG¿ì³¼Üα£³¼A¥í©ó±zÅã¥Ü³¼¹²²¼Òìì¥í¬à·³¼ÉPÄY«²²Åã¥Ü°ÝÄD¿AAÜ³¥í¬à·´±z²²μwÁé¿C

«ü©w»P±z¥HκWζϊ©w²º¹ï¥Û-Û¹iÀ³²ºÅã¥Û¼¹-°¥DÃã¥Û¼¹;C

·í±z±Ò°Ê¹q,£@É;Aµnκj¹i,Ûκè¶ô¥X²{;b¥DÃã¥Û¼¹κW;C«ö·Ó¹w³;Aκj;h¹/4ÆÀ³¥íµ{;i;|b±z³ì¶¶}±Ò@É;A¨äµøµ;³£·|
¥X²{;b¥DÃã¥Û¼¹κW;C¥DÃã¥Û¼¹¥]St@à±²º¥²κW¨κ;C

ÄäÿÜ©Ò!³ÿØ«e²º nView ÄäÿÜ³/4¹;C!p²G±z³s±µF!hÓ,Ë,m;A`ÃwµÁ´«!Ü«D¼D·Ç¼Ò!;A±zÿiÿH«ö·Ó·NÄ@¿i³/4Ü¬Y-
ÓÄäÿÜ³/4¹§@¬°ÿØ«e²ºÄäÿÜ³/4¹;C

±zÿçÿiÿH³æ«öµW±²ºÄäÿÜ³/4¹iÿÜ`Ó±N`ä¿i©w¬°ÿØ«e²ºÄäÿÜ³/4¹;C

³æ«ö¥H³]©w©íÁÛ§ó»P¥Ø«eÄã¥Û³4¹©Ò"ïí¹º¿é¥X,Ë,m-ÚÃöº³]©wÈ;C

³æ«ö¥H°»´ú³s±μ;Ü±z²º¼v¹³π¶±¥d²º©Ò;³Åã¥Ü,Ë,m;C

μù;G;p²G±z|b¶}±Ò±±“î»Oαξ«á³s±μκF¥ó|óÅã¥Ü³¼;A½Ð“î¶!¹¥\`à;C

!p^aG±z±NÄãÛ¼¹s±μ;Ü, ÄãÛ¼³s±μ¾¹!ý¾¹4³Q°»´ú`î;A½Ð©Ö;î!¹æè¶ð;C³o¹ï©óÂÂ;ÄãÛ¼¹©î`ï¶ BNC
¾s±μ¾¹¶;æ³s±μ^æÄãÛ¼¹«Ü;³¶;C

æ«öH|s"ú NVIDIA íší³B²z³/4¹ªªªp¥[¥\`à;C

3æ«ð¥H|s"ú NVIDIA ²º Web ¯,»O;A¥HÀò±o±z²º NVIDIA 1|§|³B²z¼¹²º³|.s,ê°T»PÁX°Êμ{!;C

¡¹,ê°T,Ô²Ó»¡©úπF¥Ø«e¡¡©w²º NVIDIA ¹¡§¡³B²z¼¹π\$μwÁé~S©Ê¡C

! ,é°T,Ô²Ó»j©úπF"t²lππ¥i~à·|¼vÂTÁ`Áé¹j\$í@Ä~à²ºjï©w³j¥÷jC

!1a[-O±z²º NVIDIA 1i§i³B²z³/4¹©Ò~i¥í²ºÀÉ® xπ§²M³æ;A¥]-A¨ä»i©ú»P²©¥»iCÃö³- 3D À³¥íμ{!;ππ²º¥·Æ³B²z;C
μù;G;p²G±z»ÝnÀò±oÀ³¥íμ{!;²º³!º²®Ä¨à;A½D±Ò°Ê!¹ç!¶μ;C

±Ò¶Í 2x ¼Ò;¶i;æ¥·Æ³B²z;C

μù;G,Ó¼Ò;¶i;¶H;b 3D À³¶Íμ{;¶¶´£æÉ¼v¹³²²«~½è»P@Ä⁻à;C

±Ò°Ê GeForce 1İſİ³B²z³/41"t;Cαα'£"Ñ²²φ·Æ³B²z±MŞQŞb³N;C

μù;GQuincunx φ·Æ³B²zφí'£"Ñ,ûºC²² 4x φ·Æ³B²z¹/4Ò;ıα\$«~½è;A;Ó"ä®Ä"à»P,ûŞÖ²² 2x ¼Ò;ı-Ú®tμL'X;C

±Ò¥Í 4x ¼Ò¡¡¶¡¡æ¥·Æ³B²z¡C

μù¡G,Ó¼Ò¡¡¡b 3D À³¥Íμ{¡¡¶¶´£"Ñ¶F,ú°aa0¼v¹³«~½è¡A¡ý·|°§C-Y"Ç®Ä~à¡C

±Ò¥í 4x;B9 ä½u;]°ª´μ (Gaussian); ^¼Ò;¡li;æ¥·Æ³B²z;C

μù;G, Ó¼Ò;¡;b 3D À³¥íμ{¡;¤¤´£¨Ñ¤F, û°ªªª¼v¹³«~½è;A¡ý·|°§C~Y¨Ç®Ä¯à;C

±Ö¥Í 4xS ¼Ö;íííæ¥·Æ³B²z;C_Ó¼Ö;ííb 3D À³¥Íμ{ííππ´E´ÑπF°ª©ó 4x ¼Ö;ííªª«~½è;Aíý·|²π·L°§C@Ä`à;C
μù;Gí¹³]©wíÉ¼vÅT Direct3D À³¥Íμ{ííC;íb°δ;æ OpenGL À³¥Íμ{íí®É;AOpenGL ±N´í¥íπUπ@Ó¥ííæªª¥-
·Æ³B²z³]©w;í´Ö;í;A 4xS ³]©wªª«επ@Ó;ííμ; ^;C

¬°αä'©¥·Æ³B²z²º 3D À³¥íμ{¡¡¡Û°Ê±Ò°Ê³"í²º¥·Æ³B²z³]©wÈ¡C®e³\±zαâ°Ê¿í¼Û¡b°ö;æ 3D À³¥íμ{¡¡®Éñ"í¥í²º¥-
·Æ³B²z¼Ò¡¡¡C

ÅäÿÜ±z¹q, £ææÿØ«e²º AGP ³]©wÈæ§, ê°TjC

αâ°Ê¿¼Û¹Ï§Ïα|¨²Ï¨ÏÏ¹º AGP ³²²v;C

μù;GipªG±zμLªk½T©wn¨ÏÏ¹º AGP ³²²v;A½Dα£n®Ö¿Ï¹®Ö¿Ïαè¶ô;C¨²Ï·ÏÏÛ°Ê¨M©w³Ï¨Ï AGP ³²²v;C©Ï²·Æ
ÏÏHαâ°Ê¿¼Û¹Ï§Ïα|¨²Ï©Ö¨ÏÏ¹º AGP ³²²v;C

