For optimum results in viewing this file, you should be using a resolution of 1024 x 768 or higher.

Contents

Features

Click on any feature in this list for a brief description.

To Contents

When you click on **OK**, the new settings are accepted and the dialog box will close.

When you click on **Cancel**, all changes that have been made since the dialog box was opened will be discarded, and the dialog box will close.

This text is not called anymore; it used to be called when you clicked on the MGA logo at the top.
MGA (Matrox Graphics Architecture) introduces unprecedented levels of performance capabilities to your desktop PC. MGA delivers the world's fastest acceleration for popular Windows and DOS-based applications.

CenterPOPUP

The **CenterPOPUP** feature will cause any pop-up error message or warning dialog boxes to be centered in the visible display. This ensures that you are properly informed of any application or system problems. It becomes very useful when you are using a virtual Desktop or when you are zoomed. You can enable this feature by clicking on the **CenterPOPUP** checkbox in the **MGA Control Panel** dialog box.

CenterPOPUP works only with pop-up windows; this means that other types of windows (such as application windows, floating toolbars, etc.) will not be affected by **CenterPOPUP** .

CenterPOPUP is different from **CenterWINDOW** in one essential way: **CenterPOPUP** moves the ***pop-up window*** into the visible display area, whereas **CenterWINDOW** ***relocates the visible display area*** to the application window.

CenterWINDOW

The **CenterWINDOW** feature will center your display area on the currently active window. You must enable this feature by clicking on the **Hotkeys** button in **MGA Control Panel** and then clicking in the **Enable Hotkey** checkbox for **CenterWINDOW** in the Hotkey Selection dialog box. (You can also change the assigned Hotkey if you wish.)

Suppose you have four applications opened on your Desktop, and they're not all visible at once. When you want to center your display around one of them, use Task Manager (Ctrl-Esc) to switch to that application, then use the **CenterWINDOW** hotkey combination to move the visible area of your Desktop to the active application. The mouse pointer is positioned in the center of the window. This feature works when your display is zoomed in on another area or when you have a virtual Desktop. **CenterWINDOW** is only available through a hotkey.

Virtual Desktop

MGA Control Panel allows you to set up a virtual **Desktop** area that's larger than the actual screen display. For example, this feature lets you set up a Windows **Desktop** environment that occupies an area of up to 1600 x 1200 pixels, but view it at a **Display** size of 1024 x 768.

When you want to see a part of the screen that's hidden from view (but still active in the **Desktop** area), just touch one of the screen edges with the mouse cursor to pan there. (See also the PanLOCK and PixelTOUCH features.)

Cursor Color

The Cursor Color feature allows you to customize the foreground and background colors of your cursor. For more details, click on this text.

DCI (Display Control Interface)

DCI is a driver level software interface that utilizes the (MGA) hardware to accelerate normal Windows performance for certain games and video player applications (such as Media Player). DCI will accelerate the playback of QuickTime, AVI, and MPEG files, if the video player applications support DCI.

Other features include:

- improved video playback quality
- improved graphics and video quality through access to image-stretching hardware
- support for double-buffered graphics and video
- hardware color space conversion (conversion of color data from YUV to RGB)

Hotkeys

Hotkeys allow you to access many features of the **MGA Control Panel** program without the need to use any dialog boxes. For more details, click on this text.

Instant ModeSWITCH

Instant **ModeSWITCH** enables you to switch between various resolutions and Desktop sizes, and color depths 'on the fly' (without restarting Windows). For more details, click on this text

PanLOCK

PanLOCK, which enables or disables panning and scrolling, is most useful when you are zoomed in, or when you are using a virtual Desktop and you dont want to accidentally pan or scroll.

You can toggle **PanLOCK** off and on by enabling and using its hotkey, or by clicking on the **PanLOCK** button in the **Quick Access** panel.

PixelTOUCH

The **PixelTOUCH** feature offers you hardware-accelerated panning and zooming. For more details, click on this text.

MaxVIEW

The **MaxVIEW** feature allows you to maximize an application window within the boundaries of the visible desktop area. For more details, click on this text.

DOS setup program

This page is not called for the version 1.3 unified help

Run the DOS *setup* program to select and test a monitor outside of the Windows environment, and to set up your system for use with AutoCAD for DOS. This program is located on, and can be installed from the MGA CAD disk.

DPMS support

The MGA supports DPMS (Display Power Management Signaling), which is a VESA standard program which utilizes a hardware mechanism to control the power consumption of any VESA DPMS (Energy Star) compliant monitor.

Monitor Selection program

The Monitor Selection program, which is run from an icon in the **MGA PowerDesk** group in Windows, informs the MGA drivers of the limitations of your monitor for:

- Maximum resolution (used by **ModeSWITCH**)
- Vertical refresh rate (make sure your monitor can handle the ***maximum rate*** shown)

Uninstall program

The **Uninstall** program allows you to remove or disable (and later re-enable) all of or any part of the MGA Windows drivers. It is accessible from the **MGA PowerDesk** group.

The term virtual Desktop is used when the **Desktop** setting is larger than the selected **Resolution**.

rTo obtain help within any dialog box in the actual program (not in the on-line help), press the ***right mouse button*** over any button or panel.

