



ForceWare Graphics Drivers ***Release 167 Notes***

Version 167.51

**For Windows Vista 32-bit
and Windows Vista 64-bit**

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CHAPTER

1

INTRODUCTION TO *RELEASE 167 NOTES*

This edition of *Release 167 Notes* describes the Release 167 ForceWare Graphics Drivers for Microsoft® Windows® Vista. NVIDIA provides these notes to describe performance improvements and bug fixes in each documented version of the driver.

Structure of the Document

This document is organized in the following sections:

- “[Release 167 Driver Changes](#)” on [page 3](#) gives a summary of changes, and fixed and open issues in this version.
- “[The Release 167 Driver](#)” on [page 15](#) describes the NVIDIA products and languages supported by this driver, the system requirements, and how to install the driver.
- “[Mode Support for Windows](#)” on [page 19](#) lists the default resolutions supported by the driver.

Changes in this Edition

This edition of the *Release 167 Notes* for Windows Vista includes information about NVIDIA ForceWare graphics driver version 167.51.

CHAPTER

2

RELEASE 167 DRIVER CHANGES

This chapter describes open issues for version 167.51, and resolved issues and driver enhancements for versions of the Release 167 driver up to version 167.51. The chapter contains these sections:

- “Version 167.51 Highlights” on page 4
- “Open Issues in Version 167.51” on page 6
- “Not NVIDIA Issues” on page 8

Version 167.51 Highlights

This section provides highlights of version 167.51 of the NVIDIA Release 167 Driver for Windows Vista.

- [What's New in Release 167](#)
- [What's New in Version 167.51](#)
- [Limitations in This Release](#)

What's New in Release 167

- Added support for the NVIDIA GeForce 8700M GT.

What's New in Version 167.51

New Features

- Added product support for NVIDIA GeForce 8700M GT.

Limitations in This Release

The following are features that are not currently supported or have limited support in this driver release:

- **NVIDIA SLI Antialiasing**

- **Refresh Rate Precision**

The current driver programs the hardware timing for a 59.94 Hz refresh rate to be the same as the timing used for a 60 Hz refresh rate.

- **Pan & Scan** - the process of panning across the desktop in order to display a desktop on a monitor with lower resolution

- **INF Support for Restricted Timings**

This driver version does not support the use of Restricted Timing settings (R&T strings) in the INF to control mode validation and/or mode setting for custom mode/adaptor/monitor combinations. This capability is planned for a later driver release.

- **Advanced Timings, Custom Resolutions**

This driver does not support adding arbitrary resolutions and timings.

- **Mode Filtering for Custom Policies**

This driver does not support defining advanced timings and resolution settings.

NVIDIA Control Panel Pages that are Not Yet Available

Support for the following control panel features is under development and not yet available under Windows Vista:

- **Display Category**

- Run display optimization wizard
- Move CRT screen position
- Manage custom timings
- Run multiple display wizard

- **Video & Television Category**

- Adjust television color settings
- Adjust screen size and position

Open Issues in Version 167.51

As with every released driver, version 167.51 of the Release 167 driver has open issues and enhancement requests associated with it. This section includes lists of issues that are either not fixed or not implemented in this version. Some problems listed may not have been thoroughly investigated and, in fact, may not be NVIDIA issues. Others may have workaround solutions.

- [“Windows Vista 32-bit Issues”](#) on page 6
- [“Windows Vista 64-bit Issues”](#) on page 7

Windows Vista 32-bit Issues

Single GPU Issues

All GPUs

- The graphics driver installer sometimes displays an ‘incorrect operating system’ error message when trying to install on a GPU that not supported by the driver. [310188]

GeForce 8 Series GPUs

- GeForce 8700M GT: Cyberlink Powercinema may stop responding after resuming from Hibernate mode during Blu-ray disc playback on the LVDS.[374783]
- GeForce 8700M GT: Bioshock–after pressing Alt-tab, the game resizes from full-screen to windowed mode. [374458]
- GeForce 8700M GT: Unreal Engine L1–the LVDS becomes disabled after connecting the HDMI. [370913]
- GeForce 8700M GT: Unreal Tournament demo–the display turns black when changing the resolution. [369515]
- GeForce 8700M GT: Enemy Territory - Quake Wars–the game resumes to a black screen when returning from sleep mode. [368522]
- GeForce 8700M GT: Star Wars - Empire at War–the game response slows down during the initial game menu. [365752]
- GeForce 8700M GT: Warhammer - Mark of Chaos–the cursor disappears after exiting from the game. [365281]
- GeForce 8700M GT: Lego Star Wars II–the application crashes when the system resumes from lid-close sleep mode. [364484]

