



# DLSS-RR Integration Guide

API Reference Manual

# Document History

SWE-DLSS-001-PGRF

Version	Date	Authors	Description of Change
01	August 2023	abhelande, cwilkinson	Initial release
02	October 2023	abhelande, cwilkinson	Added Transparency Overlay API (3.4.10)
03	March 2024	abhelande, cwilkinson	<ul style="list-style-type: none"><li>&gt; Added Render Presets (3.12, 3.12.1)</li><li>&gt; Added support for Ultra-Performance and DLAA to existing Performance Modes (3.2)</li></ul>
04	August 2024	abhelande, cwilkinson	<ul style="list-style-type: none"><li>&gt; Use right technology name ' Ray Reconstruction'</li><li>&gt; Recommend default Render Preset in most cases.</li></ul>
05	January 2025	abhelande	<ul style="list-style-type: none"><li>&gt; Update VRAM + Speed for Transformer Model</li><li>&gt; Mark Presets A, B, C as deprecated (D is default)</li></ul>
05	February 2025	abhelande	<ul style="list-style-type: none"><li>&gt; Removed 'NVIDIA Confidential' from all Footers</li><li>&gt; Chapter 2 - remove Titan, Quadro</li><li>&gt; 3.1 Add note that DoF needs to absolutely be after RR otherwise use guide buffer</li><li>&gt; 3.3 Correction for DRS Not supported</li><li>&gt; 3.4.2 Expanded to 'this is the average specular reflectivity given a view direction.'</li><li>&gt; 3.4.7 Expand on Depth types that are supported</li><li>&gt; 3.4.8.1 parameter is plnMotionVectorsReflection. Remove "Note: This is expected to change to plnMotionVectorReflections. So we ask integrations to set both."</li><li>&gt; 3.4.11 Added Screen Space Sub Surface Scattering Guide</li><li>&gt; 3.4.12 Added Depth of Field Guide</li><li>&gt; 3.5 Added Section "Sampling and Noise"</li><li>&gt; 3.6 Added notes to DLSS RR recommendation for Sub pixel Jitter pattern</li><li>&gt; 5.1 remove mention of nv sdk_ngx_dlssd_d3d.h</li></ul>
06	June 2025	abhelande	<ul style="list-style-type: none"><li>&gt; 3.13 Changed deprecation note to reflect that Presets A-C will be removed in next SDK</li><li>&gt; 5.5 Added Section for Querying Optimal Settings</li><li>&gt; 3.4.9 Added note: All matrices are Row Major Order and use left multiplication</li><li>&gt; 3.4.11 Added Color Before Transparency Guide</li><li>&gt; 8.1 Corrections to Debug Overlay section</li></ul>
07	August 2025	abhelande	<ul style="list-style-type: none"><li>&gt; 3.7 Corrected error that Presets are not supported</li><li>&gt; 3.13 Remove Presets A to C</li></ul>

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# Abstract

The DLSS-RR Integration Guide provides details on how to integrate and distribute DLSS-RR in a game or 3D application that Renders Content via Ray Tracing or Path Tracing pipelines. The guide also provides embedded sample code and links to a full sample implementation on GitHub.

This programming guide is an addendum to the *DLSS Programming Guide*, and it is highly recommended that you read through that first.

For information on using DLSS in Unreal Engine please see  
<https://www.unrealengine.com/marketplace/en-US/product/nvidia-dlss>



**Note:** Previous iterations of this document referred to DLSS-D for DLSS-Denoising. This has been renamed to DLSS Ray Reconstruction, or DLSS-RR.

This integration guide refers several times to the *DLSS Programming Guide*. For reference, the *DLSS Programming Guide* can be found at the following location:

[https://github.com/NVIDIA/DLSS/blob/main/doc/DLSS\\_Programming\\_Guide\\_Release.pdf](https://github.com/NVIDIA/DLSS/blob/main/doc/DLSS_Programming_Guide_Release.pdf)

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# Chapter 1. Introduction

DLSS-Ray Reconstruction (DLSS-RR) is a unified denoise + upscale model that can denoise any raytracing or path tracing signal without time-consuming fine tuning, and uses state-of-the-art temporal upscaling, all accelerated with RTX TensorCores.

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# Chapter 2. Getting Started

The following is needed to load and run DLSS for both Windows and Linux:

- NVIDIA RTX GPU (GeForce)
- The latest NVIDIA Graphics Driver is recommended. At a minimum for running DLSS Ray Reconstruction (DLSS 3.5+), you must have NVIDIA driver issued after August 23, 2023 (for instance 535.x).
- Please see [Linux Driver Compatibility](#) information.

The following is needed to load and run DLSS Ray Reconstruction on Windows:

- Windows PC with Windows 10 v1709 (Fall 2017 Creators Update 64-bit) or newer.
- The development environment for integrating the DLSS Ray Reconstruction SDK into a game is:
  - Microsoft Visual Studio 2015 or newer.
  - Microsoft Visual Studio 2012 and 2013 are supported but may be deprecated in the future.

The following is needed to load and run DLSS Ray Reconstruction on Linux:

- DLSS Ray Reconstruction SDK: glibc 2.11 or newer
- DLSS Ray Reconstruction SDK Sample Code: gcc and g++ 8.4.0 or newer

## 2.1 Querying for DLSS Ray Reconstruction Support on End User System and Getting the Latest Updates

Please refer to sections 2.3 (Querying for DLSS Support on End User System) and 2.4 (Getting the Latest Updates) of the *DLSS Programming Guide*. Querying for DLSS-RR feature support, Vulkan Extensions and Getting Latest DLSS Ray Reconstruction updates is the same as those DLSS sections with the following differences:

Set **FeatureID** to *NVSDK\_NGX\_Feature\_RayReconstruction*.

