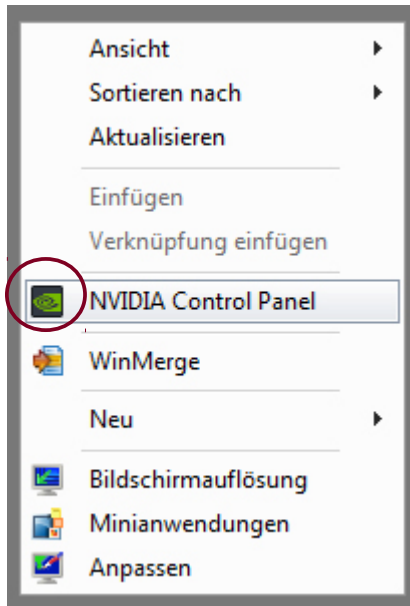


## Custom-Resolutions & 3D Settings for games with Quake-Engine III

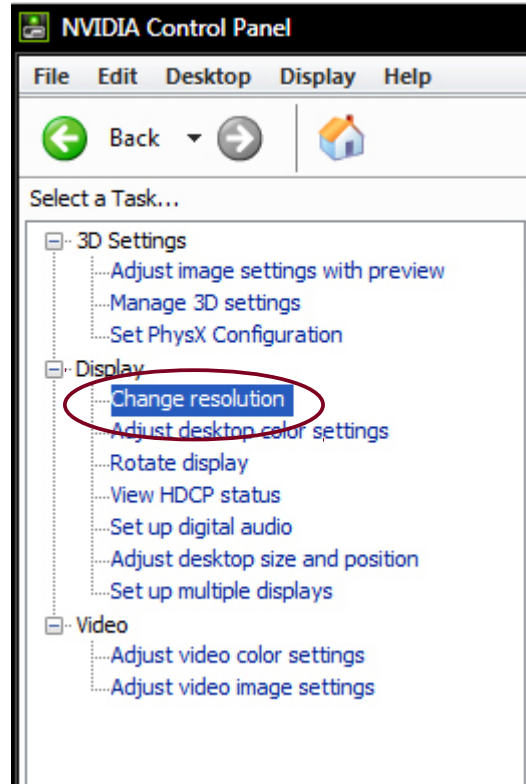
This guide explains how to enable a custom resolution 4:3 on wide-screen displays. It will be possible to play with a full high-definition resolution height plus black borders.

(Accomplished with NVIDIA Driver Version 340.52, settings should be similar to ATI Drivers)

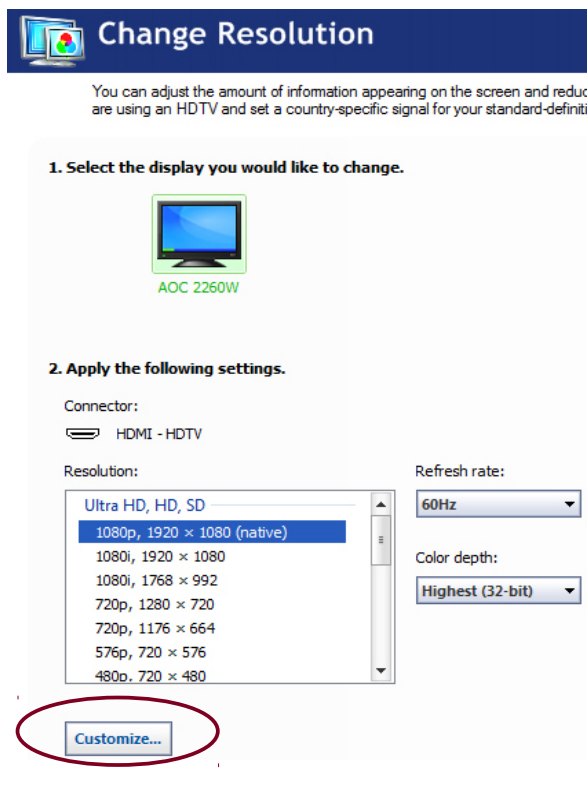
1. Run the **NVIDIA Control Panel** from desktop with context menu or from the Windows Control Panel.