¿i³/4ÜÅX°Êμ{||;ºP²z±q``t²í°O¼ΔÁέκκκÀ°t¥X``Ó²º¼v¹³°O³/4ΔÁέκςκè²k;C

«ü©w»P¥Ø«e!i®Ø½w½Ä°i¼Ö!j«ü©w²ºæè²k°t;X~!¥!α§~t²!°O¾4ÐÁé®e¶!q;C

!b`i¶i°É°A+i®∅½w½Ä°i¼0i;®É«ü©w+i®∅½w½Ä°i°O¼4ÐÁéªªªª²zªèªk;C

NVIDIA **PowerMizer** የሽግግር ማቆሚያ ስርዓት

የኃይል ጥቅም ለማቆም **Maximum Power Savings** ስርዓት ለማቆም ለማቆም **Maximum Performance** ስርዓት ለማቆም

©e³\ Windows ±N¨ã;³|h«¿é¥XªªÅã¥Ü³¼¹±¶±¥dμø¬°;b±zªª¨t²í±±;w,Ëªª¿W¥ß;BÓ§Oªª±¥d;C

μù;G±Ò°Ê,Ó¿í¶±N±¹³\±z¬°³s±μ;Ü;h«¿é¥Xªª±¥dªª¨CÓÅã¥Ü,Ë,m¿í³¼Ü¿W¥ßªª,ÑªR«x©M;J©Î;^!â±m²`«x;C

³æ«ö;¹«ö¶s¥H¶}±ò¶@Ó¹;Ûæè¶ô;A±z¥i;b¹¹;Ûæè¶ô¶¶;Ûq²b¥[²² OpenGL ¥ßÁé»P«Á|³]©wÈ;C
μù;G¶È;b±z±ò°È¹±²O²Ä¶@Ó²M³ææè¶ô¶¶²²;u±ò°È¥|½w½Ä°í¥ßÁé API;v;ï¶μ@È;A¹¹«ö¶s¥~¥i¥i;C

±Ò°Ê OpenGL ¼¼²²«Å|;C

-Y"ÇÀ³¥íµ{;ij]"Ò!p Softimage3D;^»Ýn«Å|¥±;C°£¤¥¥;±`²²;â±m (RGB) ½w½Ä°Ï¥~;A«Å|¥±ÁÙ¥í¥í\$@½Ö;â²²â;±;C"i©ó¿W¥ß²² 3D ¼¼v¹³¥»" i;ip¿i³æ»P¹C¼¼Ði^¤\$«Å|Ä,»s°i°i;A«Å|~O`S\$O!³¥í²²;C16 !¼,»P 32 !¼,;â±m¼¼Ö;¡\$;¤ä´©«Å|;C

µù;GOpenGL ¥ßÁé»P«Å|µL²k;P@É"Ï¥í;C«Å|»Ý-
nÁB¥~²²¼÷ ü¹í\$í°O¾ÐÁé;A¥B¥i`àµL²k;b©Ö!³,Ñ²R«x¤U"Ï¥í;C;ip²G±z;b;s"ú«Å|¥\`à@É!j"i°YÁD;A±z¥i`àn-
°\$C,Ñ²R«x©!;â±m²² «x;C

±Ò°Ê OpenGL ππ²²¥βÁέ;C

¬°°ò;æ"í¥í§Ö²ùÄèπí"ä¥LμwÁέ²²¥βÁέÀ³¥íμ{;;ANVIDIA ΆX°Êμ{;;±N¶×¥X OpenGL ¥βÁέ¹³-À®æ;í"Ã²ÖÄ
´°O¾¼ΔÁέ;A¥H®e³\|P®É"í¥í¥βÁέμøÄ±»P³æμøÄ±À³¥íμ{;;C

μù;G½Δ¶È; b¥²n®É±Ò°Ê;í;¶μ;C-Y"ÇÀ³¥íμ{;;|
;Ü°Ê;í¾¼Ü¥βÁέ®æ;í;A;ý"ä¥L²²À³¥íμ{§Ç¥í"àμL²k¥H¥βÁέ¹³-À®æ;í;¶μ;æ§@~;C

μù;GOpenGL ¥βÁέ»P«Ä|μL²k;P®É"í¥í;C¥βÁέÄÊμø»Ý-
nÁB¥~²²¾¼÷,ü¹í§í°O¾¼ΔÁέ;A¥B¥í"àμL²k;b©Ö¹³,Ñ²R«×πU"í¥í;C;p²G±z; b¥H¥βÁέ¶í;æÀÊμø®É;J"í°YÄD;A±z¥í"àn-
°§C,Ñ²R«×©í;á±m²¹«×;C

NVIDIA ἌX°Έμ{;ä´©;hºØ¥βΆέμwΆέ;C;pªG±z¨ΐΐ«D¹w³]ªº¥βΆέμwΆέ;A½D;b²M³ææè¶δæç;¼ÜΆãΨ¼¼Ò;C

"İŕİsÖàùÃè½DŕÈ;b İŕİ ELSA 3D REVELATOR? ©Î-Û®e²²ŕŕ±ŕd®É;A±Ò°É;İŕİµ;C³o Çŕŕ±ŕd·|±NÃãŕÛ¾¹°T,¹Àà
´«µ¹ŕj|h¼ÆŕİŕİŕBÃéµwÃé©Ö İŕİ²²¼D·Ç 3 °w DIN;C

µù;G;paGÃãŕÛ¾¹ŕŕ±ŕd İŕİ³ŕ²«Ø 3 °w DIN ³s±µ¾¹;A«h±zµL»ŕ İŕİ¹ŕŕ±ŕd;I

“iñi««^a1/2¥æzùÁã¥Ü^{3/4}1|p^aG±zαw±N|Ü°Ê¥ßÁé¥±Áã¥Ü^{3/4}1³s±μ|ÜÁã¥Ü^{3/4}1α¶±¥d;A1/2Ð±Ò°Ê|¹¿i¶μ;C

“İİİ nView ½Æ»s¼Ö; ;pªG±z¾Öi³³Q°É; ;ßÁéµwÁé;A½D±Ö°É; ;İİİµ; Cn“İİİ; ;İİİµ; A±z»Ÿn±Nsë¼v¾÷³s±µ; Ü
NVIDIA İİİ³B²z¾¼; ;pQuadro2 MXR ©İ GeForce2 MX/GeForce2 Go; ^æWªªÀÙAYÁãÛ¾¼¹æİ±¶d; A“Á; b nView
ÁãÛ¾¼Ö; ;İİİµ¶dææ±Ö°É nView ½Æ»s¼Ö; ; Cæ@AY±NÁãÛÛ¶ª²´ªª¼v¹³; A¶tæ@AY«hÁãÛÛ¶k²´ªª¼v¹³; C
µù; G; İİİµİÈ; bÁÙAY; ; ©İ; hAY; ^ÁãÛÛ¾¼¹æİ±¶dæW¶İİ; C