**FeatureInfo** is Information Common to all NGX Features. Currently this is a list of paths that NGX can scan to find Feature specific DLLs. In the case of DLSS Ray Reconstruction, it is `nvngx_dlssd.dll`.

## 2.2 DLSS-RR Execution Times and GPU RAM Usage

The exact execution time of DLSS-RR varies from engine to engine and is dependent on the integration. Factors such as how the engine memory manager works and whether additional buffer copies are required can affect the final performance.

As a rough guide, NVIDIA ran the DLSS-RR library using a command line utility (i.e., without a 3D renderer) across the full range of NVIDIA GeForce RTX GPUs and provides these results as a rough estimate of expected execution times. Developers can use these figures to estimate the potential savings DLSS provides.

**Table 1. Allocated Memory for GPU Generation for Presets Default, D, E**

	<b>1920x1080</b>	<b>2560x1440</b>	<b>3840x2160</b>
RTX 50 Series	121.09 MB	212.03 MB	467.97 MB
RTX 40 Series	121.09 MB	212.03 MB	467.97 MB
RTX 30 Series	163.21 MB	284.57 MB	623.64 MB
RTX 20 Series	163.21 MB	284.57 MB	623.64 MB

The following shows average expected DLSS-RR times where the DLSS-RR algorithm is executed in “Performance Mode” where the input is half the number of pixels as the output.

**Table 2. Speed on GeForce GPU in Performance Mode for Presets Default, D, E**

	<b>1920x1080</b>	<b>2560x1440</b>	<b>3840x2160</b>
RTX 2080 Ti	4.80 ms	8.20 ms	18.33 ms
RTX 3060	5.86 ms	10.39 ms	23.28 ms
RTX 3070	3.42 ms	6.06 ms	13.31 ms
RTX 3080 Ti	2.33 ms	3.97 ms	8.83 ms
RTX 4070 Ti	1.21 ms	2.09 ms	4.53 ms
RTX 4080	0.97 ms	1.66 ms	3.62 ms
RTX 4090	0.71 ms	1.11 ms	2.35 ms
RTX 5070	1.50 ms	2.58 ms	5.49 ms
RTX 5080	0.91 ms	1.51 ms	3.17 ms
RTX 5090	0.60 ms	0.91 ms	1.83 ms

# Chapter 3. DLSS-RR Integration

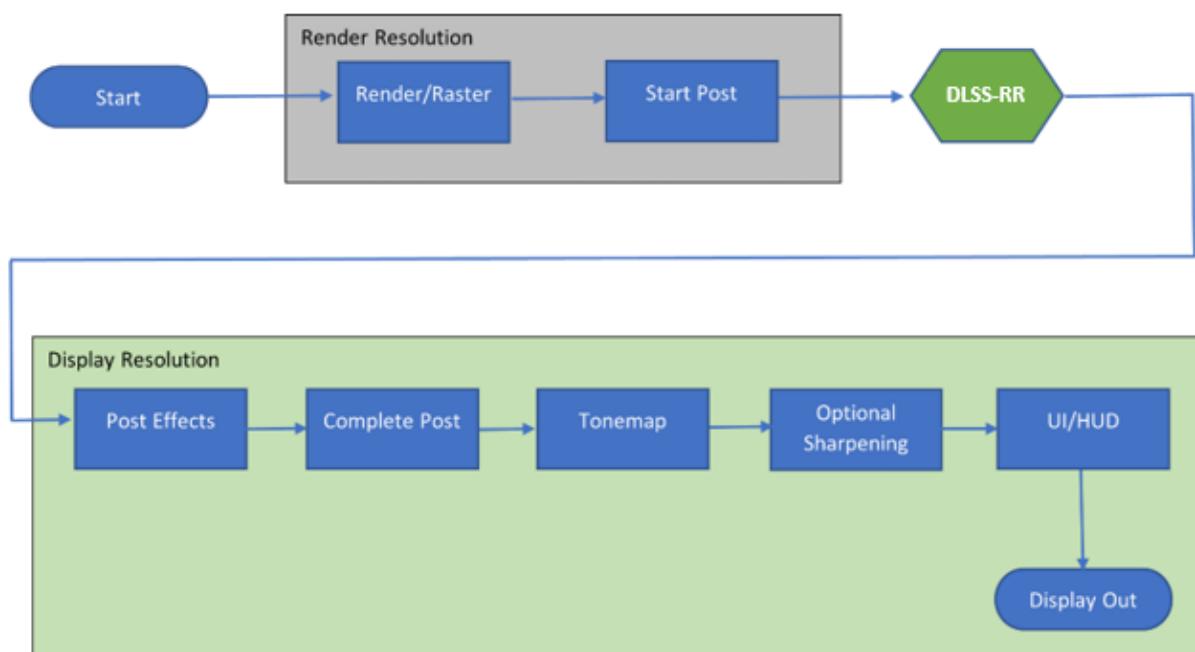
## 3.1 Pipeline Placement

Similar to DLSS-Super Resolution, the DLSS-Ray Reconstruction evaluation call must occur during the post-processing phase of the rendering pipeline, before tone mapping. For the best image quality, place DLSS-RR as close to the start of post-processing as possible (before any effects, or as few effects as possible, are applied to the frame).



**Note:** In particular Depth of Field absolutely needs to be after DLSS-RR. Alternatively use the latest preset - E and provide the guide buffer outlined in section

Once DLSS-RR is placed at the start of post-processing, all post effects must be able to handle the increased resolution and not have assumptions that processing can only occur at render resolution.