Display Data Channel

The Display Data Channel adheres to a VESA standard that allows DDC-equipped monitors to inform your system, or graphics board, of its display capabilities. All MGA boards are capable of interacting with DDC-capable monitors and systems. If only the monitor supports DDC, there are no more connections to make, and the correct monitor file is automatically selected for you. In addition, you will not be able to run our Monitor Selection program to change this monitor selection.

VESA modes

Support for all VESA SVGA modes is automatically provided by the MGA BIOS chip.

Other Programs

Board Information Program
Monitor Selection program
DynaView for Windows
Uninstall Program

To Contents

Board Information program

The Board Information program, which is run from an icon in the **MGA PowerDesk** group in Windows, provides details about the hardware and software configuration of your MGA board.

This information includes the board type, amount of RAM, RAMDAC chip type, Accelerator chip type, VGA enabled or disabled, BIOS type, 3D capabilities, memory mapping, and the name of the monitor file your driver is using. If unknown monitor is listed as the monitor type, this means that you havent selected a monitor file with the MGA Monitor Selection program, or you have deleted the *mga.inf* file.

3D Screen Saver

This page is not called for the version 1.3 unified help

If you have installed the MGA 3D Screen Saver, it will allow you to have various 3D models presented as your screen saver display. Some sample models are provided, and if you have AutoCAD for Windows, you can also use your own drawings with the screen saver. DPMS (Display Power Management Signaling) is also supported by the screen saver program.

To activate the screen saver you must run **Windows Control Panel**, select **Desktop** and then select *MGA 3D Screen Saver* from the list of available screen savers. For more details about the 3D Screen Saver program, click on the **Setup** button in the Screen Saver panel (of Desktop), then click on the **Help** button in the **MGA 3D Screen Saver Setup** dialog box.

DynaView for Windows

The DynaView for Windows driver offers:

- Support for AutoCAD 12 and 13
- High resolution, up to 1600x1200
- Display list-based operation and direct board access, giving you very fast pans, zooms, and redraws
- The Matrox Viewer, offering extra commands such as Spy Glass and Zoom Dynamic

Installation notes are provided in your Installation Guide

3D Viewer program

This page is not called for the version 1.3 unified help

With AutoCAD for Windows and the DynaView 3D Viewer, you can perform real-time 3D manipulation on *.bin* files made from your models. These *.bin* files must be previously created using our ADS program, from within AutoCAD for Windows. These *.bin* files can also be used by the MGA 3D Screen Saver.

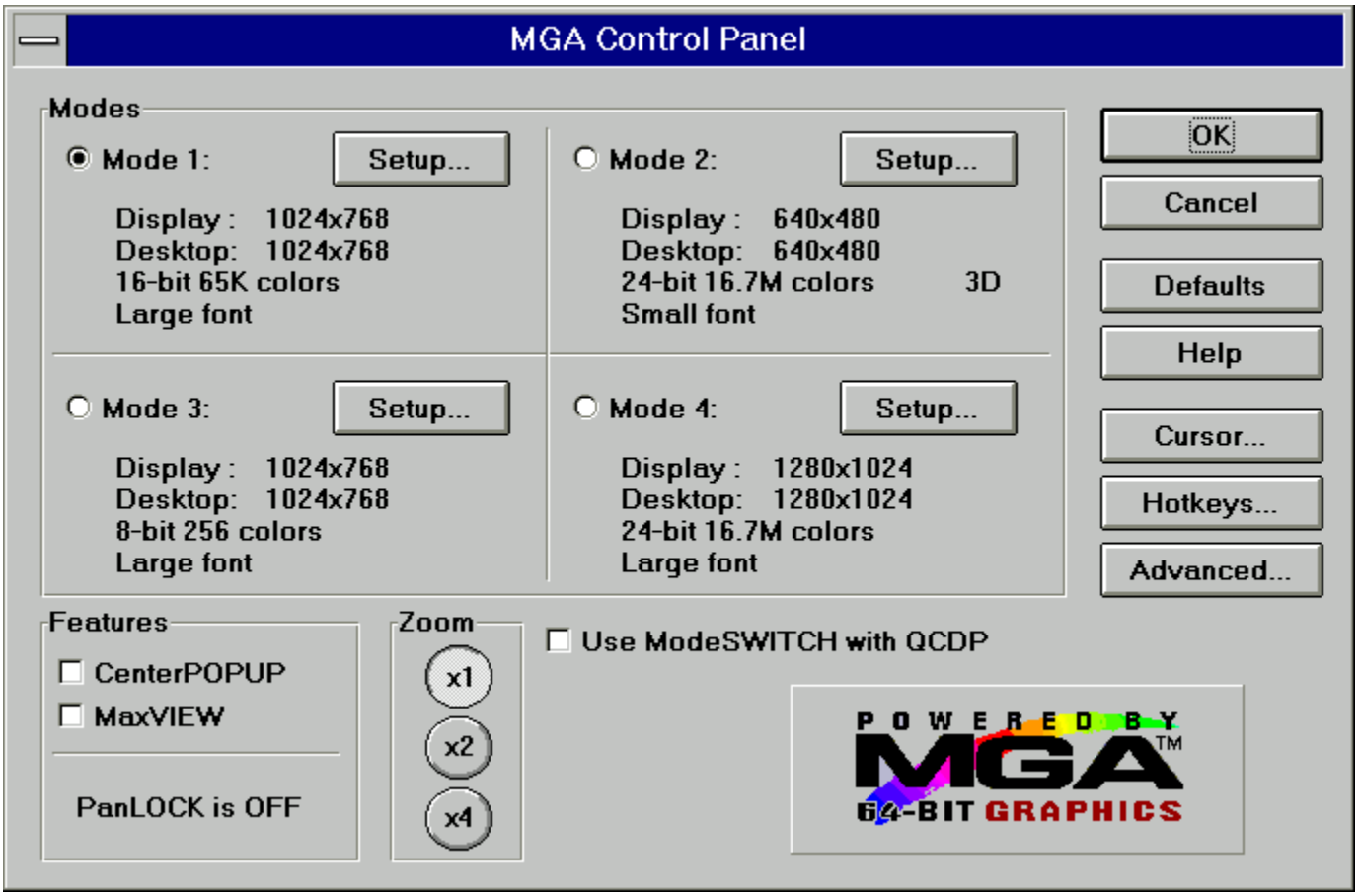
The installation of the DynaView 3D software is covered in your Installation Guide. In addition, a *readme* file is installed with the 3D Viewer program, and on-line Help is available within the 3D Viewer program.

