



Release 304 Graphics Drivers for Windows - Version 305.68

RN-W30568-01v01 | August 16, 2012
Windows Vista / Windows 7

Release Notes



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01 INTRODUCTION TO RELEASE NOTES

This edition of *Release Notes* describes the Release 304 family of graphics drivers (versions 304.xx to 305.xx) for Microsoft® Windows® Vista/Windows 7. 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 304 Driver Changes](#)” on page 2 gives a summary of changes, and fixed and open issues in this version.
- ▶ “[The Release 304 Driver](#)” on page 27 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 32 lists the default resolutions supported by the driver.

Changes in this Edition

This edition of the *Release Notes* for Windows Vista/Windows 7 includes information about NVIDIA graphics driver version 305.68, and lists changes made to the driver since the Release 300 driver version 301.42 and the Release 302 driver version 302.82. These changes are discussed beginning with the chapter “[Release 304 Driver Changes](#)” on page 2.

02 RELEASE 304 DRIVER CHANGES

This chapter describes open issues for version 305.68, and resolved issues and driver enhancements for versions of the Release 304 driver up to version 305.68.

The chapter contains these sections:

- ▶ “Version 305.68 Highlights” on page 2
- ▶ “Changes and Fixed Issues in Version 305.68” on page 9
- ▶ “Open Issues in Version 305.68” on page 10
- ▶ “Not NVIDIA Issues” on page 11
- ▶ “Known Product Limitations” on page 17

Version 305.68 Highlights

This section provides highlights of version 305.68 of the NVIDIA Release 304 Driver for Windows Vista/Windows 7.

- ▶ What’s New in Release 304
- ▶ What’s New in Version 305.68
- ▶ Limitations in This Release
- ▶ Advanced Driver Information

What's New in Release 304

The section summarizes the following driver changes in Release 304:

NVIDIA TXAA

NVIDIA TXAA is new film-style anti-aliasing technique designed specifically to reduce temporal aliasing (crawling and flickering in motion) through a combination of hardware AA, custom CG film style AA resolve, and a temporal filter.

- ▶ The Secret World is the first game to support TXAA.
- ▶ TXAA is supported on GeForce GTX 600-series Kepler-based GPUs.
- ▶ [Learn more about TXAA on GeForce.com.](#)

NVIDIA Surround

- ▶ Added support for DirectX 9 windowed stereoscopic 3D.
- ▶ Surround settings are now preserved when overinstalling the driver.

NVIDIA CUDA

Includes support for applications built using CUDA 5 Preview or earlier versions of the CUDA Toolkit. For more information, visit <http://developer.nvidia.com/cuda-toolkit>.

Performance Boost

Increases performance for GeForce 400/500/600 Series GPUs in several PC games when compared to the GeForce 302.41 drivers.

What's New in Version 305.68

Product Support

This is a WHQL-certified driver for the new GeForce GTX 660 Ti GPU.

NVIDIA PhysX System Software

- ▶ This driver package installs NVIDIA PhysX System Software v9.12.0604.
NVIDIA GPU PhysX acceleration is available only on systems with GeForce 8-series and later GPUs with a minimum of 256MB dedicated graphics memory.
NVIDIA GPU PhysX acceleration is not available if there is a non-NVIDIA graphics processor in the system, even if it is not used for rendering.

HD Audio Driver

This driver package installs the HD audio driver, version 1.3.18.0.

NVIDIA SLI Technology

► Added or updated the following SLI profiles:

- Alan Wake's American Nightmare - *added*
- Borderlands 2 - *added*
- Darksiders 2 - *added*
- End of Nations - *added*
- F1 2011 - *updated*
- F1 2012 - *added*
- Final Fantasy XIV - *updated*
- Nexuiz - *added*
- Orcs Must Die! 2 - *added*
- PlanetSide 2 - *updated*
- Saints Row: The Third - *updated*
- Shogun 2: Total War - *updated*
- Sleeping Dogs - *added*
- Spec Ops: The Line - *added*
- The Secret World - *updated*
- Torchlight II - *added*
- Tom Clancy's Ghost Recon Future Soldier - *added*
- Tornado Force - *added*
- Tribes: Ascend - *updated*

NVIDIA 3D Vision

► Added or updated the following 3D Vision profiles:

- Alan Wake's American Nightmare - *rated Not Recommended*
- A New Dawn - *rated Fair*
- All Zombies Must Die! Scorepocalypse - *rated Good*
- ARMA 2: Operation Arrowhead - *rated Fair*
- Bang Bang Racing - *rated Excellent*
- Borderlands 2 - *updated profile with new convergence settings*