## 3.2 DLSS-RR Execution Modes

DLSS-Ray Reconstruction is an extension to DLSS, where-in the execution mode it operates in is the same as that set for DLSS-SR.

Integration of DLSS-RR requires a DLSS-SR style integration with an added toggle option to switch to using DLSS-RR. When DLSS-RR is enabled, it effectively overrides DLSS-SR execution (in other words, DLSS-SR is no longer being executed). Please consult the RTX UI Developer Guidelines for more information.

The input resolutions that the game should render and send to DLSS-RR for processing are determined by querying the “DLSS Optimal Settings” for each of the “PerfQualityValue” options. DLSS-RR currently supports the following DLSS “PerfQualityValues”:

1. Performance Mode
2. Balanced Mode
3. Quality Mode
4. Ultra-Performance Mode
5. DLAA (Deep Learning Anti-Aliasing) Mode

For more details on DLSS Optimal Settings, see section 5.2.8 of the *DLSS Programming Guide*.

## 3.3 Dynamic Resolution Support

Dynamic Resolution Support is not currently supported by DLSS Ray Reconstruction.

## 3.4 Supported Resource Formats

DLSS-RR uses formatted reads, therefore it should handle most input buffer formats and expects the following buffers as listed in the Evaluation parameter listing in [Feature Evaluation](#):

### 3.4.1 Diffuse Albedo

This is the diffuse component of Reflectance material. Any standard 3-channel format is provided at input resolution. Note that at this time sRGB formats are not supported.

#### 3.4.1.1 NGX Parameter Name

`pInDiffuseAlbedo`

### 3.4.1.2 SL Buffer Type

`kBufferTypeAlbedo`

## 3.4.2 Specular Albedo

The specular component of Reflectance material which is the average specular reflectivity given a view direction. Any standard 3-channel format is provided at input resolution. Note that at this time sRGB formats are not supported.

A common integration error is to leave sky pixels uncleared. A good default albedo for sky is (0.5, 0.5, 0.5). See chapter 8 for tips how to verify the correctness of the guide buffers. Refer to the [Appendix Section](#) for instructions on how to generate this buffer.

### 3.4.2.1 NGX Parameter Name

`pInSpecularAlbedo`

### 3.4.2.2 SL Buffer Type

`kBufferTypeSpecularAlbedo`

## 3.4.3 Normals

Shading Normals (Normalized). Can be View Space or World Space. RGB16\_FLOAT or RGB32\_FLOAT provided at input resolution.

### 3.4.3.1 NGX Parameter Name

`pInNormals`

### 3.4.3.2 SL Buffer Type

`kBufferTypeNormalRoughness, kBufferTypeNormals`

### 3.4.3.3 SL Parameter Notes

If `kBufferTypeNormalRoughness` is used, you must set the `normalRoughnessMode` of `DLSSOptions` to `s1::DLSSNormalRoughnessMode::ePacked`.

Otherwise, if Roughness is packed into the Alpha channel of the Normals use `s1::DLSSNormalRoughnessMode::eUnPacked`.

## 3.4.4 Roughness

Linear Roughness of surface material is provided at input resolution. As a standalone texture, you are encouraged to use a single channel format. Otherwise, it should be

written into the R channel of that texture. Alternatively, you can pack Roughness into the Alpha channel of the Normals.

#### 3.4.4.1 NGX Parameter Name

`pInRoughness`

#### 3.4.4.2 NGX Parameter Notes

When packing Roughness into the Alpha channel of the Normals, you must set the `InRoughnessMode` parameter of the `NVSDK_NGX_DLSSD_Create_Parms` at Feature Creation to `NVSDK_NGX_DLSS_Roughness_Mode_Packed`.

#### 3.4.4.3 SL Buffer Type

`kBufferTypeRoughness, kBufferTypeNormalRoughness`

#### 3.4.4.4 SL Parameter Notes

If using `kBufferTypeNormalRoughness`, you must set the `normalRoughnessMode` of `DLSSOptions` to `s1::DLSSNormalRoughnessMode::ePacked`.

### 3.4.5 Color Input

This is the Noisy Ray Traced Input Color. Any standard 3-channel format is provided at input resolution.

#### 3.4.5.1 NGX Parameter Name

`pInColor`

#### 3.4.5.2 SL Buffer Type

`kBufferTypeScalingInputColor`

### 3.4.6 Motion Vectors

This refers to the dense motion vector field. This includes, for example, camera motion or the motion of dynamic objects. `RG16_FLOAT` or `RG32_FLOAT` is provided at input resolution. (For more information, see section 3.6 of the *DLSS Programming Guide*).

#### 3.4.6.1 NGX Parameter Name

`pInMotionVectors`

### 3.4.6.2 SL Buffer Type

`kBufferTypeMotionVectors`

## 3.4.7 Depth Buffer

This is the same depth data used to generate motion vector data (View Space Depth or HW Depth). Any format with one channel in it (for instance R32\_FLOAT or D32\_FLOAT), as well as any depth-stencil format (for instance D24S8). Either view-space depth or HW depth can be provided.

Provided at input resolution.

For more information see section 3.8 of the DLSS Programming Guide).

### 3.4.7.1 NGX Parameter Name

`pInDepth`. (Set `InUseHWDepth` creation parameter for HW Depth use.)

### 3.4.7.2 SL Buffer Type

`kBufferTypeLinearDepth` or `kBufferTypeDepth`

## 3.4.8 Specular Motion Vector Reflections

DLSS-RR uses Specular Motion Vectors to improve image quality of reflections during motion. The application can either provide these directly or, alternatively, provide Specular Hit Distance with 1 and 2 matrices.