“İİİ¼÷ ü DIN ³s±μ¼¹pªG±zªªÀãÿÜ¼¹¼¶±¼d” äi³¼ª«Ø 3 °w DIN ³s±μ¼¹jA½D±Ò°Ê!½i¶μjCib¹±
jªp¼U;A±zμL»YÁBÿ~ªª¼¶±¼d;A”Ó;p ELSA 3D REVELATOR ©Í StereoGraphics ²´ÀèÁHªªªª¼¶±¼d;C±zÿiÿH”İİİ 3 °w
DIN ³s±μ¼¹ª½±μ±Nÿó;óÿβÁéμwÁé³s±μ;ÜÀãÿÜ¼¹¼¶±¼d;C

“İŸİ StereoGraphics StereoEyes ²£«~²²Å½uŸN½X|pªG±z“İŸİª²—O StereoGraphics StereoEyes ²£«~ÀHªpª²²İ±
Ÿd©İ“ä-Û®e²£«~;A½Đ±Ö°Ê,Öİİİμ;C³o“Çİİ±Ÿd|±NÅãŸÛ¼¹°T,¹Àà‘«μ¹İj|h¼ÆİİİŸİİİÅéμwÅé©Ö“İŸİª²¼Đ·Ç 3 °w
DIN ³s±μ³¼¹;C
μù;G|pªGÅãŸÛ¼¹İİ±Ÿd“ä|³İª²«Ø 3 °w DIN ³s±μ³¼¹;A«h±zμL»Ÿ“İŸİ|¹İİ±Ÿd|İ

U@±zμLkÀĒμøβΔέ@ÄG;A½Dζĩ¼Ú;ĩĩμψHψæ´«ψº¼»Pψkº¼º¼v¹³;C
μ;G@ēψW;A±zψĩ`àηĒ»Y!b««º½ψæζùĀăψÜ³¼ψW`Ā³B©ó³Q°Ē¼Ò;ⓈÉ±Ò°Ē;ĩĩμ;C

!¹¿ï¶µ·|«O⁻d³⁄₄¨¶ï⁻à;h²²°O³⁄₄ĐÁé¨Ñ§÷½è¶¶K¹í¨í¶í;C³o¶i¶H´£æÉ>Ýnæj¶q§÷½è¶¶K¹íÁ³¶íµ{;i²²@Ä⁻à;A;ý·|²æ·L-
°§C«D§÷½è¶¶K¹íÁ³¶íµ{;i²²@Ä⁻à;C

!b±0°Ê¥·Æ³B²z;ïµª±;ªpαU°δ|æ 3D À³¥íµ{;i @ Ê¼UαÆ§÷½è;C³o|³§U©ó' £ª¼v¹³«~½è;C

©)²·Æ´ÏH³]©w®M¶Í;Ü§÷½è²²«D§;½è¹LÂομ{«x;C³ì°²³]©wÈ´£¨ÑαF³ì¨î²²¼v¹³«~½è;A;Ó³]§C³]©wÈ«h®e³\μο
´§³ìαj®Ä¨à;C

Landscape $\int_{\mathbb{R}^d} V(x) dx - O(\epsilon^2) \int_{\mathbb{R}^d} |\nabla V(x)|^2 dx + O(\epsilon^4)$

Portrait j]Áa|V_i ^{3/4}ÉP 90 «x±ûÁà_iC

Inverted Landscape 180 «x±ÛÀàjC

Inverted Portrait ;]Áa|VæĪ-Ūĭ^¾ÉP 270 «x±ŪÂàĭC

±z¥i"ĩ¥ĩ¥k½bÀY (->) «ö¶s°õ|æ±U;C±ÛÀà¿i¶µ;C©î¶;A±z¥i³æ«ö¥k±W±è²ºÀð§f½bÀY" Å"ì·Ó±ÛÀà±è;V©ì°Ê_Ó½bÀY;C

±z¥i"ĩ¥ĩ¥³½bÀY (<-) «ö¶s°ð|æxU¡C±ÛÂà¿¶¶µ¡C

±Ò°Ê-Û;ü OpenGL §÷½è§"ºð©Ê-à;C

§÷½è§"ºð-O«ü·f"ä, "©ó§÷½èÁé¥~®É|p!ó³B²z§÷½è®y¼D;C³o"Ç¥i¥H³Q§"ºð!Û¼v¹³ººÄä½t©Íπº³;¡;C

±N±z;b¥DÃã¥Û¾4¹±W-º¼v¹³«Å|«ü©w²º±ÛÂà«×¼4EÃìµ²;Û;Ãã¥Û¾4¹;C³o·N´´ýµÛ±N±z;b NVRotate -
±²O±W¿ì©w²º±ÛÂà«×¼4E±í-µ;Û¥D;B;´´âÓÃã¥Û¾4¹;Ë,m±W;C

Zoom control ;]ÁY©ñ±±“î; ^ ® e³\±zÁY©ñ±wμÛ;â²²¼v¹³;C.

³æ«ö±U©Ô;ĩ³æ«ö¶s¥H;ĩ©wnÁY©ñ²²Áâ¥Û³¼¹;C

- **Video Mirror** ;]¼v¹³Áè±; ^³]©w; ,Áâ¥Û³¼¹²²ÁY©ñ;ĩ³¼Û;A¼v¹³Áè±|b;¹; ,Áâ¥Û³¼¹±WμÛ;â;C
- **Video Overlay** ;]¼v¹³«Á|; ^³]©w¥DÁâ¥Û³¼¹²²ÁY©ñ;ĩ³¼Û;A«Á|¼v¹³;b;¹¥DÁâ¥Û³¼¹±WμÛ;â;C
- “â²²³£±NÁY©ñ;ĩ³¼ÛÁ³¥í©ó¼v¹³;b” ä±WμÛ;â²²¥D;B; ,Áâ¥Û³¼¹;C

±0°Ê Heat Indicator ;].Å«xpi^Äµsi¹i,Üæè¶ð;C

·í NVIDIA ¹í§¹³B²z³/4¹²² Core Temperature ;]@Öæß·Å«x;^""¹F Core Slowdown Threshold ;]@Öæß´¹³tìHÊ;^@Ê;AHeat Indicator ;].Å«xpi^¹i,Üæè¶ð·;U°Ê¥X²{;A»i©ú·í«e±;²p©Mæw±Ä´ú²²°Ê§@;A¥H«OÅ@±z´´t²¹æ²²²Cæ@¶ð¹í§¹³B²z³/4¹ (GPU) §K³/4D¥i`àµo¥í²²·lÄa;C

11-10-2021 NVIDIA 11.1.1 (GPU) 11.1.1

11-°±z"t²îææçï©w²² NVIDIA 1îšî³B²z³/4¹ (GPU) æš©P³ð°ï°î·í«e·Å«x;C®Ú³/4Ú¹îšî³B²z³/4¹ (GPU)
ap²ñ!s!b²²"ä¥L¼ö·½;A!¹·Å«x·||¹³,ûæj®t\$O;C