SLI Mode Issues

GeForce 8 Series GPUs

- [SLI], GeForce 8700M GT: Company of Heroes Opposing Fronts—with SLI mode enabled, ground textures flicker when closing the tactical map with shadows turned on. [369873]
- [SLI], GeForce 8700M GT: Crysis single-player demo—with SLI mode enabled, the mouse cursor does not match the mouse location on the main menu. [368271]

Windows Vista 64-bit Issues

Single GPU Issues

- GeForce 8700M GT: With an external HDTV connected via component out in Clone mode, the LVDS display gets corruption when changing the HD format from 1080i to 480p or 720p. [373387]

Not NVIDIA Issues

This section lists issues that are not due to the NVIDIA driver as well as features that are not meant to be supported by the NVIDIA driver for Windows Vista.

- “Windows Vista Limitations” on page 8
- “Unsupported Features” on page 8
- “OpenGL Application Issues” on page 10
- “Application Issues” on page 11
- “Operating System Issues” on page 13

Windows Vista Limitations

These are behaviors that may be different from Windows XP and are related directly to the Windows Vista operating system.

- **NVIDIA TurboCache**

Windows Vista now controls the allocation of system memory to the GPU for TurboCache functions. The Windows Vista Display Properties pages show the shared system memory (SSM), or how much memory is allocated for NVIDIA GPUs to use for TurboCache.

For more information on graphics memory reporting under Windows Vista, visit <http://www.microsoft.com/whdc/device/display/graphicsmemory.mspx>.

Unsupported Features

The following are features and functionality that were available in driver releases supporting Windows XP, but are not—and will not be—available in driver releases for Windows Vista:

- **High resolution scaling desktop (HRSD)**
- **MultiView Display Mode** (for NVIDIA Quadro NVS graphics cards)
- **NVKeystone**
- **Unified back buffer (UBB) controls**
- **Video Overlays**

This is an operating system limitation.

Vista window manager features will provide new ways of accomplishing overlays, but will require application porting.

- **Overclocking**

GPU overclocking is no longer supported in the default GPU driver control panel. This feature is available in the NVIDIA nTune 5.05 software, which you can download from NVIDIA.com.

- **GPU Temperature Monitoring**

Temperature monitoring is no longer supported in the default GPU driver control panel. This feature is available in the NVIDIA nTune 5.05 software, which you can download from NVIDIA.com.

- **AGP Settings Adjustment**

- **Full-screen Video Mirror**

- **Video Zoom**

- **Per-display Video Color Setting Adjustment**

Video color setting adjustments through the NVIDIA Control Panel can only be made across all displays in a system, and not on a per-display basis.

- **nView Horizontal and Vertical Span Modes**

Due to architectural changes in the new Windows Vista Window Display Driver Model (WDDM), span mode cannot be supported in NVIDIA graphics drivers. NVIDIA recommends using the built-in Windows Vista multi-display modes.

- **Edge Blending**

- **Display/Connection Wizard** (such as was provided with Windows Media Center Edition)

- **DVD/MPEG Extensions** (such as was provided with Windows Media Center Edition)

- **Audio Extensions** (such as was provided with Windows Media Center Edition)

- **Windowed quad-buffered stereo**

This is an operating system limitation.

- **Video & Television Category**

- Run television setup wizard

- **NVIDIA nView Desktop Manager**

The nView Desktop Manager will not be included in drivers for GeForce products.

OpenGL Application Issues

The following are known compatibility issues for OpenGL applications developed under Windows XP:

- Mixed GDI and OpenGL rendering does not work.

A number of applications use GDI to render UI components and object highlighting. This is not supported in the Windows Vista driver model.

NVIDIA recommends converting GDI rendering to OpenGL.

The following are some applications that are known to have this issue:

- Maya 7.01
- OneSpace Designer Modeling
- Applications, Tools, and Benchmarks not Supported Under Windows Vista
 - GLperf
 - 3ds max 8 (later releases may be supported)
 - CATIA V5R15 (V5R16 is supported)
 - PTC's CDRS 2001
- Front buffered rendering may be slow, especially when DWM is enabled.

Flushing the rendering queue while rendering to the front buffer may cause the window manager to recomposite. Applications should therefore minimize the frequency with which they flush the rendering queue.