Monitor Selection program

The MGA Monitor selection utility identifies your monitor to the MGA hardware and allows you to test the display. You should run this program to inform the MGA hardware of the limits of your monitor. Double click on the MGA Monitor Selection icon in the **MGA PowerDesk** group window to start the program.

MGA Control Panel

Click on the image below for more information:



Quick Help:

To obtain help within any dialog box in the actual program (not in the on-line help), press the ***right mouse button*** over any button or panel.

To Contents

Click here to choose Mode 1. When you click on OK, your system will switch to the selected display configuration.

Click here to choose Mode 2. When you click on OK, your system will switch to the selected display configuration.

Click here to choose Mode 3. When you click on OK, your system will switch to the selected display configuration.

Click here to choose Mode 4. When you click on OK, your system will switch to the selected display configuration.

This button will allow you to configure **Mode 1**. To see the **Setup** dialog box, click on this text

This button will allow you to configure **Mode 2**. To see the **Setup** dialog box, click on the **Mode 1 Setup** button.

This button will allow you to configure **Mode 3**. To see the **Setup** dialog box, click on the **Mode 1 Setup** button.

This button will allow you to configure **Mode 4**. To see the **Setup** dialog box, click on the **Mode 1 Setup** button.

OK

The **OK** button accepts the changes to your display and closes the **MGA Control Panel** program. The **Display**, **Desktop**, **Colors**, and **Fonts** options only take effect when Windows is re-started.

If you are not using the **ModeSWITCH** driver, and changes are made to the current mode (or you enable or disable **ModeSWITCH**), Windows must be restarted for your new settings to take effect.

If you don't require a change to begin immediately, you can click on the **Continue** button, which allows you to continue working at the same settings until the end of your Windows session. The next time you start Windows, the changes will be in effect.

Cancel

The **Cancel** button cancels all new selections made since the **MGA Control Panel** dialog box was opened, and closes the **MGA Control Panel** program.

Defaults

To reset all options (in this dialog box only) to their default settings, click on **Defaults**.

The default settings for the **MGA Control Panel** are:
- Zoom x1
- Disable **ModeSWITCH**
- **Features** checkboxes not enabled
- Current display is Mode 1

