

# [c]NVIDIA Control Panel

**Manage 3D Settings**

You can change the global 3D settings and create overrides for specific programs. The overrides will be used automatically each time the specified programs are launched.

I would like to use the following 3D settings:

Global Settings | Program Settings

1. Select a program to customize:  
★ B-2: Sturmovik: Battle of Stalin... Add Remove Restore

Show only programs found on this computer

2. Select the preferred graphics processor for this program:  
High-performance NVIDIA processor

3. Specify the settings for this program:

Feature	Setting
Antialiasing - Mode	Application-controlled
Antialiasing - Setting	Use global setting (Application-controlled)
Antialiasing - Transparency	Use global setting (Off)
Buffer-Ripping mode	Use global setting (Auto-select)
CUDA - GPU	Use global setting (All)
Enable overlay	Use global setting (Off)
Exported pixel types	Use global setting (Color indexed overlay...)
Maximum pre-rendered frames	1

Description:  
Antialiasing mode allows you to determine how antialiasing is applied in your 3D applications.

Typical usage scenarios:

- If you want to control the antialiasing settings from within the program, use the Application-controlled setting
- Enhancing the application setting can provide higher quality and greater reliability for applications with built-in antialiasing support. You must set any antialiasing level within the application for this mode to work with the NVIDIA control panel Antialiasing setting
- Use Override if the application does not have built-in antialiasing settings or if the application does not support antialiasing when MIP mappings is enabled

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Feature	Setting
Memory Allocation Policy	As Needed
Multi-display/mixed-GPU acceleration	Use global setting (Single display perform...)
OpenGL rendering GPU	Use global setting (Auto-select)
Optimize for sparse texture performance	Use global setting (Quadro K2200M)
Power management mode	Prefer maximum performance
Shader Cache	Use global setting (On)
Stereo - Display mode	Use global setting (Custom)
Stereo - Enable	Use global setting (Off)

Description:  
Select the GPU to be used by OpenGL applications. Choosing a GPU that is part of an SLI or Mosaic group will effectively select every GPU in that group.

Typical usage scenarios:

- Choosing the more powerful GPU to render an application
- Rendering different applications on different GPUs