Application Issues

- **General Antialiasing Problem with Top Games**

We have found that some games running under Windows Vista enable 16x coverage sampling antialiasing (CSAA) when 4xAA is selected in the game menu, resulting in deflated performance on GeForce 8800 cards.

The problem occurs with NVIDIA Vista drivers 100.54 and later.

The same effect will occur in future "Release 100" Windows XP drivers.

Affected applications found to date include:

- Battlefield 2
- Battlefield 2142
- Sin Episodes
- Half-Life 2
- Half-Life 2 Lost Coast

To set standard 4xAA in these applications, please set 4xAA in the game, and also enable "Enhance the application" antialiasing mode with a 4x antialiasing setting in the NVIDIA graphics driver control panel.

We are working with developers to implement better in-game CSAA support. You can see CSAA menu selections in Half-Life 2: Episode One and Supreme Commander.

- Tiger Woods PGA Tour 2007–Fly-by shot before each hole blacks-out textures. [274697]

NVIDIA is working with the developer to resolve this issue.

- City of Heroes–The mouse cursor does not display. [259256]

This is an application issue that can be worked around in full-screen mode by adding "compatiblecursors 1" to the City of Heroes desktop shortcut.

NVIDIA is pursuing a fix with the application developer.

- Need for Speed Carbon–After upgrading with patch 1.3, the game crashes when launched. [290506]

This is an issue with the application patch under Windows Vista.

- Nascar Simracing–the game crashes when launched. [270792]

This is an issue with the application under Windows Vista.

- Call of Duty 2–Only solid colors render during game play when 4xAA is enabled. [257454]

The application is not applying antialiasing properly. Please try selecting 2x AA, disabling antialiasing, or using NVIDIA Enhanced application or Override antialiasing modes.

NVIDIA is pursuing a fix with the application developer

- Age of Empires III—the game has rendering artifacts, such as textured squares for smoke. [258036]
- Flight Simulator X—pressing Alt+Tab to switch to the desktop does not work. [293729]
- Everquest 2— with NVIDIA driver versions 100.xx, the following error message appears: [273346]

"You currently have a (7.15.11.120) video card installed. We recommend that you download version 7772 drivers before playing Everquest."

This occurs because the application is not checking the driver version correctly, but this does not affect game play. Please select "Continue Anyway" to launch the game. The problem does not occur with a previous Release 95 driver (xx.xx format).

NVIDIA is pursuing a fix with the application developer.

- GeForce 8 Series: Quake 4—there are white flashing artifacts. [273476]
- Battlefield 2—the game crashes to desktop when set to 1900x1440 resolution 8x antialiasing. [322008]

This problem occurs only when you have FRAPS 2.6.4 installed. It does not occur with FRAPS 2.8.2

- 316403 GeForce 8 Series, GeForce 7 Series: NV SDK 9.5 Mandelbrot set fails to render fractal.

This is an issue with the NV SDK and will be fixed in a newer build.

- GeForce 8 Series: Prince of Persia—half the screen turns black and the other half turns white during resolution changes. [299484]

This is an issue with the application.

Application Issues Under SLI Mode

- [SLI]: NVIDIA SLI scaling on some applications under Windows Vista may not be as much as under Windows XP. Some applications include "S.T.A.L.K.E.R., Half-Life 2: Lost Coast, Company of Heroes, Battlefield 2142, Call of Duty 2, Hitman: Blood Money, and Far Cry. [302534 290803]

This is an application issue which has been resolved with the latest Steam patch.

Operating System Issues

- World of Warcraft – there is a 60% drop in performance when running the game in windowed mode with SLI or multi-GPU mode enabled. [289427]

This is due to a limitation of the Windows Vista operating system and affects all multi-GPU systems. NVIDIA is investigating a workaround for this performance problem.

- When S-video and DVI displays are set up in Clone mode and rotated 90 degrees, the screen turns black.[304267, 283546]

This is an issue with the operating system.