This refers to the dense motion vector field for Reflections (Virtually Reflected Geometries). For example, this could include camera motion or the motion of dynamic objects. RG16\_FLOAT or RG32\_FLOAT is provided at input resolution.

### 3.4.8.1 NGX Parameter Name

`pInMotionVectorsReflection`

### 3.4.8.2 SL Buffer Type

`kBufferTypeSpecularMotionVectors`

## 3.4.9 Specular Hit Distance

This is the World Space distance between the Specular Ray Origin and Hit Point. Specular Ray Origin must be on the Primary Surface. Floating Point Scalar Value (FP16, or FP32).

Additionally, the application needs to provide its World To View Matrix and View To Clip Space Matrix.



**Note:** This is only needed if Specular Motion Vectors are not provided.  
All matrices are Row Major Order and use left multiplication

### 3.4.9.1 NGX Parameter Name

```
pInSpecularHitDistance with pInWorldToViewMatrix, pInViewToClipMatrix
```

### 3.4.9.2 SL Buffer Type

```
kBufferTypeSpecularHitDistance
```

## 3.4.10 Transparency Overlay

Optional only.

A buffer that has particles or other transparent effects rendered into it instead of passing it as part of the input color. Content in this buffer will not be denoised and upscaled only.

Single standard 4-channel input – where RGB must be premultiplied with Alpha, Alpha channel is the blending factor.

Or 2 separate standard 3-channel inputs - One representing color (RcGcBc), other representing alpha (RaGaBa)

Please also see Color Before Transparency Guide (section 3.4.11)

### 3.4.10.1 NGX Parameter Name

```
pInTransparencyLayer, pInTransparencyLayerOpacity (6 channel only)
```

### 3.4.10.2 SL Buffer Type

```
kBufferTypeTransparencyLayer, kBufferTypeTransparencyLayerOpacity (6 channel only)
```

## 3.4.11 Color Before Transparency Guide

Optional only.

Snapshot of noisy color buffer before any transparencies are rendered on top. The main purpose of this guide is to help with ghosting or disappearing particles. If this is not a problem in your application, this buffer is probably not needed.

It is important to use the same image format as for the noisy color input since small precision differences between the buffers may cause DLSS-RR to interpret the pixel as having transparencies, which can lead to artifacts under difficult lighting conditions.

In certain cases, rendering some transparent objects into the guide may improve image quality. If this guide is needed in the first place, the recommendation is to start with just opaque pixels, and if there are image quality problems, try adding the problematic transparent objects to the guide.

### 3.4.11.1 NGX Parameter Name

```
pInColorBeforeTransparency
```

### 3.4.11.2 SL Buffer Type

```
kBufferTypeColorBeforeTransparency
```

## 3.4.12 Screen Space Sub Surface Scattering Guide

Optional only.

In general the buffer should contain luminance(colorAfterSSS - colorBeforeSSS).

If SSS blur is computed based on diffuse light, diffuse albedo should be applied before computing luminance, in

which case the formula used should be:

luminance ((diffuseAfterSSS - diffuseBeforeSSS) \* diffuseAlbedo)

where luminance(s) = (s.r + (2 \* s.g) + s.b) / 4

Pixels without SSS material must have 0 in the guide.

1-channel FP16 format provided at input resolution.

### 3.4.12.1 NGX Parameter Name

```
pInScreenSpaceSubsurfaceScatteringGuide
```

### 3.4.12.2 SL Buffer Type

```
kBufferTypeScreenSpaceSubsurfaceScatteringGuide
```

## 3.4.13 Depth of Field Guide

Optional only – and only compatible with Preset E.

Input buffer for specifying Depth of Field (DOF) guide.

In general the buffer should contain luminance(`colorAfterDOF` - `colorBeforeDOF`), where  
 $\text{luminance}(s) = (s.r + (2 * s.g) + s.b) / 4$

Pixels without DOF must have 0 in the guide.

Alternatively, depth of field can be applied after DLSS-RR, in which case this buffer can be omitted.

1-channel FP16 format provided at input resolution.

### 3.4.13.1 NGX Parameter Name

`pInDepthOfFieldGuide`

### 3.4.13.2 SL Buffer Type

`kBufferTypeDepthOfFieldGuide`

## 3.4.14 Output

Output refers to the destination for the denoised, full-resolution frame. Any standard 3 or 4-channel format is provided at output resolution.

### 3.4.14.1 NGX Parameter Name

`pInOutput`

### 3.4.14.2 SL Buffer Type

`KBufferTypeScalingOutputColor`

## 3.5 Sampling and Noise

DLSS RR assumes independent samples and requires that sampling used to generate Inputs must have minimal correlation both spatially and temporally

- Do use high quality hash functions and white noise
  - Correlations should be minimized between all lower-dimensional projections of the random samples in the path space.
  - Any hash function with low number of ‘bigcrush’ failures is recommended (<https://jcgt.org/published/0009/03/02/>)
  - xxhash32 is a good example
  - In general the sampling should allow the resulting image to converge to a noise free sampling (Ground truth).

- The following practices are to be avoided
  - Use of checkerboard rendering
  - Do Not use hash functions with correlated sampling
  - Use of screen space dithering in the sampling algorithms
  - Sharing of sampling patterns across the screen
    - This however does not apply to initial pixel jitter as DLSS RR is given this as input separately.
  - Blue noise sampling may be fine as long as the period is large enough and adheres to correlation requirement above.
- Reduction of noise in the Input signals is very beneficial
  - ReSTIR DI and ReSTIR GI are excellent and recommended techniques
  - Reduction of noise is especially beneficial in difficult lighting situations.
- When using ReSTIR GI or RTX DI
  - Randomize the temporal reuse step
  - RR assumes independent samples, which is violated by ReSTIR temporal and spatial reuse.
  - Permutation sampling helps avoid correlation artifacts. The basic idea is to randomize the reused sample location so that the resulting set of reservoirs has as much spatial and temporal variation as possible (ie. avoid using the same samples for neighboring pixels' reservoirs).

