

Der Grafiktreiber ist vollständig zertifiziert.
Die Grafiktreiber-ID ist NVIDIA Corporation\Quadro4 980 XGL/AGP/SSE2\1.4.1.
Grafiktreiberdatei nv4_disp.dll ist Version 6.14.10.5303.
Es wird die vollständige Optimierung verwendet. (empfohlene Einstellung)
SwapType = 4
Workarounds = 0x00000000
Workarounds2 = 0x00000002
Die Anzeige verwendet 32-Bit-Farbe

HW Library Version = \$Revision: #8 \$
HW Library Date = \$DateTime: 2004/01/16 16:43:51 \$
Windows 2000

Original driver information:
NVIDIA Corporation
Quadro4 980 XGL/AGP/SSE2
1.4.1
Graphics driver file nv4_disp.dll is version 6.14.10.5303
rating 3, optimization level 2

Options = 0
Warning Options = 8

Hardware Library 2.0\NVIDIA Corporation\QUADRO4 980 XGL/.*\1.4.1\6.14.10.5303

Settings for optimized and conservative:
SwapType: 4, 3
Workarounds: 0x00000000, 0x10080000
Workarounds2: 0x00000002, 0x00000040
Text Options: 0x00000002, 0x00000000
OpenGL Version: 14, 14
Recommended Optimization Level: 2
Texture Font Precision: 32
Stroke Font Precision: 0.000200
Driver Rating: 3
Inventor Version Tested: 8072g

Using OpenGL 1.1
swap behavior: saveRestore(4)
OpenGL errors: None.

GL_EXTENSIONS: GL_ARB_depth_texture GL_ARB_imaging GL_ARB_multisample GL_ARB_multitexture
GL_ARB_occlusion_query GL_ARB_point_parameters GL_ARB_point_sprite GL_ARB_shadow
GL_ARB_texture_border_clamp GL_ARB_texture_compression GL_ARB_texture_cube_map
GL_ARB_texture_env_add GL_ARB_texture_env_combine GL_ARB_texture_env_dot3
GL_ARB_texture_mirrored_repeat GL_ARB_transpose_matrix GL_ARB_vertex_buffer_object
GL_ARB_vertex_program GL_ARB_window_pos GL_S3_s3tc GL_EXT_texture_env_add GL_EXT_abgr
GL_EXT_bgra GL_EXT_blend_color GL_EXT_blend_minmax GL_EXT_blend_subtract
GL_EXT_compiled_vertex_array GL_EXT_draw_range_elements GL_EXT_fog_coord GL_EXT_multi_draw_arrays
GL_EXT_packed_pixels GL_EXT_paletted_texture GL_EXT_point_parameters GL_EXT_rescale_normal
GL_EXT_secondary_color GL_EXT_separate_specular_color GL_EXT_shadow_funcs
GL_EXT_shared_texture_palette GL_EXT_stencil_wrap GL_EXT_texture3D GL_EXT_texture_compression_s3tc
GL_EXT_texture_cube_map GL_EXT_texture_edge_clamp GL_EXT_texture_env_combine
GL_EXT_texture_env_dot3 GL_EXT_texture_filter_anisotropic GL_EXT_texture_lod GL_EXT_texture_lod_bias
GL_EXT_texture_object GL_EXT_vertex_array GL_HP_occlusion_test GL_IBM_rasterpos_clip
GL_IBM_texture_mirrored_repeat GL_KTX_buffer_region GL_NV_blend_square GL_NV_copy_depth_to_color
GL_NV_depth_clamp GL_NV_fence GL_NV_fog_distance GL_NV_light_max_exponent
GL_NV_multisample_filter_hint GL_NV_occlusion_query GL_NV_packed_depth_stencil GL_NV_pixel_data_range
GL_NV_point_sprite GL_NV_register_combiners GL_NV_register_combiners2 GL_NV_texgen_reflection
GL_NV_texture_compression_vtc GL_NV_texture_env_combine4 GL_NV_texture_rectangle
GL_NV_texture_shader GL_NV_texture_shader2 GL_NV_texture_shader3 GL_NV_vertex_array_range
GL_NV_vertex_array_range2 GL_NV_vertex_program GL_NV_vertex_program1_1 GL_NVX_ycrcb
GL_SGIS_generate_mipmap GL_SGIS_multitexture GL_SGIS_texture_lod GL_SGIX_depth_texture
GL_SGIX_shadow GL_SUN_slice_accum GL_WIN_swap_hint WGL_EXT_swap_control
GL_Autodesk_valid_back_buffer_hint
Pixel Format = 13
Bits per pixel: Color 32, Depth 24, Stencil 8
GL_MAX_VIEWPORT_DIMS = 4096 x 4096
GL_MAX_TEXTURE_SIZE = 4096