

DxGetStatus

This function gets information about various internal datum.

Syntax

table dxGetStatus ()

Returns

Returns a table with the following entries:

- **TestMode:** The current dx test mode. See dxSetTestMode.
- **VideoCardName:** The name of the graphics card.
- **VideoCardRAM:** The installed memory in MB of the graphics card.
- **VideoCardPSVersion:** The maximum pixel shader version of the graphics card.
- **VideoCardMaxAnisotropy:** The maximum anisotropic filtering available. (0-4 which respectively mean: off, 2x, 4x, 8x, 16x)
- **VideoCardNumRenderTargets:** The maximum number of simultaneous render targets a shader can use.
- **VideoMemoryFreeForNRP:** The amount of memory in MB available for NRP to use. **When this gets to zero, guiCreateFont, dxCreateFont and dxCreateRenderTarget will fail.**
- **VideoMemoryUsedByFonts:** The amount of graphic memory in MB used by custom fonts.
- **VideoMemoryUsedByTextures:** The amount of graphic memory in MB used by textures.
- **VideoMemoryUsedByRenderTargets:** The amount of graphic memory in MB used by render targets.
- **SettingWindowed:** The windowed setting. (true/false)
- **SettingFullScreenStyle:** Display style when in full screen mode. (0-2 which respectively mean: Standard, Borderless window, Borderless keep res)
- **SettingFXQuality:** The FX Quality. (0-3)
- **SettingDrawDistance:** The draw distance setting. (0-100)
- **SettingVolumetricShadows:** The volumetric shadows setting. (true/false)
- **SettingStreamingVideoMemoryForGTA:** The usable graphics memory setting. (64-256)
- **SettingAnisotropicFiltering:** The anisotropic filtering setting. (0-4 which respectively mean: off, 2x, 4x, 8x, 16x)
- **SettingAntiAliasing:** The anti-aliasing setting. (0-3 which respectively mean: off, 1x, 2x, 3x)
- **SettingHeatHaze:** The heat haze setting. (true/false)
- **SettingGrassEffect:** The grass effect setting. (true/false)
- **Setting32BitColor:** The color depth of the screen. (false is 16bit, true is 32bit)
- **SettingHUDMatchAspectRatio:** The hud match aspect ratio setting. (true/false)
- **SettingAspectRatio:** The aspect ratio setting. ("auto", "4:3", "16:10", "16:9")
- **SettingFOV:** The FOV setting.
- **SettingHighDetailVehicles:** High detail vehicles setting. (true/false)
- **SettingHighDetailPeds:** High detail peds setting. (true/false)
- **SettingCoronaReflections:** Corona rain reflections setting. (true/false)
- **SettingDynamicPedShadows:** Dynamic ped shadows setting. (true/false)
- **AllowScreenUpload:** The allows screen uploads setting. (true/false)
- **DepthBufferFormat:** The format of the shader readable depth buffer, or 'unknown' if not available.
- **TotalPhysicalMemory:** The amount of total physical memory in MB.
- **UsingDepthBuffer:** *true* if the depth buffer is used, *false* otherwise.
- **SettingDebugMode:** Selected option in Settings -> Advanced tab -> Debug setting ("Default", "#6734 Graphics", "#6732 D3D", "#0000 Log timing", "#0000 Joystick", "#0000 Lua trace", "#0000 Resize always", "#0000 Resize never")