



# NVAPI SDK - PUBLIC FOR DRIVER RELEASE 370

RN-06118-370-v02 | September 2016

## Release Notes



## DOCUMENT CHANGE HISTORY

RN-06118-370-v02

Version	Date	Authors	Description of Change
01	9/7/2016	AP/CC	Initial release
02	9/20/2016	AP/CC	Added NvAPI_GPU_GetShaderSubPipeCount.

# 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 370 driver. 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.chm

## CHANGES IN NVAPI FOR DRIVER RELEASE 370

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

### Functions

- ▶ `NvAPI_GPU_GetShaderSubPipeCount`

**TCC support added to the following functions:**

- ▶ N/A

### Structures

- ▶ `isTraditionalSdrGammaSupported` added to `NV_HDR_CAPABILITIES`

### Enums

- ▶ `NV_HDR_MODE_SDR` added to `NV_HDR_MODE`
- ▶ `NVAPI_API_IN_USE` added to `NvAPI_Status`

### Deprecated NVAPI Functions

The following functions will be deprecated in coming releases:

Deprecated	Replaced By
<code>NvAPI_D3D1x_HintCreateLowLatencyDevice</code>	N/A
<code>NvAPI_D3D1x_GetLowLatencySupport</code>	N/A

### NVAPIDriverSettings Additions/Removals

- ▶ `OGL_TMON_LEVEL_ID`
- ▶ `ANSEL_WHITELISTED_ID`
- ▶ `BATTERY_BOOST_ID`
- ▶ `EValues_OGL_TMON_LEVEL`

- ▶ EValues\_ANSEL\_WHITELISTED
- ▶ EValues\_BATTERY\_BOOST
- ▶ PS\_FRAMERATE\_LIMITER\_2\_CONTROL\_DELAY\_CE\_PRESENT\_3D added to EValues\_PS\_FRAMERATE\_LIMITER\_2\_CONTROL
- ▶ PS\_FRAMERATE\_LIMITER\_LOWER\_FPS\_TO\_ALIGN added to EValues\_PS\_FRAMERATE\_LIMITER

## HLSL Extension Additions

- ▶ None

## About the Sample Code

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

- ▶ CustomTiming
- ▶ DisplayConfiguration
- ▶ I2C
- ▶ Qudro Sync\_Configuration

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