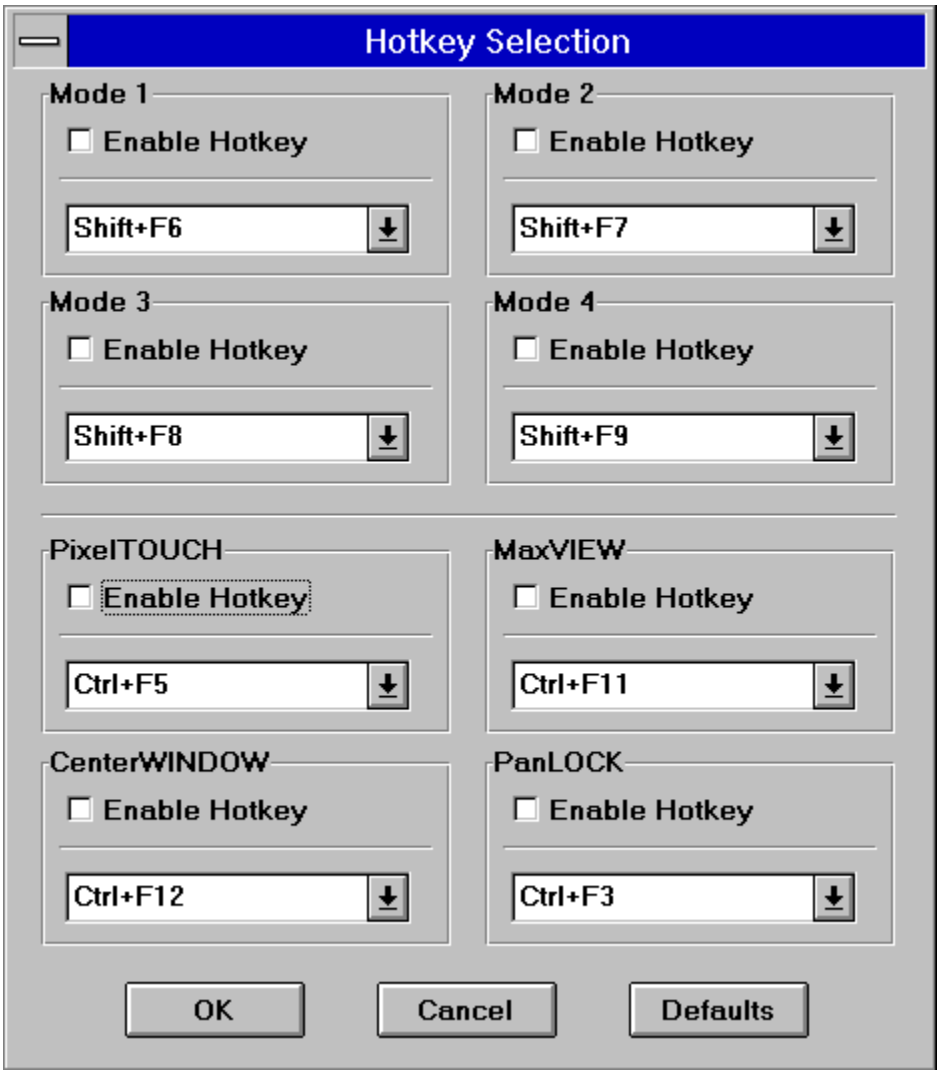
Cursor

Click on the **Cursor** button to open the **Cursor color selection** dialog box. Here, you can interactively set the colors of your mouse cursor. To see the **Cursor color selection** dialog box, click on this text.

Hotkeys

When you click on the **Hotkeys** button, a dialog box opens to allow you to configure hotkey settings for: the four display modes, **PixelTOUCH**, **MaxVIEW** , **CenterWINDOW**, and **PanLOCK**.

Note that even though hotkey combinations are selected, none are enabled by default. The default **Hotkey** settings are shown below:



Advanced

This button allows you to configure certain **Acceleration features** and **True color** settings for the MGA board. To see the **Advanced Setup** dialog box, click on this text

CenterPOPUP

This feature will cause any pop-up error message or warning dialog boxes to be centered in the visible display. This makes sure that you are properly informed of any application or system problems. It becomes very useful when you are using a virtual Desktop or when you are zoomed. You can enable this feature by clicking on the **CenterPOPUP** checkbox.

This feature works only with pop-up windows; this means that other types of windows (such as application windows, floating toolbars, etc.) will not be affected by **CenterPOPUP** .

CenterPOPUP differs from **CenterWINDOW** in one essential way: **CenterPOPUP** moves any ***pop-up window*** into the visible display area, whereas **CenterWINDOW** ***relocates the entire application*** to the visible display area.

MaxVIEW

When you use the **Maximize** button in an application, **MaxVIEW** limits the size of the window so that it does not extend outside the visible working area (you can still scroll to any off-screen areas on your desktop). **MaxVIEW** does not work when you have zoomed x2 or x4.

You can toggle **MaxVIEW** off and on by using its hotkey, or by clicking in the **MaxVIEW** checkbox in the **MGA Control Panel** dialog box, or on the **MaxVIEW** button in **Quick Access**.

Some programs, such as Word, may not constrain the vertical size of the application window, even when MaxVIEW is on.

PanLOCK

In the **MGA Control Panel** dialog box, the **PanLOCK** area informs you if **PanLOCK** is enabled. You can toggle **PanLOCK** off and on by using its hotkey, or by clicking on the **PanLOCK** button in **Quick Access**.

When a Desktop that is greater than the display resolution is selected, panning is automatically enabled. You can ***lock*** your view to a certain area and thereby temporarily disable panning by enabling the **PanLOCK** toggle. To re-enable panning, disable **PanLOCK** and touch an edge of the screen with the mouse cursor. If no virtual Desktop is used, panning won't be possible until you've zoomed.

This feature is not disabled when you zoom out (if you later zoom back in, **PanLOCK** will remain in effect).

PixelTOUCH zooming

You can zoom in by clicking on one of the buttons in the **zoom** panel in **MGA Control Panel** or **Quick Access**. You can also press the user-definable hotkey to toggle through the three zoom factors. Note that the hotkeys for **PixelTOUCH** ***do not work while a DOS window is active.***

When the **PixelTOUCH** hotkey is enabled, you can use a hotkey combination that'll instantly change the zoom factor. The zoom is centered over the current mouse cursor position. This feature can be quite useful for image retouching and for close-up inspection of part of a large, high resolution display.

The hotkey (Ctrl + F5 by default) toggles in a circular order through the three zoom factors (x1, x2, x4, x1, ...). Note that the x4 zoom is unavailable at resolutions of 800 x 600 or lower.

