



NVAPI Public SDK for Driver Release 530

Release Notes

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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.

The following files are provided by NVIDIA:

- 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
- \x86\nvapi.lib
- \amd64\nvapi64.lib
- \doc\NVAPI_Reference_Developer.chm
- \doc\NVAPI SDKs Samples and Tools License Agreement (Public).pdf

These release notes describe the changes made in the NVAPI NDA SDK for the Release 530 driver.

Changes in NVAPI for Driver Release 530

New Functions

- Added `NvAPI_Disp_GetDisplayIdInfo`
- Added `NvAPI_Disp_GetDisplayIdsFromTarget`
- Added `NvAPI_Disp_GetVRRInfo`
- Added `NvAPI_D3D12_QueryWorkstationFeatureProperties`
- Added `NvAPI_D3D12_CreateCommittedRDMABuffer`

New/Updated Structures

- Added `currentlyCapableOfVRR` to struct `NV_MONITOR_CAPS_GENERIC`
- Added `NV_DISPLAY_ID_INFO_DATA_V1`
- Added `NV_TARGET_INFO_DATA_V1`
- Added `NV_GET_VRR_INFO_V1`
- Added `NV_GSYNC_CAPABILITIES_V3`
- Added `NV_GSYNC_CONTROL_PARAMS_V1`
- Added `NV_GSYNC_CONTROL_PARAMS_V2`
- Added `NV_D3D12_WORKSTATION_FEATURE_RDMA_PROPERTIES`
- Added `NVAPI_D3D12_WORKSTATION_FEATURE_PROPERTIES_PARAMS_V1`

New/Updated Enums

- Added `NV_MONITOR_CAPS_TYPE_GENERIC` to enum `NV_MONITOR_CAPS_TYPE`
- Added `NVAPI_GSYNC_MULTIPLY_DIVIDE_MODE`
- Added `NV_D3D12_WORKSTATION_FEATURE_TYPE`

New/Updated Unions

- None

New Macros

- None

TCC Support

- None

Deprecated NVAPI Functions

- None

NVAPIDriverSettings Removals

- None

HLSL Extension Additions

- None

New Errors

- None

NVAPI Security Information

User administrator privilege is required to access certain driver features per NVIDIA's overall security vision. This helps mitigate the impact of malware.

Each API requiring administrator access, will return `NVAPI_INVALID_USER_PRIVILEGE` error, when run with standard user privilege.

The application will require Administrator privileges to access this API, which can be elevated to a higher permission level by selecting "Run as Administrator" in Admin approval mode.

About the Sample Code

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

- Custom Timing
- Display Color Control
- Display Configuration
- I2C
- QSYNC Event Registration
- Sync_Configuration

Notice

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