³æ«ö·Å«x³æ;]µ∅∞ó©ÎÃá∞ó;^¥H;|b;¹±ªO∞WÅã¥Û·Å«xË;C

³æ«öαW;BαU½bÀY¥H§ó§i·Á«×Ë;A¹Ï§Ï³B²z³/4¹ (GPU) ±N¨i³/4Ú¹·Á«×Ë;Û;æ´Ï³t;A¥H¨³/4α¹L¼ö·l@` ;C

·í¹Ë²Á;X¹Ï§Ï³B²z³/4¹ (GPU) αα Core Temperature ;j]@Öαβ·Á«×;^Ë;A¥B±αOαWαα ;\$Enable Heat Indicator warning.;j` ;]
±Ö°Ë·Á«×pÁμ§i;^¿i¶μπw±Ö°Ë@Ë;Aα@Ó¹;Ûαè¶δ·|;Û°Ë¥X²{;Aμo¥X±
;³pÁμ§i;A¨Á» ;©úπw±Á¨úαα°Ë§@;A¥H¨³/4α¹íí¨àμo¥íαα¹L¼ö±;³p·lÁα±z¨t²íαα¥δ;óα@¶δ¨S©wαα¹Ï§Ï³B²z³/4¹ (GPU);C

μù;G¹³]©wαα±ÁÄËË¨°³/4P°à°Ó³]©wαα¹w³]Ë;C§ó§i¹Ë@ËÁ³¨S§Oαpαβ;C

;b ``t2î½LααÅã¥Ü NVIDIA 1î§î³B²z³/4¹ (GPU) ³º Core Temperature ;]®Öαβ·Å«×i^iC

l'ê°T'yz±z²²"t²î»P AGP |³Ãö²²¶\`à;C

¥» `´yzαF»s³y¼t°Ó»{ÃÔαè²k»P±z¹q,£¥D²O´¹κù²Õ²² AGP ©Ê⁻à;C

¥» ‚`yz±F±z²º NVIDIA 1ĩŝĩ³B²z³/4¹ (GPU) ±ŝ AGP ¥\`à¡C

¥» .`Á`µ²F|b±z²²`t²íαα¹ê»Ú¥i¥H`í¥í²² AGP ¥\`à;C©Ò;C;U¶µ¬°¥D²O´¹αù²Ö»P±z²² NVIDIA ¹í§í³B²z³/4¹ (GPU) ©Ò;@;²²²
AGP ¥\`à;C

|¹³]©w@e³\±zαâ°Ê½Ö¼ãÄÿÜ³⁴¹κ¶±¥d``ï¥|²⁰ AGP ³|°²³t²v;C

μù;G;p²G½Ö¼ã``ìκ@Ó§ó§Ö²⁰³]©w;A¥H;Ü¶W¹LκF±z²⁰-S©w``t²î²Ö²⁰A©Ò³W©w²⁰;w¥pÈ;A;|¹³]©w²⁰½Ö¼ã´N·|¾É-
P±z²⁰``t²îÄÜ±oκ£Ä©w;C

AGP Fast Writes (FW) ;]SÖ³t¼gæj; ^;C

AGP Sideband Addressing (SBA) © 2000 Intel Corporation

αÄjï¹αè¶ô¥H±Ò°Ê 2D «ü¥O½w½Ä°İSÖ¨ú;C

!1j!μ@e³\±z±±"î¼¼§¹!"²º AGP ¶x-y±Æn"Dα§³|αjã³\²ºμ¥«Ý¼¼Æ¶q;C

¿i©w!¿i¶μ@e³\\t²í-°¥¼\$¹í"²º AGP ¶x¬y±Æn" D¿i³¼Ü³)¼Æ¶q²º³ì"î³]©wÈ;C

¿i©w!¿i¶μ¥H«ü©w¥¼\$1¶²⁰ AGP ¶x¬y±Æn^ˆDα\$³)αj¼Æ¶q;C

³æ«ó!¹¿ï¶μ¶H´ú,Õ;õ!±²OαW«ü©w²º AGP ²ÕºA;C;¹´ú,Õ¶i½T©w©Ò¿ï©w²º³]©w→OS_·|αP°_¶ó;óÃ-
©w©É©í©Ä`à°YÄD;C

©i!²·Æ´î¥i¥H→° Direct3D »P OpenGL À³¥íµ{;¡±²³«~½è¥[±j¥\`à¿í©w@Ä`à³]©w¡];p±U©Òzi^;C

- **À³¥íµ{;¡;G**´î¥í¹³]©w¥i½T«OÄX°Êµ{;¡ÄY@æ¿í!u©Ò³À³¥íµ{;¡n`D;C
- **§;¿Ä;G**´î¥í¹¹w³³]©w¥iÀð±oÀ³¥íµ{;¡n`D»P@Ä`à±§¶;²³´´î§é°)±è@x;C
- **¥[±j;G**´î¥í¹³]©w¥i`Ä³¥íµ{;¡F`³)°²@Ä`à;C

©i|²|¹·Æ´ŷi³]©w«Dš;½è¹LÂoμ{«×ŷH´£æÉ¼v¹³«~½è;C±Ò°É¹ζiŷμ±N·||b´£æÉ¼v¹³«~½è²º;P@É°§C@Ä~à;C

- **Äö³~iCÄö³~«Dš;½è¹LÂo;C**
- **1x;C±N±a´´Ó³|xj@Ä~à;C**
- **2x;C±N;b´£°²¼v¹³«~½è²º;P@É°§C@Ä~à;C**
- **4x;C±N;b´£°²¼v¹³«~½è²º;P@É°§C@Ä~à;C**
- **8x±N±a´´Ó³|´¼v¹³«~½è;C**

μù;GŷÑ©ó±z²ºμwÅé©Ò;A~Y´´Çζiŷμŷi~àμL³k´´ŷi;C½Ð°Ñ;Ò±z²º NVIDIA´´ŷi²|xâÀÉ~d~Y´´Ô±;C

©e³\ Direct3D À³¶{μ{;ζĩ©w;Ùαv²º§ó·s²v;C·í±Ò°Ê!ζĩ¶μ®É;A¥HαU²M³æαè¶ô³QÃö³¬;C

© 2013 Autodesk, Inc. All rights reserved. Autodesk reserves the right to alter product offerings and specifications at any time without notice, and is not responsible for typographical or graphical errors that appear in this document. © 2013 Autodesk, Inc. All rights reserved. Autodesk reserves the right to alter product offerings and specifications at any time without notice, and is not responsible for typographical or graphical errors that appear in this document.

