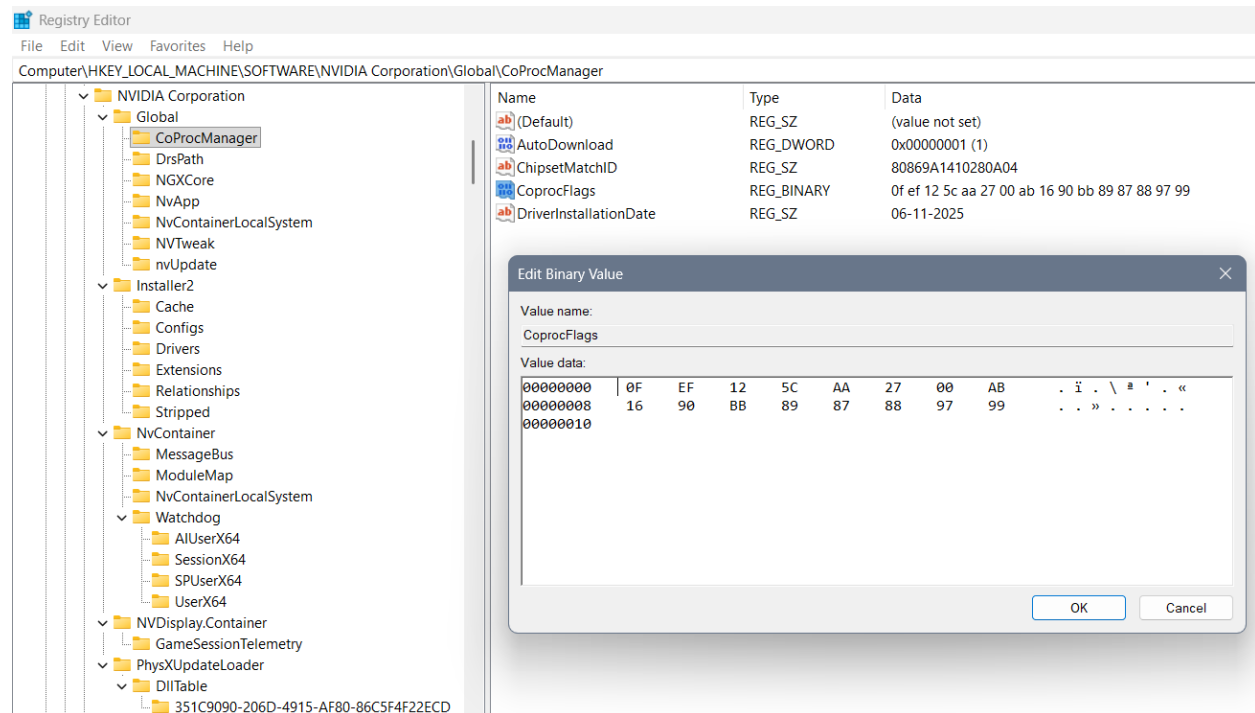# CoProcManager
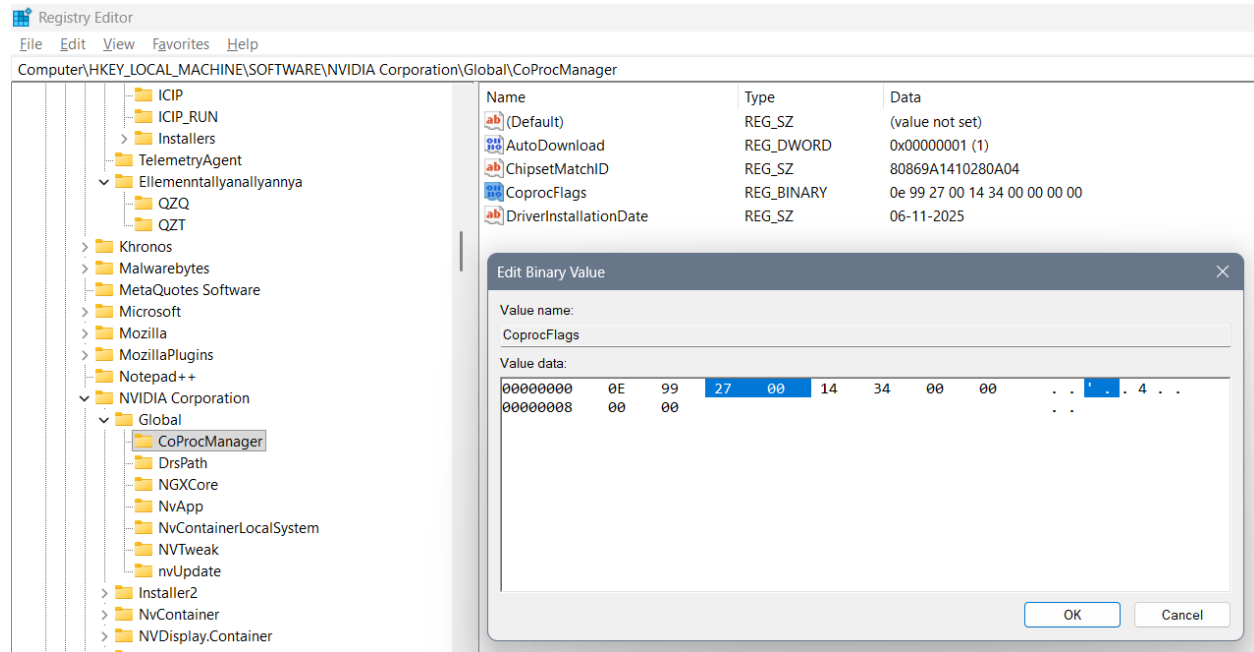
Computer\HKEY_LOCAL_MACHINE\SOFTWARE\NVIDIA Corporation\Global\CoProcManager