When you zoom into an image, other areas of the image are outside your viewing area. To see the hidden parts when you're at zoom factors greater than x1, move the mouse cursor to the edge of the screen and the screen will pan in that direction (**PanLOCK** must be set to **OFF**). At zoom factors of x1, x2, and x4, the display pans 16, 32, and 64 pixels at a time, respectively.

ModeSWITCH

The **ModeSWITCH** function introduces an alternate method of setting up the display. **ModeSWITCH** allows you to toggle between various resolutions and pixel depths 'on-the-fly' (without restarting Windows).

This quick way to modify the display is especially useful when you work simultaneously in several applications that require different sizes or different numbers of displayed colors. For example, using **ModeSWITCH**, you can retouch a photo using 16.7 million colors, then rapidly switch to a high resolution such as 1600 x 1200 to perform page layout tasks.

When you ***enable or disable*** the **Use ModeSWITCH with QCDP** checkbox (and then click on **OK**), ***Windows will have to be restarted***. A dialog box appears, informing you that you must restart Windows for the change(s) to take effect. Once you are using the **ModeSWITCH** feature, you will no longer have to restart Windows when you switch or modify display modes.

You may also select **Continue** at this point to exit **MGA Control Panel** and restart Windows manually at a later time, or select **Restart Windows** to restart Windows automatically and immediately. If you select **Cancel**, your changes will be discarded.

The **QCDP** (Quick Color Dithering Process) feature of **ModeSWITCH** employs special 8-bit and 15-bit modes instead of the usual 8- and 16-bit modes. They feature a hardware dithering process which emulates true color (24-bit pixel depth) using only 8 or 15 bits of color. This allows greater selection of resolutions than the normal 24-bit, 16.7 million colors mode. The drawback lies in speed of operation, which will be slower than the standard 256 color driver, but about the same as with the 24-bit driver.

ModeSWITCH can save you a great deal of time when you switch between, for example, a high-resolution 256 color display and a medium resolution 16.7 million color mode. Other advantages are the fact that display switching is immediate, and that all your applications can remain open, because Windows is never restarted.

> ***NOTE:*** You should run our Monitor Selection program and configure for your monitor before using the **ModeSWITCH** driver. When the **ModeSWITCH** driver starts up, it momentarily switches your monitor to the highest resolution, before going to the currently selected resolution. If you are using a monitor file whose parameters lie beyond your monitor's capabilities, your display could blank at this point.

When you activate the **Use ModeSWITCH with QCDP** check box, you will be able to switch between the four modes you have configured without restarting Windows each time. You will have to restart Windows only when you enable or disable **ModeSWITCH** itself. Note that Windows will always start up with the last mode that you were using.

You can also change the configuration of a mode while running **ModeSWITCH**, and use it immediately. In **ModeSWITCH**, all modes (except 24-bit color) use the **QCDP** feature.

Switching display modes

You can switch between display modes by:
- Clicking on the option button for a mode in the **MGA Control Panel** dialog box
- Using the **Quick Access** panel to select a mode
- Using the Hotkey for that mode

The **ModeSWITCH** driver can use the **Small** or **Large** font, but the same font will be used for ***all modes***. The **Small** font will be selected for all modes if one of your **ModeSWITCH** resolutions uses it. You will have to reboot Windows if you change the font size while using **ModeSWITCH**.

To Contents To Panel

ModeSWITCH

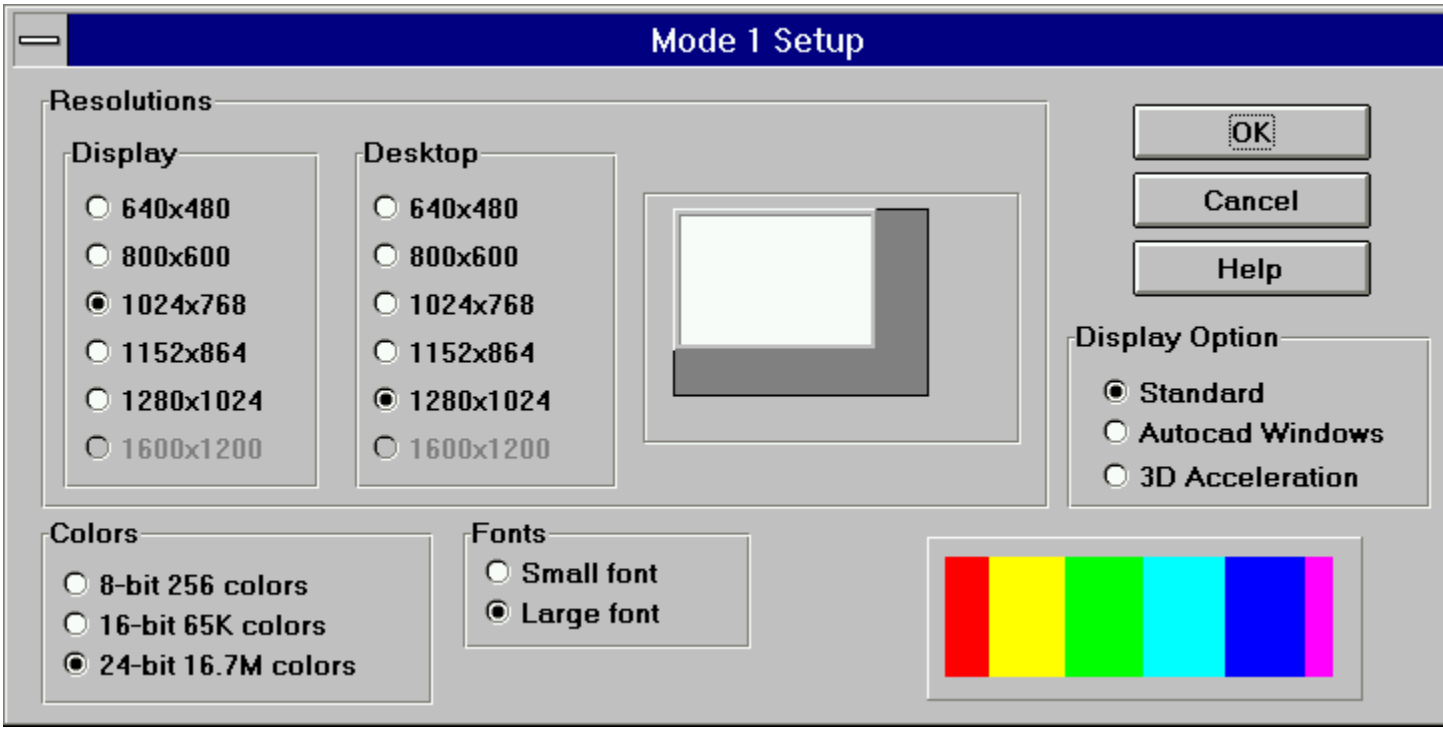
ModeSWITCH introduces an alternate method of setting up the display. The **ModeSWITCH** feature allows you to toggle between various resolutions and pixel depths 'on-the-fly' (without restarting Windows). To find out more, click on this text.