112M3ææè¶ô@e3\±z¬°"CÓÅã¶Û,Ñ³R«×æÀ\$O\$ó\$í\$ó·s²v;C

ju¹w³]jv·N\$Y"ĩ¶ÍÀ³¶íμ{;¡²º\$ó·s²v;C¶ó|ó"ä¶LÈ³£·N"ýμÛ±N\$ó·s²v³]¬°¶þ«ì Direct3D ²ºÈ;C

n\$ó\$íæ@Ó\$ó·s²v

1. ½Ð±q;u\$ó·s²v;væ@|C;A;|b¶]St;u,Ñ³R«×;væ@!æ³æ«ö;u¹w³]jv;A¶H\$í"ÅÜ\$ó·s²v;C;¹@É·|¶X²{æ@"t;CÈ;C
2. ç;©wæ@Ó\$ó·s²v"Å³æ«ö;u@M¶í;v;C

³q¹LÂXπj°²ÀW®e¶q¨Ó¼UπÆ¼v¹³«~½è;C

®Ú¼Ú¹q;À¹q¶q©M®Ä`à²²κñ`Ò`Ó½Õ¾ã`Ó¹q¶q;C

®Ú¼Ú¥æ¬y¹q·½ (A/C) »P®Ä`à²²πñ`Ò`Ó½Õ¾ã`Ó¹q¶q;C

!1-°.í«eªª¹q¶q»P®Ä`àªª¶ñ`Ò;C

$\exists x \in \mathbb{R} \forall y \in \mathbb{C}$

©i!²¹qμø³/₄ ÷ ĴÃ¹ðᵛØᵛᵛ·Æ¶ðᵛH½Õ³/₄ã¹j¹³!b±z¹qμø³/₄ ÷ ᵛWᵃᵃÃãᵛÛᵛØᵛᵛᵛ;C''Ò!p;A!pᵃG±z;b¹qμø;Ã¹ðᵛW-Ý''ᵛF¶ÃÃã;A±
zᵛí''ᵛí!¹·Æ'í©ñᵛj¹qμø;Ã¹ðᵛHᵃᵃ°£¶ÃÃã;C

μù;G³ᵛk³]©w;]±N·Æ'íᵛ@ᵃ¹/₂©ì''ᵛᵛᵛkᵃ¹/₄;^ᵛᵛᵛH¹F''ᵛᵛᵛ[-Ý DVD ᵃᵃᵃ]''í@ÃᵃG;C

¼Æj|«G«x¥iÁý±zšó!n!a±±“î¼v¹³²º!â±mαÀÂ÷»P±j«x;A±q!Ó“î¼½©ñ²º¼v¹³šó¥[«GÄR`Á²b;C

¬Y_i¹¹q_{1/4}v_i]μ[°]T_{1/4}v¹³; ^|b_{1/4}1/2©ñ®É¥í⁻à·|ÄÜ·t_jA±z¥i¥[xj]÷[°]¿È¥H_{1/4}W±j_{1/4}v¹³«G«x_iC

¥»±²O´£¨Ñ«Ø¥ß»P¨İ¥İ|ÚqÅã¥Ü¾¹,Ñ²R«×²²zİ¶µ;C

«ö@U!;i¶µH±N¼Ö!;½s;è°íææ!Üq¼Ö!;·s¼W!Ü Custom Modes;]Üq¼Ö!; ^²M³ææ;C

«ö@#U!«ö¶s¥H×§i¥Ø«e|b Custom Modes;|Ûq¼Ö!;i^²M³æææ©Öjï©w²¶¶μ¥Ø;C

«ö@#U!;i¶µ¥H´ú, Ò!b¼Ò!;½szè°í°)¤¤º!Ûq¼Ò!;C!´ú, Ò±N·|
¹Á, Ò!b;í©wººÄã¥Û¾¼¹¤W³]©w¼Ò!; ¨Ä¥B½T»{, Ò¼Ò!;¤w¥¿½T³]©w!C

«ö@#U!¹;ï¶#H\$R°£¥Ø«e!b Custom Modes;]!Ûq¼Ô!;î^²M³æ#z!©w³º¶µ¥Ø;C

© Ö ž ĩ ¹ æ è ¶ ð ¥ H ĩ ĩ n ! b j ĩ © w º º Ä ä ¥ Ü ¾ ¹ ¤ W ³] © w º º ¼ Ö ! ; ¤ p © ó ¶ Ç ² ĩ º º Windows ® à ± ¼ Ö ! ; ; C ³ o « Ü ¥ ĩ ĩ à · | ĩ Ä ä ¥ Ü ¾ ¹ º º / E [- Y ° ĩ ° ĩ - Y ° _ " Ó ³ Q Á Y © ĩ ¹ L © ĩ - O º u μ Ū ® à ± ¥ ² ³ ¼ ; A ; ¹ ² { ¶ H ± N μ ø Ó § O Ä ä ¥ Ü ¾ ¹ º º ¥ \ ĩ à ; Ö ! ³ © Ö ¤ £ ; P ; C

½Ö¾ã!ÛqÃãÛ¾¼¼¼Ö!;æ;uæð¥æØæo;v;]©!¼e«xææ¼³~À¼Æ¥Ø;^;C

½Ö¾ã!ÛqÃãÛ¾¼¼¼Ö!;æö;u««¾½æØæo;v;]©!°æ«xæö¹³~Å¼ÆÛØ;^;C

½Ö¾ãñ!Ûq²ºÃãÿÜ¼Ö!;²º««²½\$ó·s³t²v;C

½Ö¾ã¡ÛqÃã¥Û¼Ö¡¡ººÃã¥Û¡â±m¼Æ¥Ø¡]¥çºÛ¬º bpp ©ÍˆC¹³ˆÀ¡¼.¡^¡C

¿i"ú-YºØ¼D·Ç WindowsÅã¶Ü¾¼Öi;¶HS@-º¼Öi;½szè°í°ºº _ÂiC

|C¥X¥Ø«e¥i¥íªº;ÛqÃã¥Û¾¼¼Ö!;C

!C¥X¥Ø«e¥i¥iªºÃã¥Ü¾¼¼Ö!;A!¼¼Ö!;¥i¥H!b»P;ï©wªºÃã¥Ü¾¼¼Ãöªº~S©wÃã¥Ü,Ë,m¥\$¥W³]©w;C!¹²M³æ¥u¥]St¥i¥H¹ê
»Ü!b!¹Ãã¥Ü,Ë,m¥WÃã¥Üªº¼¼Ö!;A!Ó¥B¼¼Ö!;¥Ø¥o¥i~à·|¥ñn!;b;uWindowsÃã¥Ü¾¼¼ªº@e³]©wË;v±ªO¥
¥³]©wªº¼¼Ö!;¥Ø¥o¥p;C

®Ö¿í¹æè¶ô¥H±Ò¥ÍÆ[½àTV¼v¹³æº®e²º³í~í³]©wÈ;C

½Ö¾ãºÙ«ù¥Ø«eªø¼eяñªºÃã¥Ü¾¹p®É¾¹;C

ÄäÿÜ ClearView ÄäÿÜ¾4¹²Õ²A²²¹í§îÿN²í;C «öæ@æU`Ã©ì;²ÄäÿÜ¾4¹¾v¹³ÿH«·s±Æ;CÄäÿÜ¶¶§Ç;C

