- Version 1.0
- retained mode
- immediate mode

Version 6.0

- Multitexture
- Stencil buffers
- Optimized geometry pipelines
- Bump mapping
 - 1999
- Version 8.0
 Shaderprogramme (HLSL)
- DirectDraw in Direct3D
- 2002

2008

- Version 10.0
- Updated shader model 4.0
- Optionale Unterbrechbarkeit von Shaderprogrammen
- Geometry Shader
- Abschaffung der "Capability bits"

- Version 4.0/5.0
- Talisman ProjektSetRenderTarget
- Textur Kompression
- "Capability bits"
- DrawPrimitive API
- 1998

1995

- Version 7.0
 "*.dds" Textur Format
- Transformation u. Lichteffekt
- Hardwarebeschleunigung- Hardware Vertex Buffers
- 2000
- Version 9.0
- HLSL update
- Floating-Point Textur Formate
- Multiple-Element Texturen
- Textur lookups

2007

Version 11.0

- Ausbau des "feature level" Konzepts (10.1)
- Shader Model 5
- Tesselation Shader
- Multithreaded rendering
- Compute shaders

Version 12.0

- Hardwarenähere Programmierung 2014