Display settings

These are the current **Display**, **Desktop**, **Colors**, and **Font**, and **3D** settings for this mode. For more details, click on this text.

Setup

Click on the image below for more information:



Quick Help:

To obtain help within any dialog box in the actual program (not in the on-line help), press the ***right mouse button*** over any button or panel.

To Contents To Panel

Display resolution

Click on one of the option buttons in the **Display** panel to select a new screen resolution. Not all of the resolutions supported by **MGA Control Panel** are available on all boards or monitors (some may be dimmed).
You can make your **Resolution** choice by clicking on an option button or by clicking the left mouse button in the visual display panel (to the right of the **Desktop** settings panel) and dragging to re-size the white 'screen' area.

Restarting Windows

If you are not using the ModeSWITCH feature, and changes are made to **Display**, **Desktop**, **Colors**, or **Fonts** for the current mode (or you enable or disable ModeSWITCH), Windows must be restarted for your new settings to take effect.

Desktop resolution

MGA Control Panel allows you to set up a **Desktop** area that's larger than the actual screen display. For example, this feature lets you set up a Windows **Desktop** environment that occupies an area of up to 1600 x 1200 pixels, but view it at a **Display** size of 1024 x 768.

The virtual Desktop allows you to, for example:

- View a two-page side-by-side document
- Open a large, fully maximized spreadsheet and view smaller blocks of cells while avoiding long redraw delays

The available **Desktop** sizes consist of all the resolutions that are greater than the display resolution, up to the maximum resolution available for the current pixel depth. You can make your choice for the **Desktop** by clicking on an option button or by clicking the right mouse button in the visual display panel that is located to the right, and dragging to re-size the dark gray desktop 'surface' around the white 'screen' area.

If you are not using the ModeSWITCH feature, and changes are made to the current mode (or you enable or disable ModeSWITCH), Windows must be restarted for your new settings to take effect.

When you want to see a part of the screen that's hidden from view (but still active in the **Desktop** area), just touch one of the screen edges with the mouse cursor to pan there. (See also the PanLOCK and PixelTOUCH features.)

Visible Desktop area

You can make your choice for **Resolution** by clicking the ***left*** mouse button in this area and re-sizing the white screen.

Virtual Desktop area

You can make your choice for the virtual Desktop size by clicking the ***right*** mouse button in this area and re-sizing the dark gray **Desktop** area around the white (visible area) screen.

Display option

The **Display option** settings configure how the RAM on your board is to be used by the MGA software. You must select one of the following three settings:

Standard: Enable this for Standard Windows operation.

Autocad Windows: Enable this if you are using AutoCAD for Windows with our DynaView driver. This selection enables smooth animation for the Spy Glass command.

3D Acceleration: Enable this if you are using an application that supports MGA 3D hardware acceleration in Windows.

Color preview

The color preview panel shows an approximate spectrum display of the available colors for the selected pixel depth. ***Note:*** due to the limitations of the on-line help program, the spectrum shown here does not reflect the actual spectrum that you would see with these settings.

Fonts

Choose between these two option buttons to select **Small** or **Large** font. **Fonts** controls the size of the characters used by system menus and dialog boxes. The setting you choose will also affect the size of various other system resources such as button and window size.

- You'd normally select **Small** font for the 640 x 480 resolution (if you select a resolution of 640 x 480 in the **Display** panel, **Small** font is selected automatically). You can change this manually if you wish.
- **Large** font is automatically selected for resolutions of 800 x 600 or greater.