1211μϕi2i'úÁãϕÜ2Ö°A;C 3\ϕi202i'1μ;pxU;G

§ 1 x 2

§ 1 x 3

§ 1 x 4

§ 2 x 2

§ 2 x 1

§ 3 x 1

§ 4 x 1

¿í"ú±N°μ-°³β;nÄãÿÜ¾¹²ºÄãÿÜ¾¹;C ³β;n²ºÄãÿÜ¾¹ÿiH"ïÿ;u³β;n²ºÄãÿÜ¾¹§ó·s;v±²¶bÀH®Éμø»Ýn§ó·s;C

¶í·Æ¹«¨Ó¿í¨ú³ß;n²ºÄã¶Ü³/4¹;C ¥Ø«e·Æ¹«©Ò©ñ;ì,m²ºÄã¶Ü³/4¹±N³Qμø¬º¶í°μ§ó·s¥Ø²º²º³ß;n²ºÄã¶Ü³/4¹;C

“İŸİ±²Ÿb”Ó«ü©w³ß;n²ºÄãŸÜ¼¹¬Ü,ü©ó«D³ß;n²ºÄãŸÜ¼¹²º§ó·s!,¼/Æ;C

§ 1x;]³æç³t;^²İŸÜ³ß;n²ºÄãŸÜ¼¹”CÓ`^ÀôŸg´ÁŸu§ó·sæ@!;,iC

§ 2x;]æGç³t;^²İŸÜ³ß;n²ºÄãŸÜ¼¹”CÓ`^ÀôŸg´Á§ó·s”â!;,iA;Ó«D³ß;n²ºÄãŸÜ¼¹«h”CÓ`^ÀôŸg´ÁŸu§ó·sæ@!;,iC

§ 3x;]æTç³t;^²İŸÜ³ß;n²ºÄãŸÜ¼¹”CÓ`^ÀôŸg´Á§ó·sæT!;,iC

!³\$U©ó¿ĩ"úπU;C²²®ÉÄÄ³]©wÈ;G

§ ¥u¼vÅT 2D À³¥îµ{;²²¼⁄⁄Ð·Ç (2D) ¿ĩµ;A©î²

§ ¥u¼vÅT 3D À³¥îµ{;²²®Ä-à (3D) ¿ĩµ;C

¿íú;u®Ä`à;v®ÉÄÁ³]©wÈ¥í`M©w 3D À³¥|μ{!;º°ö;æ³t«×!³;h\$Ö;C

¿íú;u¼Ð·Ç;v®ÉÄÁ³]©wÈ¥í" M©w2D À³¥íμ{¡¡ººö;æ³t«x¡³|h\$Ö;C

“M©w!¹@É¹©ó“t²!Ó“Ψ³!w¶p²º³!xj®ÉÄÁ³]©wÈ;C!¹³B“M©w²º³!xj®ÉÄÁ³]©wÈ·!:]«áÄò²º°δ!æ!Ó!³©Òx
£!P;Aπ]»Ýμø“t²!³B²z!Û°Ê°»´úÀ£πO´ú,Ö²º±;³p!Ó©w;C

³\¶i;bjuÂX®i;v¼Òi;ææ«Ø¶ß«Â|;C ;]-Y"Ç"t²f;b±Ò¶f;uÂX®i;v¼Òi;®ÉµL³k³B²z«Ø¶ß«Â|;F!¹ζi¶µ¶iÂý±z©è¼P,ÓºØ-
"i;C;^

Y±N;11j°v1jſi«öαU;A·|`i¼u¥X;¥\`à²f°ù«ù¶}±Ö²²²→°A;C;pªG©ñ¶}1j°v;A¼u¥X;¥\`à²f·|;Û°ÊÃó³¬;F;Ó·í±±`i±²Oμøμ;¥
ç¥hμjÂl®É«h·|¥´¶};C

Áý±z¥Hπâ°Êπè!; -°«ü©w²ºÄã¥Ü, Ë, m¿ï"ú¥p'º±½'y, Ñ²R«x;C |pªG¿ï"ú¥p'º±½'y, Ñ²R«x;AÄX°Êμ{|;|
ºÉ¥ï"à¥H«ü©w²º, Ñ²R«x¶iπj¥p'º±½'y;C³Æμù;G |b±z«·s±Ö°Ê"t²|π§«e;A;¹³]©wÈ·|ºú«ù!³®Ä;C

·í°Êμø¾¹;]Ãã¥Û,Ë,m;^æä´©¥»¾÷±ÛÀà®É®Özi!¹æè¶ô;C³Æμù;G |p²GºÊμø¾¹ææä
´©¥»¾÷±ÛÀà;A"º»ò®Özi!¹æè¶ô±N·|°±¥í±ÛÀà¥\`à;C

®Ö;î¹æè¶ô¥H¥H"ï¥î\;ï©w²³DÀ³¥îµ{;i«D\$;½è³]©wÈ"ÓÂÐ»\¥ÑÀ³¥îµ{;iï©w²³«D\$;½è³]©wÈ;C

©i!²±²¶b¥Hjĩ"ú;u®Ä-à;v³]©wÈ;]!pæU©Òz;^;A¥H«K\$ĩµ½ Direct3D ¶í OpenGL À³¥íµ{!;ªºµe½è;C

- **À³¥íµ{!;G\$Q¥í!¹³]©wÈ"Ó½T«OÄX°Êµ{!;ÄY®æ¿í!u©Ò³À³¥íµ{!;ªºn"D;C**
- «~½è;G\$Q¥í!¹³w³]È"Ó"ú±oÀ³¥íµ{!;ªºn"D¥Hæí®Ä-àæ\$¶;ªº³]"í¥¿Å;C
- **®Ä-à;G\$Q¥í!¹³]©wÈ"ÓÄò±o³!ªªªÀ³¥íµ{!;®Ä-à;C**

®Özî¹æè¶ô¥H±ò¥í;uÁù«±½´y;v;C

§ ;uÁù«±½´y;v·|ÃãμÛ;asîμ½zSC, Ñ²R«x²º¼v¹³me½zè;A¹í©ó¥þzÃ¹ð¼v¹³©Î¹q, £¹CÀ, ;Ó´¥³;³SQ;C

§ ;uÁù«±½´y;v»ÝnÁù¿²ººÊμø¾¹ÀW¼e;C |p²G´î¥Í, ùº²²º, Ñ²R«x²¹só·s³t²v;AÃXºÊμ{; ;|;bÁù«±½´y²º¼Ò; ;¶W¥XºÊμø¾¹´î®É;ÛºÊÁÙì-º¼Ð·Ç¼Ò; ;C