## 3.6 Sub-Pixel Jitter

Please refer to section 3.7 (Sub-Pixel Jitter) of the *DLSS Programming Guide*.

In addition, for DLSS-RR – There is no reason to limit the number of samples. Use of many more jitter positions (at least 32) is also highly recommended.

## 3.7 Exposure, Auto-Exposure, Sharpness

These are not supported by DLSSRay Reconstruction. In the *DLSS Programming Guide* for DLSS-RR Integrations, please ignore sections 3.9 (Exposure Parameter), 3.10 (Auto Exposure), 3.11 (Additional Sharpening).

## 3.8 Scene Transitions

Just like DLSS-SR, DLSS-RR provides the `InReset` parameter to the `DLSSD_Eval` parameter list.

Please refer to section 3.13 (Scene Transitions) of the *DLSS Programming Guide* for more details.

## 3.9 VRAM Usage

Please refer to section 3.14 (VRAM Usage) of the *DLSS Programming Guide*.

## 3.10 Current Frame Bias and VR Support

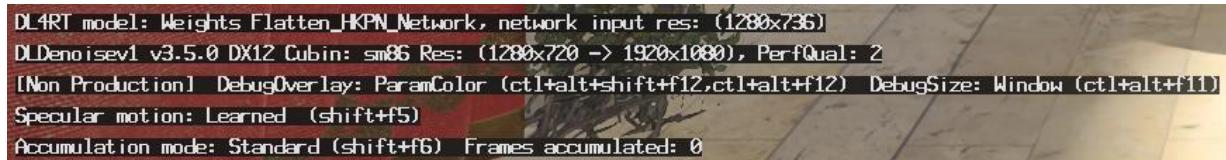
Please refer to sections 3.15 (Biasing the Current Frame) and 3.16 (Multi-View and Virtual Reality Support) of *DLSS Programming Guide*.

## 3.11 Current DLSS-RR Settings

These work in the same way as described in section 3.17 (Current DLSS Settings) of the *DLSS Programming Guide*.



**Note:** The overlay is different for DLSS-RR.



## 3.12 DLSS-RR Logging

DLSS-RR logging is built of the same NGX Logging utilities as described in section 3.18 (NGX Logging) of the *DLSS Programming Guide*.

## 3.13 DLSS-RR Presets

Presets tweak different aspects of DLSS RR to cater to different scaling ratios, game content, etc. DLSS RR presets are enabled on a per-scaling ratio basis. For example, to enable preset D for performance mode:

```

auto preset = NVSDK_NGX_RayReconstruction_Hint_Render_Preset::
NVSDK_NGX_Parameter_RayReconstruction_Hint_Render_Preset_D;

NVSDK_NGX_Parameter_SetUI(ngxParams,
NVSDK_NGX_RayReconstruction_Hint_Render_Preset_Performance, preset);

```



**Note:** As of NGX SDK 310.4.0, Presets A, B, and C have been removed.

Please use the default preset, or select Preset D or E.

The following are the Presets that can be set per Performance mode using the NVSDK\_NGX\_Parameter\_SetUI API:

```

// These can be set via NVSDK_NGX_Parameter_SetUI
typedef enum NVSDK_NGX_RayReconstruction_Hint_Render_Preset
{
    NVSDK_NGX_RayReconstruction_Hint_Render_Preset_Default, // default
behavior, weights may or may not be updated after OTA
    NVSDK_NGX_RayReconstruction_Hint_Render_Preset_D,
    NVSDK_NGX_RayReconstruction_Hint_Render_Preset_E,
} NVSDK_NGX_RayReconstruction_Hint_Render_Preset;

#define NVSDK_NGX_Parameter_RayReconstruction_Hint_Render_Preset_DLAA
"RayReconstruction.Hint.Render.Preset.DLAA"
#define NVSDK_NGX_Parameter_RayReconstruction_Hint_Render_Preset_Quality
"RayReconstruction.Hint.Render.Preset.Quality"
#define NVSDK_NGX_Parameter_RayReconstruction_Hint_Render_Preset_Balanced
"RayReconstruction.Hint.Render.Preset.Balanced"
#define NVSDK_NGX_Parameter_RayReconstruction_Hint_Render_Preset_Performance
"RayReconstruction.Hint.Render.Preset.Performance"
#define
NVSDK_NGX_Parameter_RayReconstruction_Hint_Render_Preset_UltraPerformance
"RayReconstruction.Hint.Render.Preset.UltraPerformance"
#define NVSDK_NGX_Parameter_RayReconstruction_Hint_Render_Preset_UltraQuality
"RayReconstruction.Hint.Render.Preset.UltraQuality"

```

Currently we recommend games stick to

NVSDK\_NGX\_RayReconstruction\_Hint\_Render\_Preset\_Default for all modes. The Develop DLL in the SDK will let you toggle between other presets for experimentation.

DLSS RR defaults and presets are subject to change with new versions of DLSS RR. Note that NVSDK\_NGX\_Parameter\_RayReconstruction\_Hint\_Render\_Preset\_DLAA will work only when the input and output render sizes are set to the same value as described above.

### 3.13.1 Preset Selection Behavior with OTA Updates

Please refer to section 3.12.1 (Preset Selection Behavior with OTA Updates) of the *DLSS Programming Guide*.

