



NVIDIA VIDEO CODEC SDK

v10.0 | June 2020

Release Notes



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Chapter 1.

RELEASE NOTES

1.1. What's new in Video Codec SDK 10.0

Encode Features:

1. New presets for H.264 and HEVC
2. Finer control of rate control modes
3. Use-case Setting (also referred to as Tuning information)

Decode Features:

1. Support for GA100 and enhanced NVDEC throughput brought by GA100

1.2. Package Contents

This package contains the following:

1. Sample applications demonstrating various encoding/decoding/transcoding capabilities
 - ▶ [.\Samples\]
2. NVIDIA video encoder API header
 - ▶ [.\Interface\nvEncodeAPI.h]
3. NVIDIA video decoder API headers
 - ▶ [.\Interface\cuviddec.h]
 - ▶ [.\Interface\nvcuvid.h]
4. NVIDIA video decoder and encoder stub libraries
 - ▶ [.\Lib\linux\stubs\x86_64\libnvcuvid.so]
 - ▶ [.\Lib\linux\stubs\x86_64\libnvidia-encode.so]
 - ▶ [.\Lib\linux\stubs\ppc64le\libnvcuvid.so]
 - ▶ [.\Lib\linux\stubs\ppc64le\libnvidia-encode.so]
 - ▶ [.\Lib\linux\stubs\aarch64\libnvcuvid.so]

- ▶ [.\Lib\linux\stubs\aaarch64\libnvidia-encode.so]
- ▶ [.\Lib\Win32\nvcuvid.lib]
- ▶ [.\Lib\Win32\nvencodeapi.lib]
- ▶ [.\Lib\x64\nvcuvid.lib]
- ▶ [.\Lib\x64\nvencodeapi.lib]

The sample applications provided in the package are for demonstration purposes only and may not be fully tuned for quality and performance. Hence the users are advised to do their independent evaluation for quality and/or performance.

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