CHAPTER

3

THE RELEASE 167 DRIVER

This chapter covers the following main topics:

- “Hardware and Software Support” on page 15
- “Driver Installation” on page 17
- “NVIDIA Driver History” on page 18

Hardware and Software Support

Supported Operating Systems

The Release 167 driver, version 167.51, has been tested with Microsoft Windows® Vista RTM OS builds version 6000 or higher, and supports both 32-bit and 64-bit versions of Windows Vista Editions:

- Windows Vista Home Basic
- Windows Vista Home Premium
- Windows Vista Business
- Windows Vista Enterprise Edition
- Windows Vista Ultimate

Supported NVIDIA Products

Table 3.1 lists the NVIDIA products supported by the Release 167 driver, version 167.51

Table 3.1 Supported Notebook Products

Manufacturer	Model	GPU
Dell	XPS M1730	GeForce 8700M GT SLI
Alienware	Area-51 m9750	GeForce 8700M GT SLI

Supported Languages

The Release 167 ForceWare Graphics Drivers supports the following languages in the main driver Control Panel:

English (USA)	German	Portuguese (Euro/Iberian)
English (UK)	Greek	Russian
Arabic	Hebrew	Slovak
Chinese (Simplified)	Hungarian	Slovenian
Chinese (Traditional)	Italian	Spanish
Czech	Japanese	Spanish (Latin America)
Danish	Korean	Swedish
Dutch	Norwegian	Thai
Finnish	Polish	Turkish
French	Portuguese (Brazil)	

Driver Installation

Minimum Hard Disk Space

The hard disk space requirement is minimum 33 MB for English-only, and 56 MB for International.

Before You Begin

If you have previously installed NVIDIA nTune, NVIDIA recommends that you uninstall nTune before installing this driver. After the driver install is complete, you can reinstall NVIDIA nTune.

Installation Instructions

- 1 Follow the instructions on the NVIDIA .com Web site driver download page to locate the appropriate driver to download, based on your hardware and operating system.
- 2 Click the driver download link.
- 3 The license agreement dialog box appears.
- 4 Click **Accept** if you accept the terms of the agreement, then either open the file or save the file to your PC and open it later.
- 5 Extract the zip files to a temporary folder on your PC.
- 6 Open the NVIDIA driver installation .EXE file to launch the NVIDIA InstallShield Wizard.
- 7 Follow the instructions in the NVIDIA InstallShield Wizard to complete the installation.

Note: After the driver installation, Windows may default to 16-bpp color and disable the Desktop Window Manager (DWM). To work around this issue, set the color to 32-bpp and then reboot the PC.

NVIDIA Driver History

Release 167 is the latest NVIDIA driver available. [Table 3.1](#) contains a summary of some previous driver releases and the versions associated with them. Some versions listed may not have been released outside of NVIDIA.

Table 3.1 NVIDIA Drivers for Windows Vista

Windows Vista Build	NVIDIA ForceWare Driver
RTM OS Builds 6000 or higher	Release 167: Version 167.51

A P P E N D I X



MODE SUPPORT FOR WINDOWS

This chapter details the Windows modes supported by the Release 167 driver for NVIDIA products. It contains these sections:

- “General Mode Support Information” on page 20
- “Default Modes Supported by GPU” on page 21
- “TV-Out Modes Supported” on page 24

General Mode Support Information

The NVIDIA graphics driver includes a standard list of display modes that are supported by default. These modes are listed in the section “[Default Modes Supported by GPU](#)” on page 21.

The actual modes available depend on the capabilities of the display. In addition, the NVIDIA graphics driver has a “dynamic EDID detection” capability and will make available *additional* modes that are listed in the display EDID, provided the graphics hardware can support it.

The NVIDIA graphics driver also supports the high resolutions available with the displays listed in [Table A.1](#) as well as the non-standard modes listed in [Table A.2](#).

Table A.1 Modes Supported for High Resolution Displays

Display	Maximum Resolution	Hardware Requirements
Apple 30" Cinema HD Display (Dual link DVI)	2560x1600 @ 60 Hz	<ul style="list-style-type: none"> All GeForce 8 Series GPUs
Dell WFP 3007 (Dual Link DVI)	2560x1600 @ 60 Hz	<ul style="list-style-type: none"> All GeForce 8 Series GPUs

Table A.2 Non-standard Modes Supported

Resolution
1680 x 1050
1366 x 768

Default Modes Supported by GPU

This section lists the modes that are included by default in the driver INF for the following product families:

- “GeForce 8700M GT” on page 22

Understanding the Mode Format

Figure A.1 gives an example of how to read the mode information presented in this section.

