This file is a part of RivaTuner Statistics Server utility and it is not intended for external usage. Please use RivaTuner Statistics Server's built-in context help system to view this file instead of opening it outside the utility.

**Tip**: To open RivaTuner Statistics Server's context help right-click an option you want to know about then select 'Whats this?' from the popup menu.

# Run at Windows startup

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You may tick this option to force the server to be automatically loaded at Windows startup.

# Application profiles list
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This window is a list of the server's application profiles, allowing you to select a **current profile**. All the settings below this list affect the current profile only.

**Tips**:

• When an application is started, the server tries to find matched **profile** for it first, and uses global application settings only if there is no profile found. This technique allows combining global settings with application specific ones, so you may use custom settings only for the applications you need and use global settings for the rest ones.
• You may add new application profile by clicking the **Add profile** button.

# Add profile
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This button allows you to add new **profile**. Once the profile is added, the server automatically sets all of its' settings to their defaults.

**Tips**:

•   When an application is started, the server tries to find matched **profile** for it first, and uses global application settings only if there is no profile found. This technique allows combining global settings with application specific ones, so you may use custom settings only for the applications you need and use global settings for the rest ones.
• Power users may override default profile's settings by editing the **Default** field of **[AppFlags]** section in **RTSSHooks.cfg** file.

# Delete profile

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This button allows you to delete a **current profile**.

**Tips**:

• When an application is started, the server tries to find matched **profile** for it first, and uses global application settings only if there is no profile found. This technique allows combining global settings with application specific ones, so you may use custom settings only for the applications you need and use global settings for the rest ones.
• This button is grayed if there is no profile selected in the **Application profiles list**.

# Enable DirectDraw hooking
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This option allows the server to hook the DirectDraw runtime library. It must be enabled for collecting framerate statistics in fullscreen DirectDraw and fullscreen Direct3D applications, using DirectDraw derived interfaces (Direct3D7 and older). It must be also enabled for activating **On-Screen Display** in such applications.

**Tips**:

• This setting applies to a **profile**, selected in the **Application profiles list**.

# Enable Direct3D8 hooking

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This option allows the server to hook the Direct3D8 runtime library. It must be enabled for collecting framerate statistics in fullscreen and windowed Direct3D8 applications. It must be also enabled for activating **On-Screen Display** in such applications.

**Tips**:

• This setting applies to a **profile**, selected in the **Application profiles list**.

# Enable Direct3D9 hooking

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This option allows the server to hook the Direct3D9 runtime library. It must be enabled for collecting framerate statistics in fullscreen and windowed Direct3D9 applications. It must be also enabled for activating **On-Screen Display** in such applications.

**Tips**:

• This setting applies to a **profile**, selected in the **Application profiles list**.

## Enable OpenGL hooking
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This option allows the server to hook the Direct3D9 runtime library. It must be ticked for collecting framerate statistics in fullscreen and windowed OpenGL applications. It must be also enabled for activating **On-Screen Display** in such applications.

**Tips**:

• This setting applies to a **profile**, selected in the **Application profiles list**.

# Enable OSD in DirectDraw
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This option allows the **On-Screen Display** to be displayed in fullscreen DirectDraw and fullscreen Direct3D applications, using DirectDraw derived interfaces (Direct3D7 and older).

**Tips**:

• Once the **On-Screen Display** is enabled, the server is able to intercept the application's rendering requests and draw its' own text information over the frame rendered by the application. **On-Screen Display** is a shared resource, and any external application can connect to the server, capture it and use it for displaying any text information. For example, **RivaTuner** can connect to it and use it for displaying **Hardware monitoring module**'s statistics.
• **Enable DirectDraw hooking** must be enabled to get access to this setting.
• This setting applies to a **profile**, selected in the **Application profiles list**.

# Enable OSD in Direct3D8
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This option allows the **On-Screen Display** to be displayed in fullscreen and windowed Direct3D8 applications.

**Tips**:

• Once the **On-Screen Display** is enabled, the server is able to intercept the application's rendering requests and draw its' own text information over the frame rendered by the application. **On-Screen Display** is a shared resource, and any external application can connect to the server, capture it and use it for displaying any text information. For example, **RivaTuner** can connect to it and use it for displaying **Hardware monitoring module**'s statistics.
• **Enable Direct3D8 hooking** must be enabled to get access to this setting.
• This setting applies to a **profile**, selected in the **Application profiles list**.

# Enable OSD in Direct3D9
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This option allows the **On-Screen Display** to be displayed in fullscreen and windowed Direct3D9 applications.

**Tips**:

• Once the **On-Screen Display** is enabled, the server is able to intercept the application's rendering requests and draw its' own text information over the frame rendered by the application. **On-Screen Display** is a shared resource, and any external application can connect to the server, capture it and use it for displaying any text information. For example, **RivaTuner** can connect to it and use it for displaying **Hardware monitoring module**'s statistics.
• **Enable Direct3D9 hooking** must be enabled to get access to this setting.
• This setting applies to a **profile**, selected in the **Application profiles list**.

