

☒ ZZOgl PG Config

☒ Logging (For Debugging):

Interlacing: (F5 to toggle)

No Interlacing

☒ Bilinear Filtering (Shift + F5)

Best quality is off. Turn on for speed.

### Anti-Aliasing for Higher Quality(F6)

1X - No Anti-Aliasing

☐ Wireframe Rendering(Shift + F6)☐ Capture Avi (as zerogs.avi)(F7)

Snapshot format:

JPEG


☐ Fullscreen (Alt + Enter)☐ Widescreen

Default Window Size: (no speed impact)

640x480

Advanced Settings:

Select	Description
<input type="checkbox"/>	Tex Target checking - 00000001 Lego Racers
<input type="checkbox"/>	Auto reset targs - 00000002 Shadow Hearts, Samurai Warriors. Use when game is slow and toggling AA fixes it.
<input type="checkbox"/>	Interlace 2X - 00000004 Fixes 2x bigger screen (Gradius 3).
<input type="checkbox"/>	No target resolves - 00000010 Stops all resolving of targets. Try this first for really slow games. Dark Cloud 1
<input type="checkbox"/>	Exact color testing - 00000020 Fixes overbright or shadow/black artifacts (Crash 'n Burn).
<input type="checkbox"/>	No color clamping - 00000040 Speeds up games, but might be too bright or too dim.
<input type="checkbox"/>	Alpha Fail hack - 00000100 For Sonic Unleashed, Shadow the Hedgehog, Ghost in the Shell. Remove vertical stripes or other coloring artefacts. Break Persona 4 and
<input type="checkbox"/>	Disable depth updates - 00000200
<input type="checkbox"/>	Resolve Hack #1 - 00000400 Kingdom Hearts. Speeds some games.
<input type="checkbox"/>	Resolve Hack #2 - 00000800 Shadow Hearts, Urbz. Destroy FFX
<input type="checkbox"/>	No target CLUT - 00001000 Resident Evil 4, or foggy scenes.
<input type="checkbox"/>	Disable stencil buffer - 00002000 Usually safe to do for simple scenes. Harvest Moon
<input type="checkbox"/>	No depth resolve - 00008000 Might give z buffer artifacts.
<input type="checkbox"/>	Full 16 bit resolution - 00010000 Use when half the screen is missing.
<input type="checkbox"/>	Resolve Hack #3 - 00020000 Neopets

 Cancel

 OK