Resolution	Color Depth	Refresh Rates
└───┘	└───┘	└───┘

Example entry: 1024 x 768 32 60 70 72 75 85 100 120 140 144 150 170 200

Meaning:

Resolution:	1024 x 768
Color depth:	32 bpp
Refresh rates:	60 Hz, 70 Hz, 72 Hz, 75 Hz, 85 Hz, 100 Hz, 120 Hz, 140 Hz, 144 Hz, 150 Hz, 170 Hz, and 200 Hz

Figure A.1 Mode Format

Note:

- Horizontal spanning modes of 3840x1080 and above, and vertical spanning modes of 1920x2160 and above generally require at least 32 MB of video memory at 32 bpp.
- An “i” next to the refresh rate indicates an interlaced refresh rate.

GeForce 8700M GT

This sections lists the supported display resolutions, color depths, and refresh rates for the following product:

- NVIDIA GeForce 8700M GT

Standard Modes

640 x 480	8	60
800 x 600	8	60 70 75 85 100
848 x 480	8	60 70 75 85 100
960 x 600	8	60 70 75 85 100
1024 x 768	8	60 70 75 85 100
1152 x 864	8	60 70 75 85 100
1280 x 768	8	60
1280 x 800	8	60
1280 x 960	8	60
1280 x 1024	8	60 70 75 85 100
1360 x 768	8	60
1600 x 1200	8	60 70 75 85 100
1920 x 1200	8	60
1920 x 1440	8	60 70 75 85 100
2048 x 1536	8	60 70 75 85 100

640 x 480	16	60
800 x 600	16	60 70 75 85 100
848 x 480	16	60 70 75 85 100
960 x 600	16	60 70 75 85 100
1024 x 768	16	60 70 75 85 100
1152 x 864	16	60 70 75 85 100
1280 x 768	16	60
1280 x 800	16	60
1280 x 960	16	60
1280 x 1024	16	60 70 75 85 100
1360 x 768	16	60
1600 x 1200	16	60 70 75 85 100
1920 x 1200	16	60
1920 x 1440	16	60 70 75 85 100
2048 x 1536	16	60 70 75 85 100

640 x 480	32	60	
800 x 600	32	60 70 75 85 100	
848 x 480	32	60 70 75 85 100	
960 x 600	32	60 70 75 85 100	
1024 x 768	32	60 70 75 85 100	
1152 x 864	32	60 70 75 85 100	
1280 x 768	32	60	
1280 x 800	32	60	
1280 x 960	32	60	
1280 x 1024	32	60 70 75 85 100	
1360 x 768	32	60	
1600 x 1200	32	60 70 75 85 100	
1920 x 1200	32	60	
1920 x 1440	32	60 70 75 85 100	
2048 x 1536	32	60 70 75 85 100	

640 x 480	64	60	
800 x 600	64	60 70 75 85 100	
848 x 480	64	60 70 75 85 100	
960 x 600	64	60 70 75 85 100	
1024 x 768	64	60 70 75 85 100	
1152 x 864	64	60 70 75 85 100	
1280 x 768	64	60	
1280 x 800	64	60	
1280 x 960	64	60	
1280 x 1024	64	60 70 75 85 100	
1360 x 768	64	60	
1600 x 1200	64	60 70 75 85 100	
1920 x 1200	64	60	
1920 x 1440	64	60 70 75 85 100	
2048 x 1536	64	60 70 75 85 100	

TV-Out Modes Supported

Table A.3 and Table A.4 list the NTSC, PAL, and HDTV TV-Out modes supported by the NVIDIA driver.

Table A.3 Mode Support for S-Video and Composite Out

Resolution	Bit depth	Comments
320x200	8, 16, 32	DirectDraw mode; not selectable as a Windows desktop
320x240	8, 16, 32	DirectDraw mode; not selectable as a Windows desktop
640x400	8, 16, 32	DirectDraw mode; not selectable as a Windows desktop
640x480	8, 16, 32	
720x480	8, 16, 32	Overscans (for video)
720x576	8, 16, 32	Overscans (for video)
800x600	8, 16, 32	
1024x768	8, 16, 32	Conexant 25871 only

Table A.4 Mode Support for Component YPrPb Out and DVI Out

Resolution	Comments
480i (SDTV)	Supported on graphics boards with Conexant 875 or Philips 7108 TV encoders and compatible connectors, and compatible GeForce 6 Series and GeForce 7 Series GPUs.
480p (EDTV)	
720p (HDTV)	
1080i (HDTV)	
576i (PAL)	
576p (PAL)	

The driver supports manual overscan correction for component and DVI outputs. See the *ForceWare Graphics Driver User's Guide* for instructions on how to use the overscan correction features in the control panel.