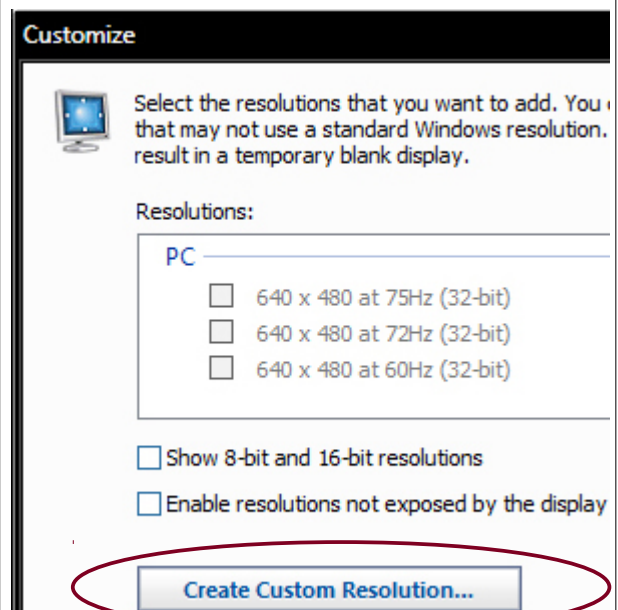
2. From the NVIDIA Control Panel navigation tree pane, under Display, click **Change resolution**.



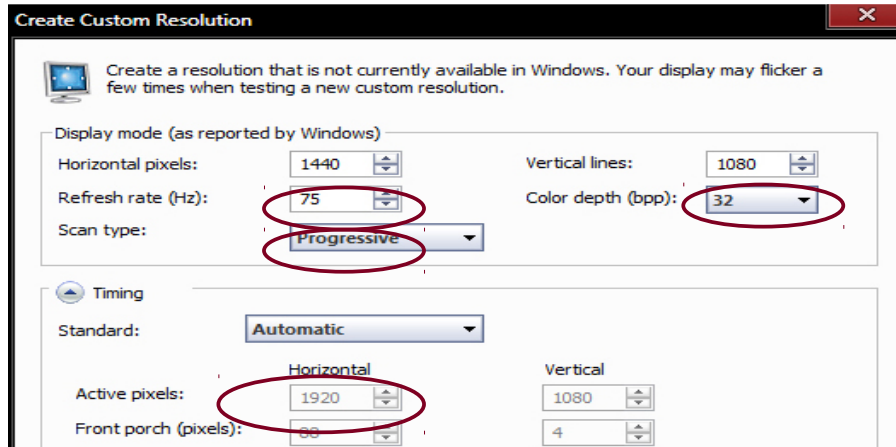
3. In the Change Resolution screen press **Customize**.



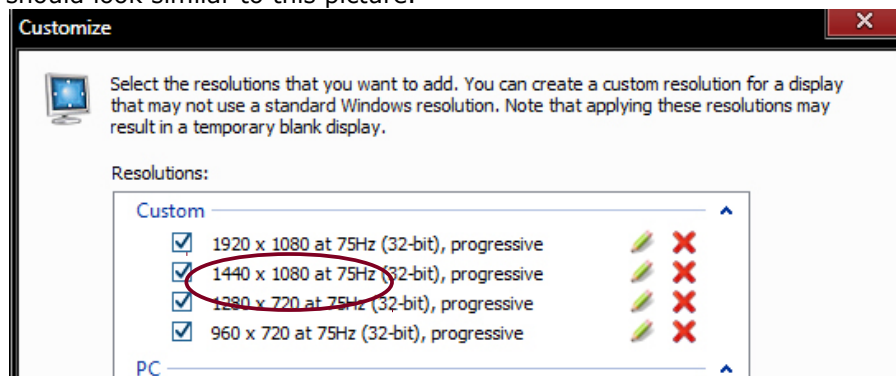
4. The Customize window appears. Here press **Create Custom Resolution**.



5. In the **Create Custom Resolution** window set the **Display mode** *1440\*1080 (full HD)* and *960\*720 (HD)* and the **Refresh rate (Hz)**. The **Refresh rate** is dependent by the monitor (normal is 60 Hz). Afterward **Test** the settings.