# Enable OSD in OpenGL

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This option allows the **On-Screen Display** to be displayed in fullscreen and windowed OpenGL applications.

**Tips**:

• Once the **On-Screen Display** is enabled, the server is able to intercept the application's rendering requests and draw its' own text information over the frame rendered by the application. **On-Screen Display** is a shared resource, and any external application can connect to the server, capture it and use it for displaying any text information. For example, **RivaTuner** can connect to it and use it for displaying **Hardware monitoring module**'s statistics.
• **Enable OpenGL hooking** must be enabled to get access to this setting.
• This setting applies to a **profile**, selected in the **Application profiles list**.

# Show own statistics in OSD

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This option allows the server to display its' own framerate statistics in **On-Screen Display**.   This allows the server to be used as a standalone framerate monitoring tool.

**Tips**:

• Once the **On-Screen Display** is enabled, the server is able to intercept the application's rendering requests and draw its' own text information over the frame rendered by the application. **On-Screen Display** is a shared resource, and any external application can connect to the server, capture it and use it for displaying any text information. For example, **RivaTuner** can connect to it and use it for displaying **Hardware monitoring module**'s statistics.
• At least one of **Enable OSD in …** options must be enabled to get access to this setting.
• This setting applies to a **profile**, selected in the **Application profiles list**.

# OSD size

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This field allows you to specify **On-Screen Display** zooming ratio.

**Tips**:

• Once the **On-Screen Display** is enabled, the server is able to intercept the application's rendering requests and draw its' own text information over the frame rendered by the application. **On-Screen Display** is a shared resource, and any external application can connect to the server, capture it and use it for displaying any text information. For example, **RivaTuner** can connect to it and use it for displaying **Hardware monitoring module**'s statistics.
• At least one of **Enable OSD in …** options must be enabled to get access to this setting.
• This setting applies to a **profile**, selected in the **Application profiles list**.

# OSD position

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These fields allow you to specify **On-Screen Display** coordinates.

**Tips**:

• Once the **On-Screen Display** is enabled, the server is able to intercept the application's rendering requests and draw its' own text information over the frame rendered by the application. **On-Screen Display** is a shared resource, and any external application can connect to the server, capture it and use it for displaying any text information. For example, **RivaTuner** can connect to it and use it for displaying **Hardware monitoring module**'s statistics.
• By default the server provides **On-Screen Display coordinates wrapping** for all applications but pure Direct3D8 ones (e.g. **3DMark 2001**). This means that you can specify both positive and negative coordinates, positive are treated as offset from top / left corner, whilst negative are treated as offsets from bottom / right.   **On-Screen Display coordinates wrapping** for pure Direct3D8 applications can be used only in conjunction with **window** / **desktop On-Screen Display coordinate space** modes.
• At least one of **Enable OSD in …** options must be enabled to get access to this setting.
• This setting applies to a **profile**, selected in the **Application profiles list**.

# OSD coordinate space

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This dropdown list allows you to select **On-Screen Display** coordinate space. By default it matches with 3D application's **rendering viewport** (i.e.   the last rectangular area application was rendering  to).   However certain applications (e.g. **Codename Panzers: Phase II**) can use multiple viewports during frame rendering (e.g. different viewports for 3D world and **Head-Up Display** etc). In this case **On-Screen Display** coordinate space origin will be located in the top-left corner of the last viewport, defined during frame rendering, which may not match with top-left corner of screen. In this case you may use this option to force different **On-Screen Display** coordinate space usage.

**Tips**:

• At least one of **Enable OSD in …** options must be enabled to get access to this setting.
• You may use this option to allow **On-Screen Display coordinates wrapping** for pure Direct3D8 application.
• This setting applies to a **profile**, selected in the **Application profiles list**.

## OSD color

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These fields allow you to specify **On-Screen Display** color.

**Tips**:

• Once the **On-Screen Display** is enabled, the server is able to intercept the application's rendering requests and draw its' own text information over the frame rendered by the application. **On-Screen Display** is a shared resource, and any external application can connect to the server, capture it and use it for displaying any text information. For example, **RivaTuner** can connect to it and use it for displaying **Hardware monitoring module**'s statistics.
• At least one of **Enable OSD in …** options must be enabled to get access to this setting.
• This setting applies to a **profile**, selected in the **Application profiles list**.

# OSD color preview

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This window shows you the current **On-Screen Display** color. You may click it to show standard **color selection dialog**.

**Tips**:

• Once the **On-Screen Display** is enabled, the server is able to intercept the application's rendering requests and draw its' own text information over the frame rendered by the application. **On-Screen Display** is a shared resource, and any external application can connect to the server, capture it and use it for displaying any text information. For example, **RivaTuner** can connect to it and use it for displaying **Hardware monitoring module**'s statistics.
• At least one of **Enable OSD in …** options must be enabled to get access to this setting.
• This setting applies to a **profile**, selected in the **Application profiles list**.

# Defaults

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This button resets all the settings of the **current profile** to their default values.

**Tips**:

• Power users may override default profile's settings by editing the **Default** field of **[AppFlags]** section in **RTSSHooks.cfg** file.