## 3.14 Integrating DLSS-RR Using Streamline SDK

DLSS-RR can be integrated into any application through the Streamline SDK. You will need the following:

- > Streamline SDK
- > DLSS-RR Plugin for Streamline – `s1.dll` available in the Streamline SDK
- > DLSS-RR Binary – a compatible `nvngx_dlssd.dll` which can be used by `s1.dll`

The DLSS-RR Plugin for Streamline (`s1.dll`) serves as a wrapper for `nvngx_dlssd.dll`. Refer to the Streamline SDK package included with DLSS-RR.

---

# Chapter 4. Distributing DLSS-RR in a Game

NVIDIA has encapsulated the DLSS-RR technology to ensure that developers can use the functionality with minimal build or packaging changes. Follow the steps in this section to include DLSS-RR in game or application builds.

## 4.1 DLSS-RR Release Process

NVIDIA hosts DLSS publicly for all development partners. To ensure the best quality experience for end-users, we encourage developers to thoroughly test DLSS on different DLSS modes, output resolutions, and varying game content.

## 4.2 Distributable Libraries

The release library for DLSS is located in the `./lib/_/rel/` folder of the GitHub repository. Ensure that after game installation, the file resides in the same folder as the game executable (or DLL if you are building a plugin).



**Important:** Both the development and release DLLs (located in `./lib/_/dev/`, `./lib/_/rel/`) included in the NDA SDK package **must not** be included or distributed in any public release. These libraries include on-screen notices and have an overlay designed for debugging only. *To obtain a distributable DLL, please contact NVIDIA.*

NGX AI-Powered Feature	NGX Feature DLL
DLSS-RR	<code>nvngx_dlssd.dll / libnvidia-ngx-dlssd.so</code>

	<b>Note:</b> The DLSS-RR library can be loaded from an alternate directory path if required. The entry point, <code>NVSDK_NGX_D3D12_Init_ext</code> , accepts a parameter, <code>InFeatureInfo</code> which has a <code>NVSDK_NGX_PathListInfo</code> item that contains a list of paths to search through. For more information, see sections 5.1 and 5.2 of the <i>DLSS Programming Guide</i> .
--	---

For other notes, please refer to sections 4.2.1 (Removing the DLSS Library), 4.2.2 (Signing the DLSS Library), 4.2.3 (Note of inclusion of third-party code) in the *DLSS Programming Guide*.

---

# Chapter 5. DLSS-RR Code Integration

## 5.1 Adding DLSS-RR to a Project

The NGX DLSS-RR SDK includes following header files:

- > nvsdk\_ngx.h
- > nvsdk\_ngx\_defs.h
- > nvsdk\_ngx\_dlssd.h
- > nvsdk\_ngx\_dlssd\_vk.h
- > nvsdk\_ngx\_helpers.h
- > nvsdk\_ngx\_helpers\_vk.h
- > nvsdk\_ngx\_params.h
- > nvsdk\_ngx\_vk.h
- > nvsdk\_ngx\_cuda.h
- > nvsdk\_ngx\_helpers\_dlssd\_cuda.h

The header files are located in the `./include` folder. In the game project, include `nvsdk_ngx_helpers.h`.



**Note:** Vulkan headers follow the above naming convention with a “vk” suffix and must be included with Vulkan applications. CUDA headers follow the above naming convention with a “cuda” suffix and must be included with CUDA applications.

During development, copy the `nvngx_dlssd.dll` / `libnvidia-ngx-dlssd.so` file from the `./lib/_/dev/` directory on GitHub to the folder where the main game executable or DLL is located, so the NGX runtime can properly find and load the DLL. If required by the game, the game build, or the packaging system, the DLSS library can be packaged in a different location to the main executable. In this case, the entry point, `NVSDK_NGX_D3D12_Init_ext`, accepts a parameter, `InFeatureInfo` which has a `NVSDK_NGX_PathListInfo` item that contains a list of paths to search through.

For more information, see section 5.1 of the *DLSS Programming Guide*.

- > The develop DLL (in the `dev` folder) is intended for use while integrating and developing with DLSS Ray Reconstruction and includes debug features.
- > The release DLL should be used in the final version of the application (in the `rel` folder).

- > Please do not release / ship a develop DLL with your application.

### 5.1.1 Linking the NGX SDK

Please refer to sections 5.1.1 (Linking the NGX SDK on Windows) and 5.1.2 (Linking the NGX SDK on Linux) of the *DLSS Programming Guide*.

## 5.2 NGX SDK Initialization

Please refer to section 5.2 (Initializing the NGX SDK Object) of the *DLSS Programming Guide*.

## 5.3 Feature Creation

DLSS-RR Feature creation is an extension to DLSS Feature Creation (refer Section 5.3 of the *DLSS Programming Guide*) with the following additions:

Integrations can simply include `nvsdk_ngx_helpers_dlssd.h`, wherever they have included `nvsdk_ngx_defs.h`, `nvsdk_ngx_params.h`.