¥iÁý±z|b©Ò!³æä´©²º!â±m²`«xαU·s¼Wα§!Ùq¼Ò!;α£¥uα@²Ø;C

¥iÁý±z|b©Ò!³æä´©²º§ó·s³t²væU·s¼Wæ§!Ùq¼Ò!;æ£¥uæ@ºØ;C

ÀäÿÜ°Êμø³⁴¹¥¥íªº;Ã¹ð,ÑªR«×³]©wÈ;C ©!²±²¶b¥H;ï´´úα£!Pªº;Ã¹ð,ÑªR«×;C

ÄäÛÜ°Êμø³⁴¹ÿØ«eji©w²ºjÃ¹õ,Ñ²R«x²²ÿiÿ¹º;â±m³]©wÈ;C «ö²@²U±±´´ÿHj´´´ú²£;P²º;â±m³]©wÈ;C

¡C¥X©Òμoφί"Ã¥B³Q,Ë,mÃX°Êμ{¡¡°Ozýªº~S@í NVIDIA GPU "Æ¥ó¡C π]
¥í¥H¥í"Æ¥ó°OzýÀÉÄËμøμ{¡¡;"Ó~d~Ý³o"Ç"Æ¥ó¡C

«ü©w OpenGL ππφί©ó«Á|^{α913}-À@æ;ijC

- |â±m©w-Û«Á| (8bpp);G "íφí 8 |ìπ, ½Ö;â«Á|;C

- RGB «Á|;JRGB555 @æ;ii^;G "íφí 16 |ìπ, (RGB555) «Á|;C

- |â±m©w-Û (8bpp) ©M RGB555 @æ;ij;G ÁýÀ^αφíμ{;i "íφí 8 |ìπ, ½Ö;â©Í 16 |ìπ, (RGB555) «Á|;C

³/Æμù;G«Á|»ÝnÃBφ~^{α9}¼+ , ü¹íφí°O¾ΔÁé;AφBφi~àμL^αk;|b©Ò;³, Ñ^αR«xπU"íφí;C;p^αG;|b;s"ú«Á|φ\`à@Éj"ì°ÝÁD;Aφi~àn-
°§C, Ñ^αR«x©Í|â±m²`«x;C

±0¥|÷°z®Õ¥z`Ó×¥z÷¾¥ç`u½u±ø;C -°¥¶¶½u±øµÛ!â®É;A|÷ØX®Õ¥z°°ç|z÷¾¥½u±ø·|
;Ò¾{`i¿é¥X,Ë,m|â±mÃã¥Û¥`à°°ÃÛ¾Æ;C

±0¥í!""tí¥H°µ¬°¥D""t²í;C ±0¥í!;íµ®É;AíşíÃã¥Ü¥d·|¥í"Ó°µ¬°¥í""í®ØÂê©w!P"«H, ³º¥Dn°t±µ¥d;C

αWαÉ½t;C ±Ò¥í;½;íμ®É;Aαí¥Ü·|íí¥íαWαÉ½t“Ó°»´ύ;P“B«H,½;C

αU^{1/2}t;C ±Ò¥í;¹ζí¶μ@É;A³í¥Ü·|~í¥íαU^{1/2}t“Ó°»´ú;P“B«H,¹;C

!P" B © μ z δ (us) ; C Y ; b ¥ D ¼ ò ; ; π ; A ; 1 ; z ; i ; μ · | « ü © w ;] ¥ H · L - í - ° æ ; i ; ^ ; i ; @ Ø Â ê © w ¥ d ; b ¥ í ; " ; P" B ~ β ½ Ä « e À ³ μ ¥ Ô ¢ @ É ¶ ; ; C

šó·s³t²v;]»® ÷ ÷ ^ ; C Y!b¥D¼Ò; ; ; ; A→O«ü¹|š|Äã¥Ü¥d¥|' " ¿é¥X!P" B ̄ ß½Äªª³t²v;]¥H»® ÷ ÷ ³³æ; ; ^ ; C

!P" B»P³s±μ²-²A;C ³o"Ç!íſ!Áã¥Ü!í@ØÂê©w²O¥Ø«e²²²-²A;C ¥HxU-OÓ\$O¶μ¥Ø²²»;©ú;G

- !P" B'N²ü -} GPU;]!íſ!³B²z,Ë,m;^¶Ç¥X²²¿é¥X!P" B«H,¹
- ¥æ'«'N²ü -} GPU;]!íſ!³B²z,Ë,m;^xſ¶;¥í" Ó!P" BxÆμâ²áÁìxW©Ò!³ GPU ²²«H,¹
- p®É -} p®É!P" B!ìx, -O«ü³z¹L¹í@ØÂê©w³s±μ°δ!Ó³s±μ²²p®É!P" B
- ¥ßÁéÁn!P" B -} ¥Ñ VGA !íſ!Áã¥Ü¥d¶Ç" Ó²²!P" B«H,¹;C!p²G" S!³¹í@ØÂê©w©í¥~" Ó¼v¹³!P" B;A\$Y·|
"í¥í!¹!P" B¼Ò!;C
- ¿éxJ -} ¥í©ó¹í@ØÂê©w!P" BxÆ²²¿éxJ³s±μ³/4¹
- ¿é¥X -} ¥í©ó¹í@ØÂê©w!P" BxÆ²²¿é¥X³s±μ³/4¹
- ¥~" Ó¼v¹³!P" B -} ¥Ñ BNC ³s±μ³/4¹±μ!-²²!P" B«H,¹

ú, Õ³sµ²;C ¡¹¿ï¶µ·|-d, ß|P" B¿ï¶µ" Ã½T»{³s½u-O§_¥¿±` ;C µM«á·|Åã¶Ü¶Ø«e²²²-²A;C

¥í¥H¿í"ú±NnÃã¥Ü@à±²ºÃã¥Ü¾¹°t¡;C ²Ã¤@Ó¹í¥Ü¥N²í¥DnÃã¥Ü¾¹;A¡Ó²Ã¤GÓ¹í¥Ü«h¥N²í»²§UÃã¥Ü¾¹;C
³o-O¤@¥±»¡©ú¥í¥H¡P@É"í¥í²º©Ò¡³Ãã¥Ü¾¹°t¡í²º²M³æ;C

¶í¶H;í"ú@à±²³Äå¶Ûæè; ;C\n\'Single Display\' ¶í¶Û¶u; b¶DnÄå¶Û¼¹¶WÄå¶Û@à±;C\n\'DualView\' ¶í¶Û;U; b¶
£;P²³Äå¶Û¼¹¶WÄå¶Û"àO¶£;P²³@à±;C\n\'Clone\' ¶í¶Û; b"â¶xÄå¶Û¼¹¶W½Æ»s-Û;P²³@à±;C\n\'Horizontal Span\'
¶í¶Ûæð¶¼î_ó"â¶xÄå¶Û¼¹Äå¶Û@O@à±;C\n\'Vertical Span\' ¶í¶Û««²¼î_ó"â¶xÄå¶Û¼¹Äå¶Û@O@à±;C

ÁðÃ;¹Éμ³¼¹μLªκã´©ª¹¼Ö!;

¥uÅã¥Ü!Üq¼Ö!;

