Buffer Region Use Video Memory - Allows the use of local video memory when the GL_KTX_buffer_region extension is enabled. *Buffer Region Extension* must be enabled and you will need a minimum of 8mb local memory free.
Buffer Region Extension - Will increase performance in applications that use the GL_KTX_buffer_region OpenGL extension.
Fast Pixel Copying - Improves performance.
Force DXT3 Compression - Fixes or improves texture compression quality whereby textures are blocky, as if only 16 colors have been used.
Force Generic CPU - Disable SSE and 3DNow! enhanced processors. Not recommended.
GeForce Accelerated Lines - Use GeForce hardware to aid the drawing of wire frame type applications, improving performance.
Texture Pre-cache - Enabling will improve frame rates for systems with plenty of ram.
Triple Buffering - Render frames ahead of those being displayed for improved smoothness. Requires more video ram.
Fast Mipmap Filtering - Provides increased speed at a slight and sometimes unnoticeable loss in image quality.
Alternate Depth Buffer - This lets the hardware use a different mechanism for depth buffering in 16 bit applications. Enabling this option can produce higher quality rendering of 3D images.
Force 16 Bit Z-Buffer - Will speed up programs that automatically use a 24-bit Z-Buffer but may cause artifacts in doing so.
Force GeForce - Forces Quadro cards to appear as GeForce cards to fix compatibility with some applications.
Force Multi-Texture - No information is available at this time, however reportedly this improves performance.
Anisotropic Filtering - Enabling gives improved image quality at the expense of speed by “fogging” distance objects.
Single Back Depth Buffer - No information is available at this time.
TNT2 Compatibility Mode - Force TNT2 features. No T&L, FSAA or 2048x2048 textures allowed.

Driver specific functions if available are shown in the white colored section to the right. At the time of release all driver databases are included however for later driver support a updated database will be required; from nvmax.com

These options control full-scene anti-aliasing for the OpenGL driver. Anti-aliasing is a technique used to smooth the edges of objects in a scene to reduce the jagged “stairstep” effect sometimes seen. To do this, the image is rendered at a higher resolution and then scaled down. This requires more processing power and memory.

You can choose the quality of textures, at the expense of speed. Greater quality will require more memory and processing time.

Vertical Sync is synchronizing the rendered frames to the monitor. If off, then banding may occur but frame rate will not be limited, however if on then there will be no banding but frame rate is limited. If not sure, select auto. You can also specify the maximum frames to render ahead for OpenGL applications when v-sync is off or auto.

Allow you to decide what color depth textures should be stored/rendered in. 32 bits is recommended for 32mb video cards and faster computers. 16 bits is faster, but may cause distorted images, especially on a color gradient.

Validate Z-Buffer Method - This lets the hardware use a different mechanism for depth buffering in 16 bit applications. Enabling this option can produce higher quality rendering of 3D images.
Fog Table Emulation - Fixes problems with applications that incorrectly query the D3D capabilities and expect table fog support.
DX Video Acceleration - A new standard defined by Microsoft. DXVA is currently being implemented into drivers and software so support for this feature is currently limited. DirectX8 or better required.
Use Anisotropic Filtering - Improves image quality by fogging distance objects, at the expense of speed.
User Mipmap Enabled - No information is available at this time however if may be linked with LOD adjustment.
Allow 24 Bit Z-Buffer - Programs can use a 24 bit Z-Buffer if they support it which will result in less visual artifacts.
Show NVIDIA Logo - Shows the NVIDIA logo in the bottom right corner of the screen when running programs that use the NVIDIA chipset.
Texture Compression - Allow D3D programs to use texture compression if they support it.

Driver specific functions if available are shown in the white colored section to the right. At the time of release all driver databases are included however for later driver support a updated database will be required; from nvmax.com

These options control full-scene anti-aliasing for the Direct3D driver. Anti-aliasing is a technique used to smooth the edges of objects in a scene to reduce the jagged “stair step” effect sometimes seen. To do this, the image is rendered at a higher resolution and then scaled down. This requires more processing power and memory.

Force Anti-aliasing - Force Anti-aliasing in programs that do not directly support it including older applications.

Vertical Sync is synchronizing the rendered frames to the monitor. If off, then banding may occur but frame rate will not be limited, however if on then there will be no banding but frame rate is limited. If you're not sure, select auto. You can also specify the maximum frames to render ahead for Direct3D applications when v-sync is off or auto.

Controls the rendering quality of mipmaps. Best quality is 12, whilst best speed is 0.

Specify the level of detail to use in applications. Five presets are provided however you may enter your own numbers if you wish. Negative numbers can give better quality.

