

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:

☐ No color clamping - 00000040
Speeds up games, but might be too bright or too dim.

☐ 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

☐ Disable depth updates - 00000200

☐ Resolve Hack #1 - 00000400
Kingdom Hearts. Speeds some games.

☐ Resolve Hack #2 - 00000800
Shadow Hearts, Urbz. Destroy FFX

☐ No target CLUT - 00001000
Resident Evil 4, or foggy scenes.

☐ Disable stencil buffer - 00002000
Usually safe to do for simple scenes. Harvest Moon

☐ No depth resolve - 00008000
Might give z buffer artifacts.

☐ Full 16 bit resolution - 00010000
Use when half the screen is missing.

☐ Resolve Hack #3 - 00020000
Neopets

☐ Fast Update - 00040000
Okami. Speeds some games. Needs for Sonic Unleashed

☐ Disable alpha testing - 00080000

☐ Enable Multiple RTs - 00100000

☐ Specular Highlights - 01000000
Makes Xenosaga and Okage graphics faster by removing highlights

☐ Partial targets - 02000000

☐ Partial depth - 04000000

☐ Gust fix, made gustgame more clean and fast - 10000000

☒ No logarithmic Z, could decrease number of Z-artefacts - 20000000

Cancel

OK