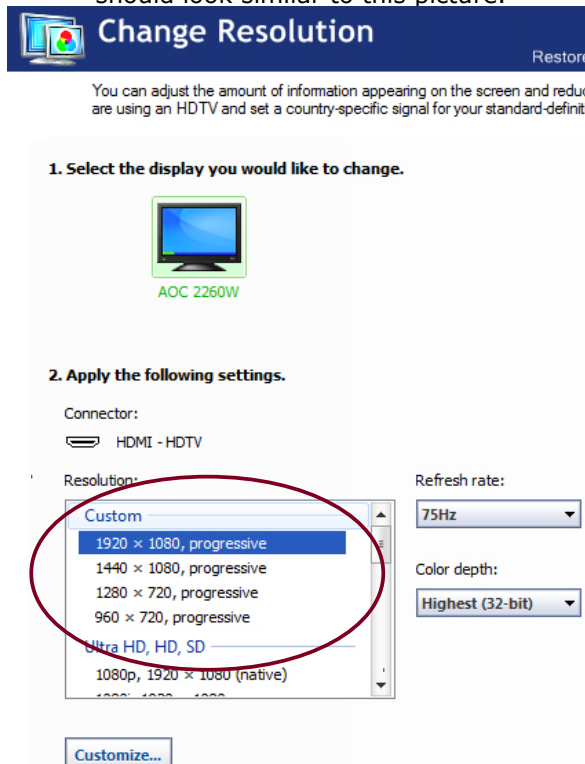


6. When the **test** is successful **save** the resolution. After adding a few resolutions it should look similar to this picture.

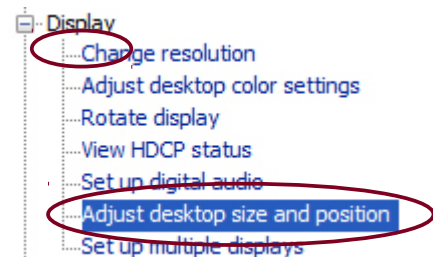


OK closes the Customize window. Afterward turn back your default MS-Windows Desktop resolution in the Change Resolution screen.

7. Now, the **Change Resolution** screen should look similar to this picture.

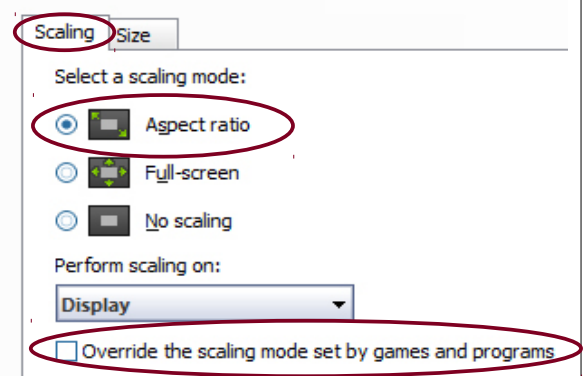


8. **Adjust desktop size and position** (navigation tree pane, under Display)



At the Scaling-tab, *Aspect ratio* and *no override* should be selected.

2. **Apply the following settings:**



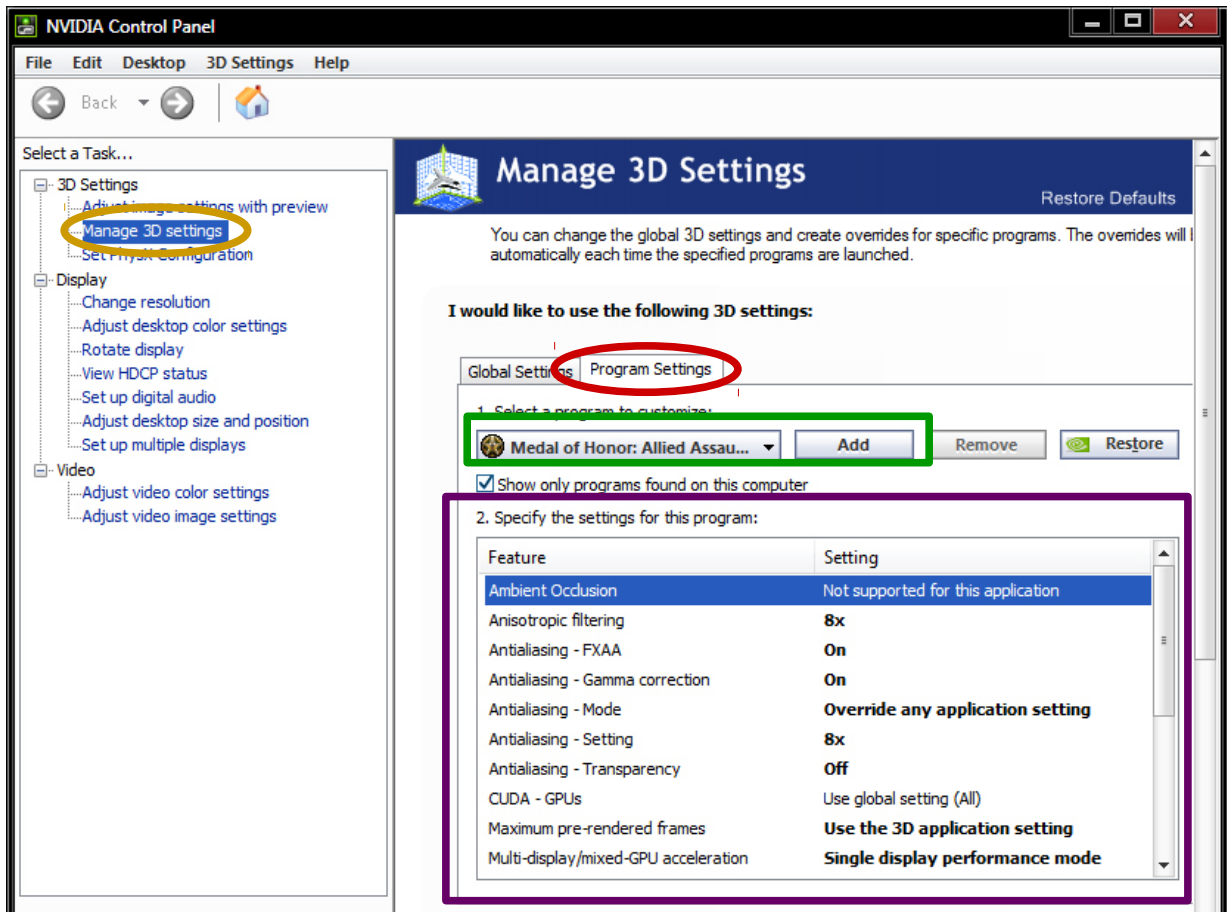
The correct Refresh rate and a Texture quality in-game of 32 bits are recommended for a correct image.