For Feature Creation, use the following guidelines:

- > NVSDK\_NGX\_DLSS\_Denoise\_Mode enum has been provided in `nvsdk_ngx_defs_dlssd.h`.

```
// Only NVSDK_NGX_DLSS_Denoise_Mode_DLUnified is supported
typedef enum NVSDK_NGX_DLSS_Denoise_Mode
{
    NVSDK_NGX_DLSS_Denoise_Mode_Off = 0,
    NVSDK_NGX_DLSS_Denoise_Mode_DLUnified = 1, // DL based unified upscaler
} NVSDK_NGX_DLSS_Denoise_Mode;
```

- > The following struct has been provided in `nvsdk_ngx_params_dlssd.h`:

```
typedef struct NVSDK_NGX_DLSSD_Create_Parms
{
    NVSDK_NGX_DLSS_Denoise_Mode InDenoiseMode;
    NVSDK_NGX_DLSS_Roughness_Mode InRoughnessMode;
    NVSDK_NGX_DLSS_Depth_Type InUseHWDepth;

    unsigned int InWidth;
    unsigned int InHeight;
    unsigned int InTargetWidth;
    unsigned int InTargetHeight;
    /*** OPTIONAL ***/
    NVSDK_NGX_PerfQuality_Value InPerfQualityValue;
    int InFeatureCreateFlags;
    bool InEnableOutputSubrects;
} NVSDK_NGX_DLSSD_Create_Parms;
```

- > InDenoiseMode should be set to one of the NVSDK\_NGX\_DLSS\_Denoise\_Mode\_DL\_Unified.

To create DLSS-RR features, use one of the following convenience functions provided in `nvsdk_ngx_helpers_dlssd.h`, depending on which graphics API is being used.

```

static inline NVSDK_NGX_Result NGX_D3D12_CREATE_DLSSD_EXT(
    ID3D12GraphicsCommandList *pInCmdList,
    unsigned int InCreationNodeMask,
    unsigned int InVisibilityNodeMask,
    NVSDK_NGX_Handle **ppOutHandle,
    NVSDK_NGX_Parameter *pInParams,
    NVSDK_NGX_DLSSD_Create_Parms *pInDlssDCreateParams)
{
    // Set parameters...
    // ...
    return NVSDK_NGX_D3D12_CreateFeature(pInCmdList,
NVSDK_NGX_Feature_SuperSamplingDenoising, pInParams, ppOutHandle);
}

static inline NVSDK_NGX_Result NGX_D3D11_CREATE_DLSSD_EXT(
    ID3D11DeviceContext *pInCtx,
    NVSDK_NGX_Handle **ppOutHandle,
    NVSDK_NGX_Parameter *pInParams,
    NVSDK_NGX_DLSSD_Create_Parms *pInDlssDCreateParams)
{
    // Set parameters...
    // ...
    return NVSDK_NGX_D3D11_CreateFeature(pInCtx,
NVSDK_NGX_Feature_SuperSamplingDenoising, pInParams, ppOutHandle);
}

static inline NVSDK_NGX_Result NGX_VULKAN_CREATE_DLSSD_EXT1(
    VkDevice InDevice,
    VkCommandBuffer InCmdList,
    unsigned int InCreationNodeMask,
    unsigned int InVisibilityNodeMask,
    NVSDK_NGX_Handle **ppOutHandle,
    NVSDK_NGX_Parameter *pInParams,
    NVSDK_NGX_DLSSD_Create_Parms *pInDlssDCreateParams)
{
    // Set parameters...
    // ...
    if(InDevice)
        return NVSDK_NGX_VULKAN_CreateFeature1(InDevice, InCmdList,
NVSDK_NGX_Feature_SuperSamplingDenoising, pInParams, ppOutHandle);
    else
        return NVSDK_NGX_VULKAN_CreateFeature(InCmdList,
NVSDK_NGX_Feature_SuperSamplingDenoising, pInParams, ppOutHandle);
}

```

```

static inline NVSDK_NGX_Result NGX_CUDA_CREATE_DLSSD_EXT( NVSDK_NGX_Handle** ppOutHandle, NVSDK_NGX_Parameter* pInParams, NVSDK_NGX_CUDA_DLSSD_Create_Parms* pInDlssDCreateParams)

static inline NVSDK_NGX_Result NGX_CUDA_CREATE_DLSSD_EXT1( NVSDK_NGX_CUDADevice InDevice, NVSDK_NGX_Handle* ppOutHandle, NVSDK_NGX_Parameter* pInParams, NVSDK_NGX_CUDA_DLSSD_Create_Parms* pInDlssDCreateParams)

```

## 5.4 Feature Evaluation

DLSS-RR Feature Evaluation is an extension to DLSS Feature Evaluation (refer Section 5.4 of the *DLSS Programming Guide*) with the following additions:

- > A new Evaluate Parameter struct for ray reconstruction-specific parameters is provided in `nvsdk_ngx_helpers_dlssd.h` and for each graphics API.
- > A new Evaluate function is also provided in `nvsdk_ngx_helpers_dlssd.h` for evaluating a ray reconstruction feature for each graphics API, which takes the DLSS-RR evaluation parameters above.

```

static inline NVSDK_NGX_Result NGX_VULKAN_EVALUATE_DLSSD_EXT(
    VkCommandBuffer InCmdList,
    NVSDK_NGX_Handle *pInHandle,
    NVSDK_NGX_Parameter *pInParams,
    NVSDK_NGX_VK_DLSSD_Eval_Parms *pInDlssDEvalParams)
{
    // Set parameters...
    return NVSDK_NGX_VULKAN_EvaluateFeature_C(InCmdList, pInHandle, pInParams, NULL);
}

static inline NVSDK_NGX_Result NGX_D3D11_EVALUATE_DLSSD_EXT(
    ID3D11DeviceContext *pInCtx,
    NVSDK_NGX_Handle *pInHandle,
    NVSDK_NGX_Parameter *pInParams,
    NVSDK_NGX_D3D11_DLSSD_Eval_Parms *pInDlssDEvalParams)
{
    // Set parameters...
    return NVSDK_NGX_D3D11_EvaluateFeature_C(pInCtx, pInHandle, pInParams, NULL);
}

static inline NVSDK_NGX_Result NGX_D3D12_EVALUATE_DLSSD_EXT(
    ID3D12GraphicsCommandList *pInCmdList,
    NVSDK_NGX_Handle *pInHandle,
    NVSDK_NGX_Parameter *pInParams,
    NVSDK_NGX_D3D12_DLSSD_Eval_Parms *pInDlssDEvalParams)
{
    // Set parameters...

