Click this button to interrupt the Clean\Sweep process.

Click this button to close this dialog.

Click this button to bring up the Clean\Sweep options dialog.

This field will contain feedback from the Sweep and/or Clean Sweep runs.

Click this button to execute Sweep or Clean Sweep.

Closes this dialog without saving any changes you have made.

This option allows the user to select between Sweep and Clean Sweep functionality.   Leave it unchecked and only a Sweep will be executed.   Check it, and a Clean Sweep will take place.

This field contains the target drive and/or folder in which the recursive sweep will take place.

Use this button to bring up the dialog to select the target drive and/or folder.

Click this button to confirm that you want to do a Clean Sweep.

Click this button to cancel Clean Sweep.

Help is available for each setting in this group. Click ? at the top of the dialog box, and then click the item you want information about.

Use this control to select which API to change options for.

Use this control to select which resolution the refresh rate needs to adjusted for.

Use this control to select the refresh rate for the selected resolution.

Use this control to adjust the amount of Red Gamma.   The default value is 1.3.

Use this control to adjust the amount of Green Gamma.   The default value is 1.3.

Use this control to adjust the amount of Blue Gamma.   The default value is 1.3.

Check this box to link the Red, Green and Blue Gamma sliders together so the same value can be used.

Click this button to display Advanced settings for Glide, Direct3D and Voodoo2.

Click this button to see hardware and driver information.

Click this button reset all settings to the default values.

Use this control to adjust the amount of Green Gamma.   The default value is 1.3.

Use this control to select the refresh rate for the selected resolution.

Use this control to select which resolution the refresh rate needs to adjusted for.

This is the 3Dfx animated logo.   Click on the monitor to watch it again.

Use this control to adjust the amount of Blue Gamma.   The default value is 1.3.

Use this control to adjust the amount of Red Gamma.   The default value is 1.3.

Help is available for each setting in this group. Click ? at the top of the dialog box, and then click the item you want information about.

Help is available for each setting in this group. Click at the top of the dialog box, and then click the item you want information about.

This control displays the current API that you can modify.

Click this button to get more information about 3Dfx Interactive.

This is the 3Dfx animated logo.   Click on the monitor to watch it again.

Click this button to bring up the Clean\Sweep diagnostics.

This group contains information about the Voodoo2 hardware.

This group contains information about the Voodoo2 software.

This edit box contains information about the 3Dfx hardware and software drivers installed on your system.   All driver info is on drivers found in the Windows and/or System folder.

Click this button to close dialog.

When Selected, Direct3D apps will not synchronize buffer swaps with the vertical retrace signal of the monitor.   Rendering performance may increase when this option is selected, however visual tearing may occur.

When Selected, Glide apps will not synchronize buffer swaps with the vertical retrace signal of the monitor.   Rendering performance may increase when this option is selected, however visual tearing may occur.

When selected, Voodoo2 will not be available as a Direct3D Device.

When enabled, Glide apps will enable texture mipmap dithering.   Visual quality of the rendered scene may be improved when this option is selected, however a rendering performance decrease may occur.

Help is available for each setting in this group. Click at the top of the dialog box, and then click the item you want information about.

When selected, Direct3D apps which use texture mipmapping will enable trilinear texture filtering.   Selecting this option will not impact rendering performance.

When selected, Direct3D or Glide will not autodetect SLI boards.   This may help some games run properly.

When selected, Glide apps will force 2 MBytes of texture memory for each texture mapping unit.   Some Glide games may not work correctly if this option is not selected.

When selected, Glide apps will enable triple color buffering if there is enough frame buffer memory to support it.   Rendering performance may increase when this option is enabled, however not all apps are compatible with triple color buffering and may exhibit visual artifacts if enabled.

Selecting 'Enhance my desktop' will enhance your desktop with a background logo image for Voodoo2, expressing your devotion to technology and high end 3d graphics.

Click this button to save your changes.

Click this button to cancel your changes.

Click this button to restore all Advance Property settings to their default state.

Help is available for each setting in this group. Click at the top of the dialog box, and then click the item you want information about

Help is available for each setting in this group. Click at the top of the dialog box, and then click the item you want information about.

Click this button to close this dialog.