Satisfying solution:
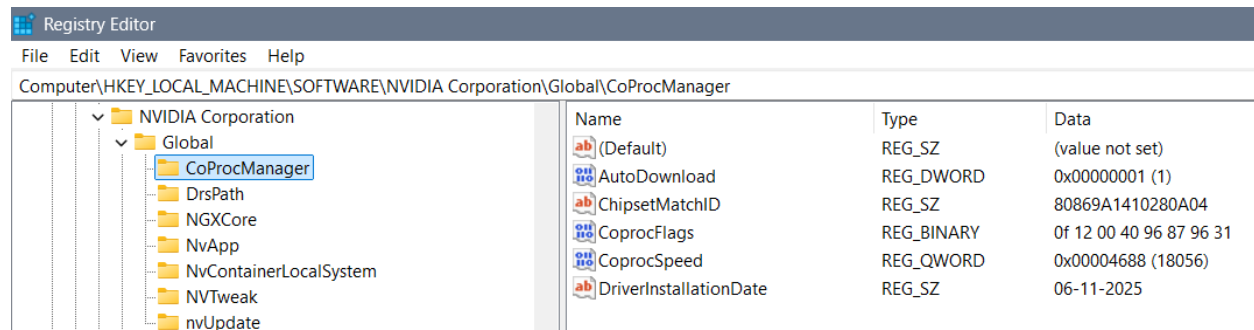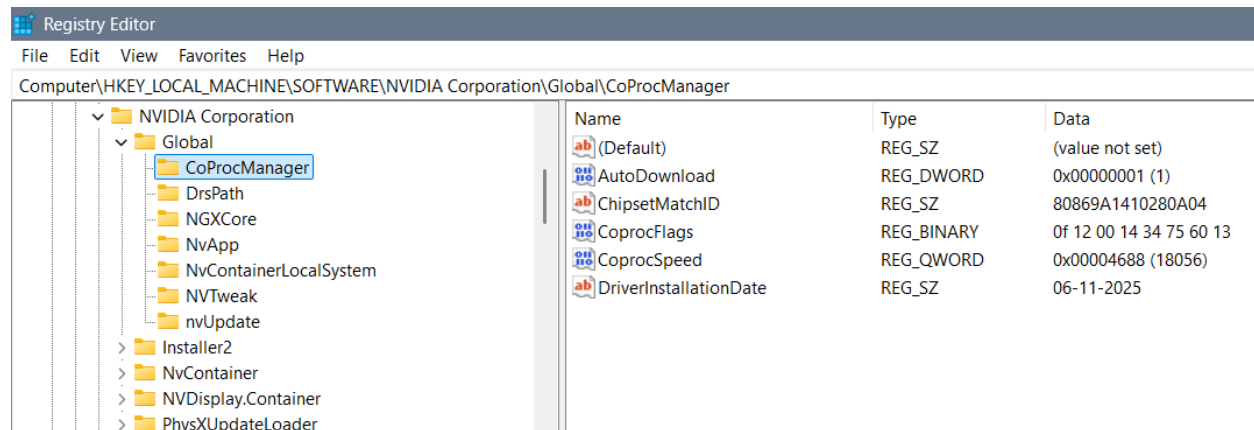

Where we used "0F" for the beginning of the code, "EF" for 3 values that are coming, "AA", "AB" as their separators of better and worse option… In between "EF" and "AA" is a "125C" or 4700GHz the maximum speed of the processor. In between the "AA" and "AB" we can find the 2700 the middle speed of the processor… In between the "AB" and "BB" we can find the lowest boundary of the processor "1690" representing 1690GHz… In the end we used "BB" for the beginning of the coding of the processor – how it should work… The last code represents the changing value as in percentage of the usage of the processor when the need for work is there: 89 87 88 97 99…

