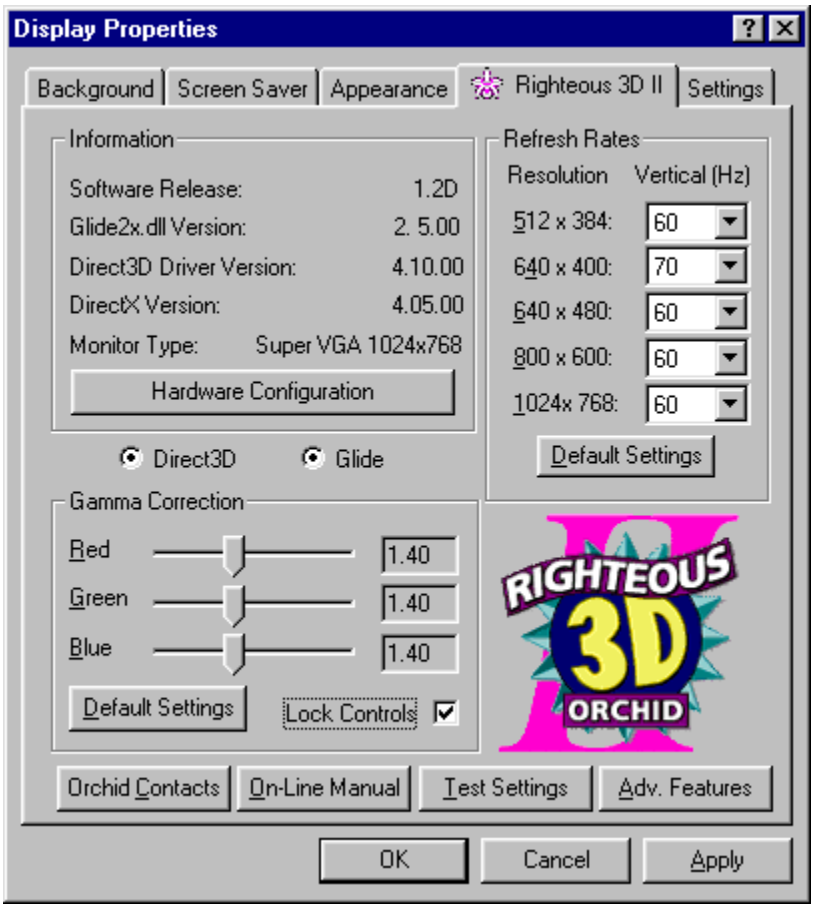
Righteous 3D II

Configuring Righteous 3D II for Windows 95

The Righteous 3D II Display Properties screen allows you to configure the refresh rate, gamma correction, displays driver information and the hardware configuration.

1. From the Windows 95 desktop, click on the Start button, select Settings, then select Control Panel.
2. From the Control Panel group, double-click on Display. The Display Properties screen appears.
3. From the Display Properties screen, click on the Righteous 3D II Setup tab. The following screen will appear.



4. Make your selections from the available options. When you are finished, click on OK or Apply to save your settings.

Information

This selection displays information on the Righteous 3D II driver, the 3D API drivers and your monitor type.

Refresh Rates

This selection allows you to select the refresh rates for the supported Direct3D resolutions. Resolutions available are: 512x386, 640x400, 640x480, 800x600, 960x720 (12MB only), and 1024x768. Before selecting the refresh rate, verify that your monitor is capable of supporting the setting.

NOTES:

◊ Righteous 3D II supports 3D game resolutions up to 800x600 with Z-buffering and up to 1024x768 without Z-buffering.

◊ SLI mode (two cards) supports up to 1024x768 with Z-buffering.

◊ The resolution supported is determined by the game. Z-Buffering is not selectable. It is a function that can only be used by game developers.

◊ For optimal performance, set the refresh rate as high as your monitor will support.

Gamma Correction

The Gamma Correction selection allows you to adjust the brightness of your display. You can change the value of the Gamma for an individual channel (Red, Green or Blue). For example, to set the Gamma for Red, move the scroll bar up or down to adjust the Gamma value.