The default is **Large** font, to match the default resolution of 1024 x 768 for Mode 1. Windows must be restarted when you change the font.

Color selection

Select one of three **Color** settings in this panel. The list contains all of the color possibilities supported by the MGA Control Panel, even though they may not all be available at your current resolution or on your particular board. If this is the case, **MGA Control Panel** will automatically select the highest resolution that supports your color choice. The color preview panel to the right shows an approximate spectrum display of the available colors for the selected color depth.

Tables of the available color depths for each Matrox board type are presented in your installation manual. When you change the color depth, Windows must be restarted unless you are running ModeSWITCH.

QCDP

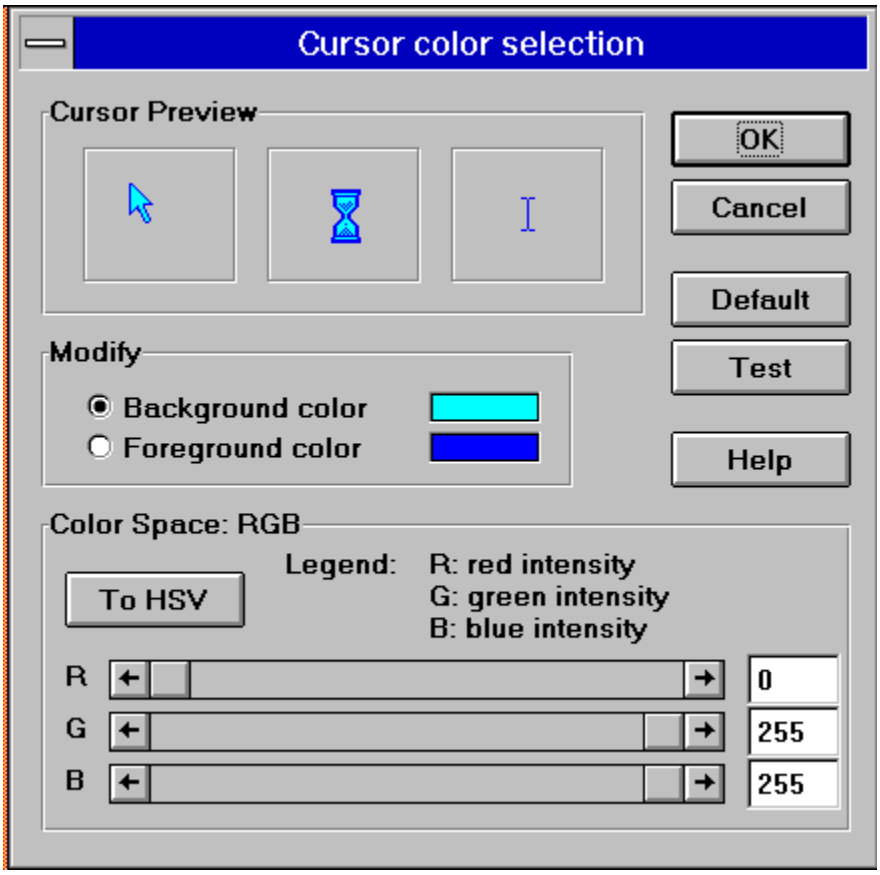
Special 8-bit and 15-bit QCDP modes are used instead of the usual 8- and 16-bit modes when you enable **ModeSWITCH**. These modes feature a hardware dithering process which emulates true color (24-bit pixel depth) using only 8 or 15 bits of color. This allows greater selection of resolutions than the normal 24-bit, 16.7 million colors mode. The drawback lies in speed of operation, which will be slower than the standard 256 color driver, but about the same as with the 24-bit driver.

Color or pixel depth

The number of available colors is a function of the number of bits used to store color for each pixel (8, 16, or 24). This is referred to as color or pixel depth. 24 bits can be used to store many more colors (16.7 million) for each pixel than 8 bits (256).

Cursor Color Selection

Click on the image below for more information:



Quick Help:

To obtain help within any dialog box in the actual program (not in the on-line help), press the ***right mouse button*** over any button or panel.

To Contents To Panel

Cursor Preview

The **Cursor Preview** panel displays three frequently used cursors to show you how your cursor colors will look.

Modify

The cursor is composed of two distinct areas (foreground and background). Use the **Modify** panel to select the area you want to edit. When you select the foreground or background color, the corresponding color component values appear in the **Color Space** panel edit boxes at the bottom right, and the scrollbars are updated accordingly to show the current color value.

Color Space

Use the **Color Space** panel to set the color of the selected area. The three letters after the title of the panel tell you which 'color space' you are working with (**RGB** or **HSV**) when you select your cursor color:

• **RGB**: This stands for the **Red**, **Green**, and **Blue** components that make up a color. The value range is from 0 to 255. A setting of 0,0,0 produces black, and a setting of 255,255,255 produces white.

• **HSV**: This is an alternate system for determining color composition. The letters stand for **Hue** (tint), **Saturation** (pureness) and **Value** (brightness). Click on the **To HSV** button to set your colors using this color system.