!b;u#ô#ÅX®i;v©Î;u««²½ÅX®i;v¼Ö!;#±±Ô#í¾4î, ó¼ÆÓ nView Åã#Ü¾4¹²º;u®à±«Å|;v;C\n\ñ·í±z|b;uÅX®i¼Ö!;v#
#í#í|h«Åã#Ü¾4¹" Ó²c;³æ#®@®à±®É;A;u®à±«Å|;v#í#í" Ó²uµÜ¾4F²ñÅã#Ü¾4¹²ºÅã½t«ÅÐ#®³;#÷²ºÅã#Ü¾4¹¼v¹³;C

«ü©w|b;uπδ¥ÅX®i;v¼Ö;;ππ̄ıııu®à±«Å|v®É;An«Å|²²πδ¥¹³~A¼Æ¥Ø;C

«ü©w|b;u««^a/₂ÂX®i;v¹/₄Ö;ï;ææ“îÏ;u®à±«Â|v®É;An«Â|^a««^a/₂¹³-A¹/₄Æ¥Ø;C

±Ò¶í¼î,ó¼ÆÓÃãÛ¼¹²³;uşë@g²V!X;v;C\n\n"ä³]p¶i»Pşë¼v¾¼÷ÃãÛ¼¹²³@° "í¶j;A;uşë@g²V!X;v¶i¶í©ó,ÉAv±N!h-
«şë¼v¾¼÷,Ë,m²³¿é¶X¶¬¬Ü«Å|¶Hºc|¹³æ¶@µLÁ_²³ÃãÛ¼¹²³¼v¹³@É¶X²{²³©ū«xAt¹³;C

Ynzi" ú\$Æ±æ¥]st!b;u\$é@g²V!X;vπ⁹⁹⁹Äã¥Ü¾¹Ää½t;A«óπ@πU;Ä¹ó¼v¹³Ää½t⁹⁹πè!VÄä;C

«ü©wꝛô¥Ãã¥Û¼¹Ãã½t¥Í©ó;u\$ë®g²V!X;vꝛ⁹²⁹¹³~Å¼Æ¥Ø;C

«ü©w²¥ÄÜ°l'î;A¥í©ó¼É¥X²uµÛ²V!X²ó¥Ää¥Û¼¹Ää½t;]²¶¶©ó0"ì255Ó¹³~Ä²\$¶¶;^²²;u²ó¥©ú«x;vÈ;C\n\n"í¥í.ú²j²²²l
í¹³\$U©ó'í²Ö²uµÛÄä¥Û¼¹Ää½t¥X²{²²A_»Ø;A"Ä¥BÄ²²ÆÄä¥Û¼¹¹i»ó;A;ý!³¥í~à¼vÄT"ì¼v¹³µe½è;C

«ü©w^auμÜ²VjX^o¥Ä^ä¥Ü^¾1Ä^ä½t²²¥Ø^¼Ð©ú«xÈj][¶]¶©ó 0 ñ 255 [¶]§¶ij^iC ¼Æ|r¶V[¶]jA|b²VjXÄ^ä½t²²¼v¹³´N¶V«GjC

«ü©wnŕí©ó;u\$ë@g²V!X;v²º««²½ÄãŕÜ¾¹Äã½t¹³~À¼ÆŕØ;C

«ü©wºÿÄÜ°l'î;Aÿí©ó¼ÉÿXªµµÜ²V!X««²½ÄãÿÜ¾¹Ää½t;]æ¶©ó0 "ì 255 Ó¹³~Äæ§¶j; ^ªº;u««²½©ú«x;ivË;C\n
n"íÿí_ûæjªººl'î³SÜ©ó'îæªµµÜÄãÿÜ¾¹Ää½tÿX²{ªºÄ_»Ø;A"ÄÿBÄ²æÆÄãÿÜ¾¹¹i»ð;A;ý!³ÿí-à¼vÄT"ì¼v¹³µe½e;C

«ü©w³uµÚ²V!X««²½Ää¥Ü¾¹Ää½t²²¥Ø¾Ð©ú«xÈ;j²¶©ó 0 ñ 255 ²\$¶ijj^;C ¼Æ|r¶V²j;A!b²V!XÄä½t²²¼v¹³
´N¶V«G;C

±N;u@à±«Á|;v»P;u\$ë®g²V!X;v³]©wĒ±q¹,Üæè¶ô¶×¶X;ÜÁÉ®x;C

±N;u@à±«Á|;v»P;u\$ë®g²V!X;v³]©wĒ±qÁÉ® x¤¤¶|x¤j;A~Á¥H³o~Ç³]©wĒ~Ó³]©wˆÿ,Ü¤è¶ô;C

±j^{1/4}v¹³²VixμŪ!â^{3/4}αä'©;C!p^aG!b;î©w^{αα}¥p;Ä¹ö,Ë,mαW-Ýα£¹¥p;Ä¹ö^{1/4}v¹³;A^{1/2}Dξ¹ú¹ξ¹μ;C

±Ò¶í©ĭ°±¶ĭ;u^{°a}, Ñ^{°R}«×@à±ÁY©ñ;v;C ;u^{°a}, Ñ^{°R}«×@à±ÁY©ñ;v¶i¥HŠĭμ^{1/2}@à±^{201/4}v¹³μe^{1/2}è;C

ÒÆ,,Ó'ÔÝSßxÈ;Đ\$ÄÛÔO¶"Öµf"ÖfÃ÷ÈçİÄf©f→ÒÔ±ãÔößM Direct3D Åc OpenGL "ªÓÃ³İÊ½µÄÆ·Û|;f

- **Performance**f"Đ\$ÄÛf©;ÉÒÔÊ¹ªÓÃ³İÊ½®aÉú×î¼ÑµÄĐ\$ÄÛ;f
- **Balanced**f"Æ½ªâf©ÊÇiAÔOÖµf→ÓÃİ'±fªÓÃ³İÊ½µÄÆ·Û|ÅcĐ\$ÄÛ;f
- **Quality**f"Æ·Û|f©;ÉÒÔÊ¹ªÓÃ³İÊ½«@µÄ×î¼ÑµÄÆ·Û|;f

#°`ò»İÄÖÔ^İĐĐÒ»İB´@µÄfÈ²çœyÔ±E-ÒÔ±ãĐEœÊ^DĐÍ¼ÓÈÛç`f-ÈµÄ×î¼Ñ»µÄ®<ÄæÍ-²½ÔO¶`Öµ;f
□K•pï@Ê¾¼½Y¹ûÒÔ¼°Äç°µÄ îB;f

#°`ò»ĪÄÖŌŌò³ôĪêPμÄ±OO•Æ÷»òÆäËüi@Ê¾ÑbŌÄ;£

#°`Ò»ÃÄÏòÃÄæIE-□K,ù“pÏEÍúÓÃÄÄÒ»„€i@Ê¼Æ+□íÓ^¿`ÖØ`BÓ°ÏñE-ßxÈ; ;,Ö+Òª;¹»ð; ,YoÖú;¹i@Ê¼Æ+;f