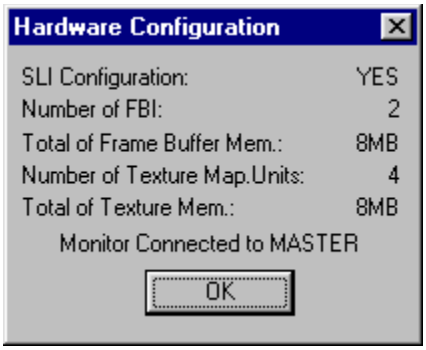
To test the Gamma value, click on the Test Settings button to view the new Gamma value applied in 3D mode. To return to the Righteous 3D II Display Properties screen, press the ESC key.

Test Settings

Click on the Test Settings button to view the Gamma Correction settings configured.

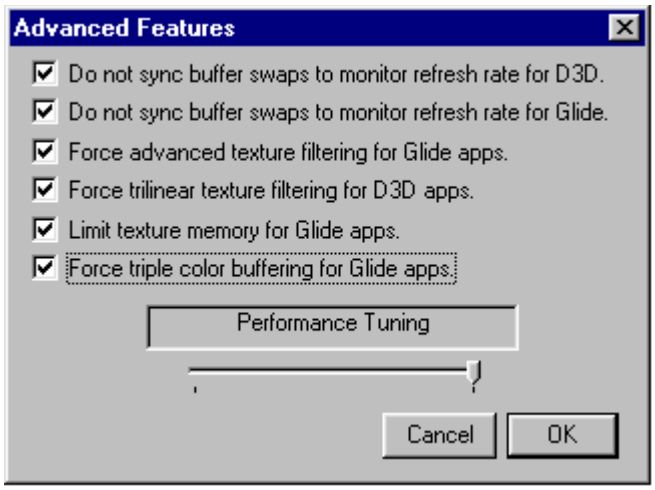
Hardware Configuration

Select Hardware Configuration to display the number of FBI's (Frame Buffer Interface), total frame buffer memory, SLI configuration, number of texture map units and amount of texture memory. Click on the Hardware Configuration button to display the following screen.



Advanced Features

Click on the Advanced Features button to access features that will enhance the Righteous 3D II's performance.



Do Not sync buffer swaps to monitor refresh rate - when this box is checked, Direct3D and Glide applications will not synchronize buffer swaps with the vertical retrace signal of your monitor. The rendering performance may increase, however visual tearing may occur.

Force advanced texture filtering for Glide apps - when this box is checked, Glide applications will enable an advanced texture filtering mode. Visual quality of the rendered scene may be improved, however you may experience a decrease in rendering performance.

Force trilinear texture filtering for D3D apps - when this box is checked, Direct3D will turn on Trilinear mode. This will improve the quality of MIPMapped graphics with no hit to performance.

Limit texture memory for Glide apps - when this box is checked, TMU memory will be 2MB for Glide games. Some Glide games may not work correctly with 4MB of texture memory.

Force triple color buffering for Glide apps - when this box is checked, Glide will turn on Triple Color Buffering. This will improve the color quality of the MIPMapped graphics with a slight hit to performance.

Direct3D

Click on the Direct3D button to turn on Direct3D support for your monitor refresh rates.

Glide

Click on the Glide button to turn on Glide support for your monitor refresh rates.

Default Settings

Click on the Default Settings button to restore the default settings.

Online Manual

This selection will give you access to the Righteous 3D II's online user's manual.

Orchid Contacts

Click on this button to display information on how to contact us.

Displays information on the Righteous 3D II driver, the 3D API drivers and your monitor type.

Select the refresh rates for the supported Direct3D and Glide resolutions.

Adjust the brightness of your display by changing the value of the Gamma for an individual channel (Red, Green or Blue).

View the Gamma Correction settings configured.

Displays the hardware configuration setup of your Righteous 3D II card.

Click on this button to restore the default settings.

Click on this button to access the Righteous 3D II online user’s manual.

Display information on how to contact us.

Accepts the changes.....

Exits without saving.....

Apply your changes before exiting.....

Configure advanced features that will enhance the Righteous 3D II's performance.

Click here to turn on Direct3D support for your monitor refresh rates.

Click here to turn on Glide support for your monitor refresh rates.