An alternative to the Z-Buffer is W-Buffer and this can be used where 3D perception and anomalies occur. Applications must have direct support to use this function hence there is limited support available. 32 bits gives higher quality but less speed.

Athlon® + Win2K fix - Apply the official Microsoft® / AMD® patch for Windows 2000® and Athlon® / Duron® processors. This prevents memory corruption taking place, which leads to lockups.
Do IO to Flush Cache – Fixes problems with Ali chipset motherboards.
Enable Coolbits - Enables the NVIDIA hardware panel in the NVIDIA / control panel app. Allows you to over-clock your card to a set limit.
Intel Compatibility - Fix certain problems with Intel Pentium processors and supporting motherboards.
SS7 Compatibility - Fix problems with VIA® / ALI® chipset motherboards. Setting this option will reduce system speed.
Disable Twin View - No information is available at this time, however it may disable the second output on the Geforce2 MX video card.

AGP Speed - The greater the multiplying value the greater the bandwidth allowing for faster performance. On some systems 4X is not available or must be turned off for compatibility. If you have a VIA chipset motherboard please have AGP GART drivers installed for it to make full use of this feature.
Fast Writes - Allows quick access to the AGP port for faster performance.
Fast Writes Disconnect - No information is available at this time, however you must have Detonator driver 6.47 or later installed to use this function.
Fast Writes Boot Strap - No information is available at this time, however it may cure failure of the computer to boot up incorrectly.
Side Band Addressing - Accelerates small streams of data through the AGP port.

Please read information provided by Setup on enabling this feature. You can over-clock the core of your graphics card to an unlimited value using this section. NVmax will try to determine the likelihood of success by indicating the status of the chipset and memory.

“White snow” indicates your memory is clocked too high.
“System freezing” indicates your core is clocked too high.

Determines the buffer flipping mode for full screen OpenGL applications. You can select from the block transfer method, the page flip method, or auto select - which lets the driver select the best setting for your hardware.

The slider controls allow you to adjust the brightness, contrast or gamma values of the selected color channel.

The color correction controls help you to compensate for variations in luminance between a source image and its output on a display device. This is useful when working with image processing applications to help provide more accurate color reproduction of images (such as photographs) when they are displayed on your monitor.

Also, many 3D accelerated games may appear too dark to play. Increasing the brightness and/or gamma value equally across all channels will make these games appear brighter, making them more playable. For more information on using color control see the ‘presets’ section.

Use these controls to adjust the quality of playback on your monitor.

You can independently control the brightness, contrast, hue and saturation to achieve optimal image quality when playing back videos or DVD movies on your computer. For more information on using overlay control see the ‘presets’ section.

This option changes the hardware texture scheme for texels (texture elements).

Changing these values will change where texel origin is defined. The default values conform to the Direct3D specifications. Some software may expect the texel origin to be defined elsewhere. The image quality of such applications will improve if the texel origin is defined elsewhere. Use the slider control to adjust the texel origin anywhere between the upper left hand corner (0) and the center of the texel (12).

This allows the graphics processor to utilize up to the specified amount of system memory for texture storage (in addition to the memory installed on the adapter itself).

Note: The maximum amount of memory that can be reserved for texture storage is calculated based on the amount of physical RAM installed in your computer. If you set an invalid value it will be automatically changed to the nearest value on running a 3D accelerated application.

This setting only applies to PCI cards (or AGP cards running in PCI compatibility mode).

NVmax uses this function to write data into the correct registry path.

NVmax uses a comprehensive preset control system that stores all your settings into a unique file for reverting and quick access. To create a preset click ‘Save to Preset’ and enter a short description of the settings you are about to export or the application they will be used for.

This version includes ‘shell and wait’ code. On creating the preset you will be prompted with a question asking you whether you would like to run an application on use of the preset. If you choose Yes then you must browse for the application. On usage of the preset NVmax will save the current configuration, use the preset and then run the application. It will then wait for the application to end and on which will revert to the saved configuration. This function can be useful when you want to use separate configurations for individual applications and want to revert to your default configuration after these end.

NVmax includes a variety of pre-configured presets for your usage. If the application NVmax tries to run is not available you will be prompted to browse for the application and the preset will be updated with the correct location.

Note: Many accelerated applications revert the screen to default brightness, contrast and gamma. NVmax will automatically set your configuration again 8 seconds after this application is run, by which time it should have reverted the screen mode.

Full support for several video cards is included in NVmax. You can select any detected devices here and NVmax will reconfigure over-clocking support and its internal configuration.

For use with the ELSA® 3D Glasses. You will need to use a detonator version 10.XX or better for this to work, and even then problems do occur. Try http://www.stereoscopic.net for more information.