NVAPI SDK - PUBLIC FOR DRIVER RELEASE 367

RN-06118-367-v01 | May 2016

Release Notes

DOCUMENT CHANGE HISTORY

RN-06118-367-v01

Version	Date	Authors	Description of Change
01	5/10/2016	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 364 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 367

- Functions
- Structures
- Enums
- NVAPIDriverSettings Changes
- Sample Code

Functions

- NvAPI_Disp_GetHdrCapabilities
- NvAPI_Disp_HdrColorControl
- NvAPI_D3D_ConfigureAnsel
- NvAPI_D3D11_CreateGeometryShaderEx_2
- NvAPI_D3D11_CreateVertexShaderEx
- NvAPI_D3D11_CreateHullShaderEx
- NvAPI_D3D11_CreateDomainShaderEx
- NvAPI_D3D_QuerySinglePassStereoSupport
- NvAPI_D3D_SetSinglePassStereoMode
- NvAPI_D3D_QueryModifiedWSupport
- NvAPI_D3D_SetModifiedWMode

TCC support added to the following functions:

- N/A

Structures

- NV_HDR_CAPABILITIES
- NV_HDR_COLOR_DATA
- NVAPI_ANSEL_FEATURE_CONFIGURATION_STRUCT
- NVAPI_ANSEL_CONFIGURATION_STRUCT_V1
- NV_CUSTOM_SEMANTIC
- NvAPI_D3D11_CREATE_GEOMETRY_SHADER_EX_V5
- NvAPI_D3D11_CREATE_VERTEX_SHADER_EX_V1
- NvAPI_D3D11_CREATE_VERTEX_SHADER_EX_V2
- NvAPI_D3D11_CREATE_VERTEX_SHADER_EX_V3

- NvAPI_D3D11_CREATE_HULL_SHADER_EX_V1
- NvAPI_D3D11_CREATE_HULL_SHADER_EX_V2
- NvAPI_D3D11_CREATE_DOMAIN_SHADER_EX_V1
- NvAPI_D3D11_CREATE_DOMAIN_SHADER_EX_V2
- NvAPI_D3D11_CREATE_DOMAIN_SHADER_EX_V3
- NV_QUERY_SINGLE_PASS_STEREO_SUPPORT_PARAMS_V1
- NV_QUERY_MODIFIED_W_SUPPORT_PARAMS_V1
- NV_MODIFIED_W_COEFFICIENTS
- NV_MODIFIED_W_PARAMS_V1
- NV_GET_CURRENT_SLI_STATE_V2

Enums

- NV_DP_8_10GBPS added to NV_DP_LINK_RATE
- NV_STATIC_METADATA_DESCRIPTOR_ID
- NV_HDR_CMD
- NV_HDR_MODE
- NVAPI_ANSEL_FEATURE
- NVAPI_ANSEL_FEATURE_STATE
- NVAPI_ANSEL_HOTKEY_MODIFIER

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 Additions/Removals

- OGL_VIDEO_EDITING_MODE_ID removed
- ANSEL_ALLOW_ID added to ESetting
- ANSEL_ENABLE_ID added to ESetting
- EXPORT_PERF_COUNTERS_DX9_ONLY_ID added to ESetting
- EValues_OGL_VIDEO_EDITING_MODE removed
- EValues_ANSEL_ALLOW

- EValues_ANSEL_ENABLE
- PREFERRED_PSTATE_OPTIMAL_POWER added to EValues_PREFERRED_PSTATE
- PS_FRAMERATE_LIMITER_2_CONTROL_DELAY_FLIP_BY_FLIPMETERING added to EValues_PS_FRAMERATE_LIMITER_2_CONTROL
- PS_FRAMERATE_MONITOR_CTRL_ENABLE_FINE_GRAINED added to EValues_PS_FRAMERATE_MONITOR_CTRL
- EValues_EXPORT_PERF_COUNTERS_DX9_ONLY
- VSYNCMODE_VIRTUAL added to EValues_VSYNCMODE

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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