  ◦ The **Hue** determines the tint of the color: a value of 0 is red, 43 is yellow, 85 is green, 128 is cyan, 170 is blue, 213 is magenta, and 255 is also red.

  ◦ The **Saturation** determines the pureness of a color: a value of 255 gives a crisp (saturated) color, values less than 100 give a washed-out (unsaturated) color, 0 produces white (regardless of the **Hue** component).

  ◦ The **Value** component is a measure of the brightness of the color: a value of 0 produces black, regardless of other two components, and a value of 255 results in a very bright color.

With either system, you can use the slider buttons to interactively scroll to a value, or you can enter the value you want in the box to the right of the slider bar.

The **To HSV** button is visible only when you're editing in the **RGB** space. Pressing the **To HSV** button will convert the **RGB** scrollbars to **HSV** scrollbars, with **Hue**, **Saturation** and **Value** set to the currently selected color.

The **To RGB** button is only visible when you're editing in the **HSV** space. Pressing the **To RGB** button will convert the **HSV** scroll bars to **RGB** scrollbars, with **Red**, **Green** and **Blue** intensities set to the currently selected color (see the **RGB color space** panel).

Default

Click on the **Default** button to reset the foreground and background colors to the system defaults of black and white.

Test

The **Test** button sets the active cursor to the selected foreground and background colors. You can move the cursor around and try it out before clicking on **OK** to finalize your decision.

OK

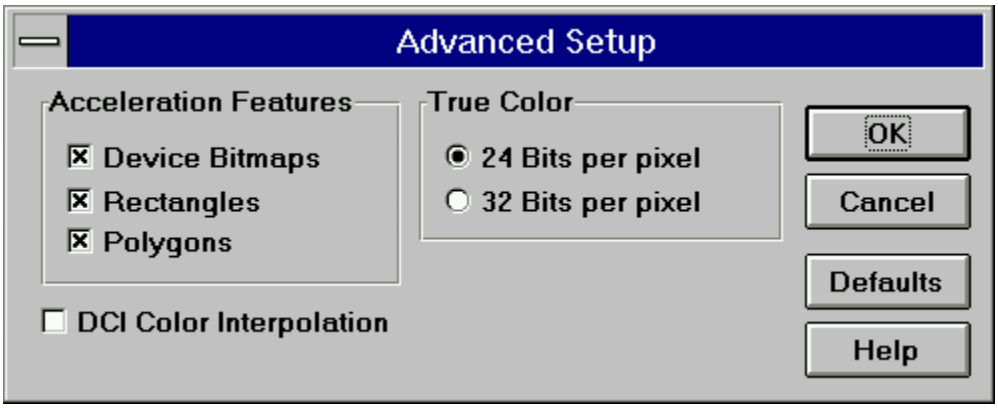
Click on the **OK** button to accept the changes and activate them immediately. Your color selection will remain valid until you change it again using MGA Control Panel.

Cancel

Click on the **Cancel** button to cancel all color selections made since the **Cursor color selection** dialog box was opened, even if the **Test** or **Default** button was pressed.

Advanced Setup

Click on the image below for more information:



All of the **Acceleration Features** are enabled by default, and the MGA display adapter will work fastest when they are all enabled.

Quick Help:

To obtain help within any dialog box in the actual program (not in the on-line help), press the ***right mouse button*** over any button or panel.

To Contents To Panel

Device Bitmaps

When this check box is enabled, bitmaps will be stored in video memory (off-screen) instead of in the RAM on your PC. Keep this enabled unless you see your display being redrawn incorrectly within a particular application. Then you should disable Device Bitmaps (at least while using that application).

Rectangles

When this check box is enabled, bordered rectangles can be drawn in one pass, rather than two passes. Some applications may freeze your system when this is enabled. If one of your applications (particularly a database or spreadsheet application) freezes up, try de-selecting this check box and restarting the application.

Polygons

When this check box is enabled, hardware acceleration is used for drawing complex polygon objects. If complex polygon objects are not drawn properly within a particular application, de-select this check box.

DCI Color Interpolation:

DCI Color Interpolation may be used when you stretch a video window to two or more times its original size. It works only with IF09 (Indeo) and YUY2 video color formats, and these formats are only supported in our 16- and 32-bit color modes.

24 Bits per pixel

When this option button is selected, you will have true color with 24 bits per pixel, in a 'packed pixel' mode. This option is slightly faster, and offers you a higher maximum resolution choice than 32 bits per pixel.

24 bits per pixel mode provides limited DCI video support; we recommend that you use the 32 bits per pixel mode for true color DCI.

32 Bits per pixel

Use this option if you require full DCI support. Full support for DCI includes hardware accelerated window stretching, and support for primary and off-screen surfaces.

When you select this option, '**32 Bits per pixel**' will replace '**24 Bits per pixel**' in the **Colors** panel of the **Setup** dialog box.

Defaults

Click on the **Defaults** button to return to the default values as shown in this dialog box.

Quick Access

Click on the image below for more information:

Quick Help:

To obtain help within any dialog box in the actual program (not in the on-line help), press the ***right mouse button*** over any button or panel.

To Contents To Panel

Click on one of the four numbered buttons to switch to one of the four predefined modes.