

## How to Get Started

The 3dfx Tools Control applet can be accessed through the Windows Control Panel.

- 1 Click the Windows **Start** button, point to **Settings**, and then click **Control Panel**.
- 2 Double-click the **3dfx Tools** icon.

## Getting Help

Online help is available and can be accessed by pressing the **F1 key** whilst in the 3dfx Tools control page. This will bring up general help information on controlling 3dfx Tools.

The full help contents can be accessed from within the online help or by clicking on the **Help** button in the 3dfx Tools Control applet. This provides information for any 3dfx Tools query.

## For a Specific Tool

Online help is available for each individual tool and can be accessed by pressing the **F1 key** whilst in any of the tool control pages. This will bring up help information about the current page.

## Removing 3dfx Tools

To remove 3dfx Tools from your system:

- 1 Close all programs.
- 2 Click the Windows **Start** button, point to **Settings**, and then click **Control Panel**.
- 3 Double-click the **Add/Remove Programs** icon.
- 4 Follow the instructions on the screen.
- 5 You must restart your system to complete the removal of 3dfx Tools.

## **3dfx Tools Control Page**

This is the overall control page for 3dfx Tools.

The control page contains a list of all the currently installed tools and allows the user to enable or disable these tools as required.

If more than one graphics accelerator is installed the tools can be enabled or disabled for each specific card.

## How to Enable or Disable a Tool

To enable or disable a tool :

- 1 Select the graphics accelerator for which you want to enable or disable the tool.
- 2 Select or unselect the tool's **checkbox** as required.
- 3 Click the **Apply** or **Ok** button if you wish to apply the changes.  
If you want to undo the changes click **Cancel**.

The control pages for disabled tools will not be displayed in the 3dfx Tools Control applet or in the Advanced Settings page.

## **About 3dfx Tools**

The 3dfx Tools **About Box** can be accessed by **left clicking** on the 3dfx Tools Control applet's **title bar** and selecting About 3dfx Tools.

The **About Box** contains Version information.

