



NVAPI SDK - PUBLIC FOR DRIVER RELEASE 337

RN-06118-337-v01 | May 2014

Release Notes



DOCUMENT CHANGE HISTORY

RN-06118-337-v01

Version	Date	Authors	Description of Change
01	05/08/2014	AP/CC	Initial release

NVAPI RELEASE NOTES

INTRODUCTION

NVAPI is NVIDIA's core software development kit that allows direct access to NVIDIA GPUs and drivers on all windows platforms. NVAPI provides support for categories of operations that range beyond the scope of those found in familiar graphics APIs such as DirectX and OpenGL.

These release notes describe the changes made in the NVAPI public SDK for the Release 337 driver.

FILES IN THE PACKAGE

The following are the provided files:

- ▶ nvapi.h
- ▶ nvapi_lite_common.h
- ▶ nvapi_lite_d3dext.h
- ▶ nvapi_lite_salend.h
- ▶ nvapi_lite_salstart.h
- ▶ nvapi_lite_sli.h
- ▶ nvapi_lite_stereo.h
- ▶ nvapi_lite_surround.h
- ▶ NvApiDriverSettings.c
- ▶ NvApiDriverSettings.h
- ▶ nvHLSLExtns.h
- ▶ nvHLSLExtnsInternal.h
- ▶ nvShaderExtnEnums.h
- ▶ nvapi.lib
- ▶ nvapi64.lib
- ▶ NVAPI_Reference_Developer_html
- ▶ NVAPI_Reference_Developer.chm

CHANGES IN NVAPI FOR DRIVER RELEASE 337

- [Functions](#)
- [Structures](#)
- [Enums](#)
- [Deprecated NVAPI Functions](#)
- [NVAPIDriverSettings Changes](#)
- [Sample Code](#)

Functions

- ▶ `NvAPI_D3D11_IsNvShaderExtnOpCodeSupported`
- ▶ `NvAPI_D3D11_SetNvShaderExtnSlot`
- ▶ `NvAPI_D3D11_BeginUAVOverlap`
- ▶ `NvAPI_D3D11_EndUAVOverlap`
- ▶ `NvAPI_D3D1x_DisableShaderDiskCache`

TCC support added to the following functions:

- ▶ `NvAPI_GPU_GetECCStatusInfo`
- ▶ `NvAPI_GPU_GetECCErrorInfo`
- ▶ `NvAPI_GPU_ResetECCErrorInfo`

Structures

- ▶ None

Enums

- ▶ None

Deprecated NVAPI Functions

The following functions will be deprecated and replaced by new functions in coming releases:

Deprecated	Replaced By
N/A	N/A

NVAPIDriverSettings Changes

- ▶ WKS_MEMORY_ALLOCATION_POLICY_STRING
- ▶ WKS_STEREO_SWAP_MODE_STRING
- ▶ PS_SHADERDISKCACHE_STRING
- ▶ WKS_MEMORY_ALLOCATION_POLICY_ID
- ▶ WKS_STEREO_SWAP_MODE_ID
- ▶ PS_SHADERDISKCACHE_ID
- ▶ PS_FRAMERATE_LIMITER_FORCE_VSYNC_OFF added to EValues_PS_FRAMERATE_LIMITER
- ▶ PS_FRAMERATE_LIMITER_GPS_CTRL_OPTIMAL_SETTING added to EValues_PS_FRAMERATE_LIMITER_GPS_CTRL
- ▶ SHIM_RENDERING_OPTIONS_HANDLE_WINDOWED_MODE_PERF_OPT added to EValues_SHIM_RENDERING_OPTIONS
- ▶ EValues_WKS_MEMORY_ALLOCATION_POLICY enum added
- ▶ EValues_WKS_STEREO_SWAP_MODE enum added
- ▶ EValues_PS_SHADERDISKCACHE enum added

About the Sample Code

Sample code is provided with the SDK package that demonstrates the following features:

- ▶ CustomTiming
- ▶ DisplayConfiguration
- ▶ I2C
- ▶ Sync_Configuration

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