



GEFORCE®
3D VISION™

TIPS & TRICKS



NVIDIA

Ensure GeForce 3D Vision Glasses are Working



You must fully charge your GeForce® 3D Vision™ glasses for at least three hours before using them for the first time.

You can check the battery level of your glasses by pressing the **ON** button on the left temple.

- > If the light next to the button is green, you have up to 40 hours of battery life remaining. Actual battery life is dependent on the recharge time.
- > If the light is red, you have less than two hours remaining and it is recommended that you recharge your glasses.
- > If the light does not turn on, the battery is drained and the glasses must be recharged.

If you are charging GeForce 3D Vision glasses by connecting them to your PC using a USB cable, make sure your PC does not go into power save mode. When your PC goes into power save mode, GeForce 3D Vision glasses are no longer charging. To fix this, disable any power saving options on your PC under the Windows Control Panel. Alternatively, you can use a USB wall charging device to charge the glasses directly from your wall power outlet without connecting to the PC. You can use your glasses while they are charging.

Ensure You Use the Proper DVI Cable



DUAL-LINK DVI

Make sure you use the DVI cable that was shipped with your GeForce 3D Vision-Ready 120Hz LCD display. This is a standard dual-link DVI cable and GeForce 3D Vision will not operate without it.

Ensure Stereoscopic 3D is Enabled



Place IR Emitter in Line-of-Sight to Glasses



Run the Setup Wizard



Make sure you have:

- > Activated the IR emitter. Press the green **ON/OFF** button on the front of the emitter. Emitter is on when the button is *bright* green.
- > Activated the GeForce 3D Vision glasses. Press the **ON** button on top of the left temple. The glasses turn off after 10 minutes of non-activity.
- > Checked the **Enable stereoscopic 3D** setting in the **NVIDIA Control Panel** > **Set Up Stereoscopic 3D** screen.

Ensure there is direct line-of-sight between the IR emitter and your GeForce 3D Vision glasses (a minimum of 1.5 feet [45cm]). Any obstructions may cause the glasses not to function properly causing the lenses to flicker or turn off.

Do not place objects too close to, or in front of, the emitter which could block the signal (e.g. keyboard, coffee mug, etc.) Also, make sure not to place your hand or other objects in front of the IR receiver on the glasses; located near the front left lens.

To verify your hardware is operating properly, right click on the desktop and select the **NVIDIA Control Panel** option. In the NVIDIA control panel, select **Stereoscopic 3D** > **Set Up Stereoscopic 3D**. Select **Run Setup Wizard** from the **Test Stereoscopic 3D** drop down menu.

Environment and Light Flickering



Flicker in your peripheral vision with LCD displays can be caused by differences in the operating frequencies of GeForce 3D Vision and the lighting in your room. This type of flicker can be avoided by turning off the lights or changing the stereoscopic 3D refresh rate. To see the refresh rates, run the Setup Wizard (see *Run Setup Wizard*). When you get to the page asking about flicker, select **Yes**. You can then select from the following refresh rates:

- > 120 Hz refresh rate for use in North America when lights are on,
- > 110 Hz refresh rate for daytime and when lights are off,
- > 100 Hz refresh rate for countries with 50 Hz lighting and when lights are on.

Once you have selected a refresh rate on the Setup Wizard screen, click the **Test** button to verify the new refresh rate helps to reduce environmental flicker. Once you have found the best setting, select **Next** to continue on and finish the wizard setup process.

Games Are Not Running in Stereoscopic 3D



If your game is not functioning in stereoscopic 3D, look at the list of compatible games shown on the **NVIDIA Control Panel > View Compatibility with Games** screen. Verify that your game has been tested by NVIDIA and has been ranked as **Excellent**, **Good**, or **Fair**. Check out the NVIDIA recommended settings listed at the bottom right side of the screen when the game is launched. Make any adjustments recommended by NVIDIA to make your gaming experience better. If the NVIDIA recommended settings are not showing and stereoscopic is turned on, press **Ctrl-Alt-Insert** to enable them. NVIDIA is continually updating the list of supported games. Please go to www.nvidia.com/3dvision for the latest list of games.

Configure Your Game at the Correct Resolution and Refresh Rate



Make sure you are running your game in resolutions that support GeForce 3D Vision. In order to support GeForce 3D Vision, your game must be configured to run at the correct settings for your display. If you have:

- > **120 Hz LCD:** Select an in-game resolution of 1680x1050. Use the NVIDIA Wizard or in-game settings to set a refresh rate of 100 Hz or higher.
- > **DLP HDTV:** Select a resolution of 1920x1080, 1768x992 or 1280x1024 and set the refresh rate to 60 Hz.
- > **DepthQ® HD 3D Projector:** Select a resolution of 1280x720. Use the NVIDIA Wizard or in-game settings to set a refresh rate of 120 Hz.

Run Your Game in Full Screen Mode



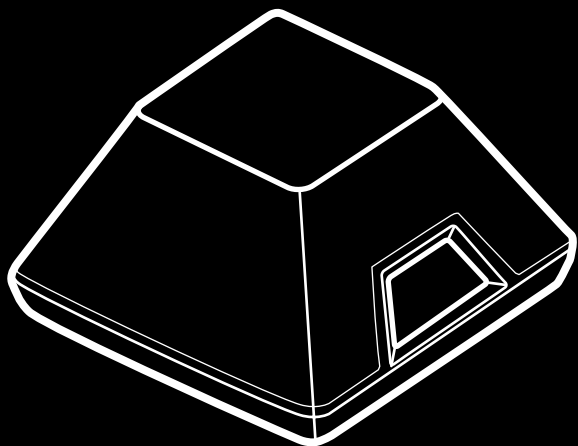
GeForce 3D Vision currently only supports full screen applications and cannot run in windowed mode. Be sure to select full screen mode from in-game settings.

Allow your 120 Hz LCD to Warm Up



For optimal stereoscopic 3D image quality, when using a pure 120 Hz LCD, please allow your monitor to warm up. This warm-up period is normal behavior for LCD monitors.

Please visit www.nvidia.com/support to access our 24 x 7 x 365 online knowledgebase system, where you can submit questions to our tech support staff. GeForce 3D Vision customers also have access to toll free technical support at **1-800-797-6530** from 9AM-6PM PST, M-F.



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