```

```

    return NVSDK_NGX_D3D12_EvaluateFeature_C(pInCmdList, pInHandle, pInParams,
NULL);
}

static inline NVSDK_NGX_Result NGX_CUDA_EVALUATE_DLSSD_EXT(
NVSDK_NGX_Handle* pInHandle, NVSDK_NGX_Parameter* pInParams,
NVSDK_NGX_CUDA_DLSSD_Eval_Parms* pInDlssDEvalParams)
> DLSS-RR parameter allocation is identical to DLSS.
// ParametersDLSSD can be used as an argument to all functions above
result = NVSDK_NGX_VULKAN_AllocateParameters(&ParametersDLSSD);

```

## 5.5 Querying Optimal Settings

Obtaining DLSS-RR Optimal settings is an extension to DLSS Optimal Resolutions Query (refer Section 5.2.8, 5.2.8.1 of the *DLSS Programming Guide*) with the following changes:

- > A new Optimal Settings Query is provided in `nvsdk_ngx_helpers_dlssd.h` which take similar input to thos of DLSS. Note that the sharpness output parameter must always be ignored.

```

static inline NVSDK_NGX_Result NGX_DLSSD_GET_OPTIMAL_SETTINGS (
    // Query function parameters...
)

```

## 5.6 Other Feature APIs

Please refer to the notes in Sections 5.4.1 to Sections 5.7 (except 5.2.8 which is covered above) of the *DLSS Programming Guide*.

---

# **Chapter 6. Resource Management**

Please refer to section 6 (Resource Management) of the *DLSS Programming Guide*.

---

# Chapter 7. Multi-GPU Support

Please refer to section 7 (Resource Management) of the *DLSS Programming Guide*.

---

# Chapter 8. Troubleshooting

## 8.1 DLSS-RR Debug Overlay

The DLSS-RR SDK development library (dev DLL) includes a debugging overlay which allows you to visualize the inputs used by DLSS-RR. To enable and cycle through the various debug layers, use the CTRL+ALT+F12 hotkey. The debug layer appears as an overlay in the top right side of the screen and includes:

1. Current input color buffer ([Section 3.4.5](#))
2. Current frame's input Motion Vectors ([Section 3.4.6](#)).
3. Current frame's input Depth buffer (black is the near plane passing through blue, purple, pink with white being the far plane) ([Section 3.4.7](#)).
4. Jitter Offset – The history of submitted jitter offsets in an XY scatter plot [-1, 1] (green is the current offset, white and red represent old offsets that are within the correct boundary [-0.5, 0.5] and outside it, respectively). If old, interior offsets are colored yellow; this means that the recommended number of phases has not been met yet (see section 3.7 of the *DLSS Programming Guide* for more information).
5. Current frame's input Normals ([Section 3.4.3](#))
6. Specular Hit Distance ([Section 3.4.9](#))
7. Current frame's input Roughness ([Section 3.4.4](#)).
8. Current frame's input Diffuse Albedo ([Section 3.4.1](#))
9. Current frames's input Specular Albedo ([Section 3.4.2](#))
10. Current frame's input Specular Motion Vectors ([Section 3.4.8](#))

To toggle the debug visualization between an overlay window in the top right of the screen and fullscreen, use the CTRL+ALT+F11 hotkey.



**Note:** The DLSS production library does not include the Debug Overlay.

## 8.2 Error Codes

Please refer section 8.7 (Error Codes) of the *DLSS Programming Guide*.

---

# Appendix

## Specular Albedo Calculation

Specular Albedo is computed with this function.

```
float3 EnvBRDFAprox2(float3 SpecularColor, float alpha, float NoV)
{
    NoV = abs(NoV);
    // [Ray Tracing Gems, Chapter 32]
    float4 X;
    X.x = 1.f;
    X.y = NoV;
    X.z = NoV * NoV;
    X.w = NoV * X.z;
    float4 Y;
    Y.x = 1.f;
    Y.y = alpha;
    Y.z = alpha * alpha;
    Y.w = alpha * Y.z;
    float2x2 M1 = float2x2(0.99044f, -1.28514f, 1.29678f, -0.755907f);
    float3x3 M2 = float3x3(1.f, 2.92338f, 59.4188f, 20.3225f, -27.0302f,
222.592f, 121.563f, 626.13f, 316.627f);
    float2x2 M3 = float2x2(0.0365463f, 3.32707, 9.0632f, -9.04756);
    float3x3 M4 = float3x3(1.f, 3.59685f, -1.36772f, 9.04401f, -16.3174f,
9.22949f, 5.56589f, 19.7886f, -20.2123f);
    float bias = dot(mul(M1, X.xy), Y.xy) * rcp(dot(mul(M2, X.xyw), Y.xyw));
    float scale = dot(mul(M3, X.xy), Y.xy) * rcp(dot(mul(M4, X.xzw), Y.xyw));
    // This is a hack for specular reflectance of 0
    bias *= saturate(SpecularColor.g * 50);
    return mad(SpecularColor, max(0, scale), max(0, bias));
}

outSpecularAlbedo = EnvBRDFAprox2( GBuffer.SpecularAlbedo, GBuffer.fRoughness
* GBuffer.fRoughness, NdotV );
```

---

# Third Party Software

## Linux Driver Compatibility

The Linux driver no longer adheres to a strict minimum driver version compatibility model that can be queried by

`NVSDK_NGX_Parameter_SuperSamplingDenoising_MinDriverVersionMajor.`

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