Previously not well created settings:

First successful edit of those commands is:

\Global\CoProcManager

Name	Type	Data
(Default)	REG_SZ	(value not set)
AutoDownload	REG_DWORD	0x00000001 (1)
ChipsetMatchID	REG_SZ	80869A1410280A04
CoprocFlags	REG_BINARY	0f ef 12 5c aa 27 00 aa 16 90 bb 89 87 88 97 99
DriverInstallationDate	REG_SZ	06-11-2025

Edit Binary Value ✕

Value name:

CoprocFlags

Value data:

```
00000000   0F EF 12 5C AA 27 00 AA   . ï . \ ª ' . ª
00000008   16 90 BB 89 87 88 97 99   . . » . . . . .
00000010
```

OK   Cancel

Wrong solutions

Name	Type	Data
(Default)	REG_SZ	(value not set)
AutoDownload	REG_DWORD	0x00000001 (1)
ChipsetMatchID	REG_SZ	80869A1410280A04
CoprocFlags	REG_BINARY	0f 12 50 14 13 20 29 33
CoprocSpeed	REG_QWORD	0x00004688 (18056)
DriverInstallationDate	REG_SZ	06-11-2025

Name	Type	Data
(Default)	REG_SZ	(value not set)
AutoDownload	REG_DWORD	0x00000001 (1)
ChipsetMatchID	REG_SZ	80869A1410280A04
CoprocFlags	REG_BINARY	87 98 88 82 02 12 32 12 33 33 54 57 98 01 20 21 33 33 55 55 98 78 01 23
CoprocSpeed	REG_QWORD	0x00004688 (18056)
DriverInstallationDate	REG_SZ	06-11-2025

Edit Binary Value ✕

Value name:

CoprocFlags

Value data:

```
00000000   14  34  56  78  01  98  90  87    . 4 V x . . . .
00000008   01  23  45  67  80  19  80  23    . # E g . . . #
00000010
```

[OK] [Cancel]

NVIDIA Control Panel 3D settings

Open:

And select the next options for the purpose of 3D display to come to life thanks to the dual graphics out there:

Manage 3D Settings

You can change the global 3D settings and create overrides for specific programs. The overrides will be

I would like to use the following 3D settings:

Global Settings | Program Settings

Windows OS now manages selection of the graphics processor.
Open Windows graphics settings

Preferred graphics processor:

Auto-select

Settings:

Feature	Setting
Image Sharpening	Sharpen 0.10, ignore film grain 0.15
Ambient Occlusion	Off
Anisotropic filtering	2x
Antialiasing - FXAA	Off
Antialiasing - Mode	Override any application setting
Antialiasing - Setting	2x
Antialiasing - Transparency	2x (supersample)
Background Application Max Frame Rate	200 FPS
CUDA - GPUs	All
CUDA - Sysmem Fallback Policy	Prefer Sysmem Fallback
Low Latency Mode	Ultra
Max Frame Rate	1000 FPS

Restore

Manage 3D Settings

You can change the global 3D settings and create overrides for specific programs. The overrides will be

I would like to use the following 3D settings:

Global Settings | Program Settings

> Windows OS now manages selection of the graphics processor.
> Open Windows graphics settings

Preferred graphics processor:

Auto-select

Settings:

Feature	Setting
Max Frame Rate	1000 FPS
Multi-Frame Sampled AA (MFAA)	Off
OpenGL GDI compatibility	Auto
OpenGL rendering GPU	NVIDIA GeForce MX330
Power management mode	Prefer maximum performance
Shader Cache Size	Unlimited
Texture filtering - Anisotropic sample opti...	Off
Texture filtering - Negative LOD bias	Clamp
Texture filtering - Quality	High quality
Texture filtering - Trilinear optimization	On
Threaded optimization	On
Triple buffering	On

Restore

Manage 3D Settings

You can change the global 3D settings and create overrides for specific programs. The overrides will b

I would like to use the following 3D settings:

Global Settings | Program Settings

Windows OS now manages selection of the graphics processor.
Open Windows graphics settings

Preferred graphics processor:

Auto-select ⌄

Settings:

Feature	Setting
OpenGL rendering GPU	NVIDIA GeForce MX330
Power management mode	Prefer maximum performance
Shader Cache Size	Unlimited ⌄
Texture filtering - Anisotropic sample opti...	Off
Texture filtering - Negative LOD bias	Clamp
Texture filtering - Quality	High quality
Texture filtering - Trilinear optimization	On
Threaded optimization	On
Triple buffering	On
Vertical sync	Use the 3D application setting
Virtual Reality pre-rendered frames	4
Vulkan/OpenGL present method	Prefer layered on DXGI Swapchain

Restore