## **3D Settings for games with Quake-Engine III**

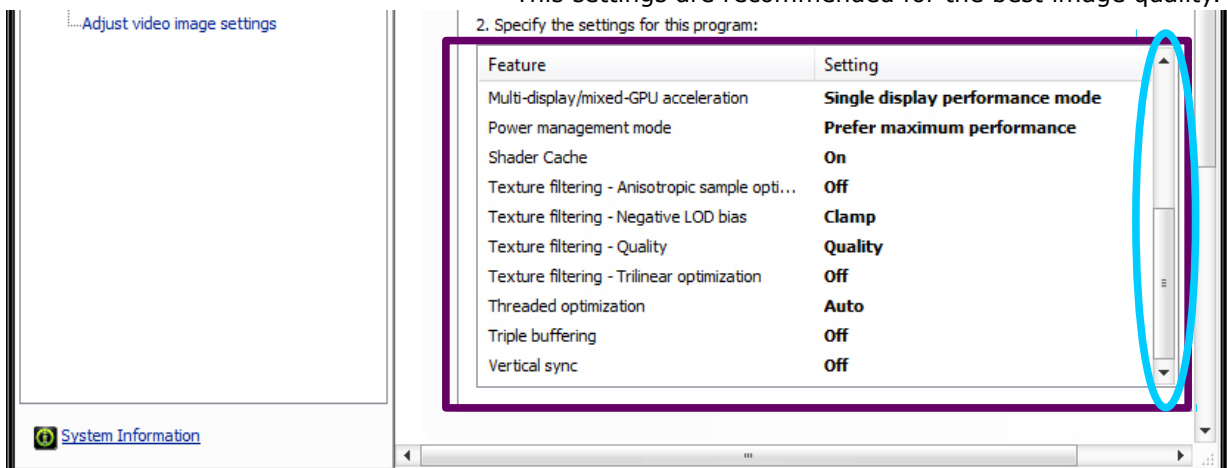
This guide explains how to set 3D Settings like Antialiasing and Anisotropic filtering for games with Quake-Engine.

(Settings should be similar to ATI Drivers.)

- A.** From the NVIDIA Control Panel navigation tree pane, under Display, click **Manage 3D settings.**
- B.** In the Manage 3D Settings view select the Program Settings tab.
- C.** Add programs to customize. (CoDMP.exe; CoDSP.exe; CoDUOMP.exe; CoDUOSP.exe; mohaa.exe; moh\_spearhead.exe; moh\_breakthrough.exe)
- D.** Specify the settings for the program(s) like below.



- E.** Scroll down and specify the rest.
  - Anisotropic filtering and Antialiasing can also be 16x.
  - This settings are recommended for the best image quality.



- Selecting *High quality* at *Texture filtering - Quality* will turn off all texture filtering optimizations. It may not be the best choice for the best quality in games with Quake-Engine III.
- Below the settings box NVIDIA describes each setting, so may also choose your own settings.