- Brave - *rated 3D Vision Ready*
- Devil May Cry 4- *rated Fair*
- Depth Hunter - *updated rating to 3D Vision Ready*
- Dishonored - *rated Good*
- End of Nations - *rated Good*
- London 2012 The Official Video Game - *rated Fair*
- Mad Doc Jr.'s Doom Rails - *rated Excellent*
- Mass Effect 3 - *updated in-game compatibility message and profile to be more compatible with community 3D mods*
- Max Payne 3 - *updated rating to Excellent and updated in-game compatibility message to inform users to use DirectX 11, disable MSAA and use SSAO.*
- Raiderz - *rated Fair*
- Roller Coaster Rampage - *rated 3D Vision Ready*
- SCANIA Truck Driving Simulator - *rated Fair*
- Street Fighter X Tekken - *rated 3D Vision Ready*
- Test Drive: Ferrari Racing Legends - *rated Good*
- Tiger Woods PGA 12: The Masters - *rated Good*
- Tribes: Ascend - *rated Fair*
- The Secret World - *rated Good*
- The Walking Dead - *rating Good*

Other Profile Updates

- Added NVIDIA Control Panel antialiasing support for *Diablo III*
- Added NVIDIA Control Panel antialiasing support for *L.A. Noire*
- Added NVIDIA Control Panel antialiasing support for *Rayman Origins*
- Added NVIDIA Control Panel ambient occlusion support for *Star Wars: The Old Republic*
- Disabled FXAA for several Windows programs like *Media Player* and *Movie Maker*.

Fixed Issues

- ▶ See [“Changes and Fixed Issues in Version 305.68”](#) on page 9 for a list of other changes and resolved issues in this driver version.

Limitations in This Release

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

▶ **Surround Gaming with 3-way SLI**

Surround gaming is not supported on a 3-way SLI system using GeForce GTX 200 series GPUs. [681228/683943]

▶ **NVIDIA Control Panel Display Category**

The Graph tab on the Adjust Desktop Color Settings page is not available.

▶ **Hybrid Power**

Support for Hybrid Power, a Hybrid SLI technology, is discontinued and not available with this driver.

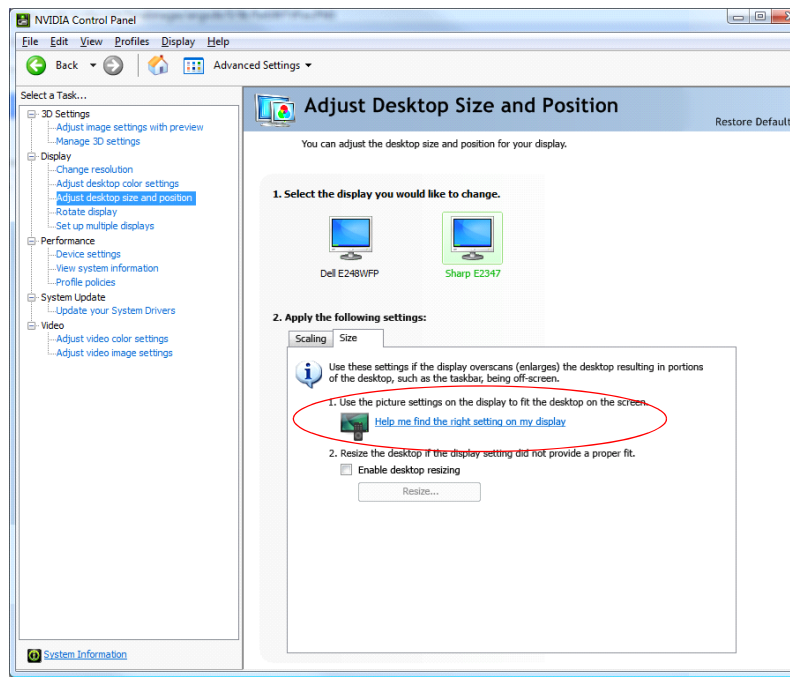
Advanced Driver Information

This section contains the following additional information about the driver:

- ▶ [Help for Resizing Your HDTV Desktop](#)
- ▶ [Understanding Dynamic GPU Performance Mode](#)

Help for Resizing Your HDTV Desktop

The best way to resize the screen in order to view the entire content is to use the controls provided by the display hardware. Click the link on the Size tab to view a guide to changing the settings on your display hardware.

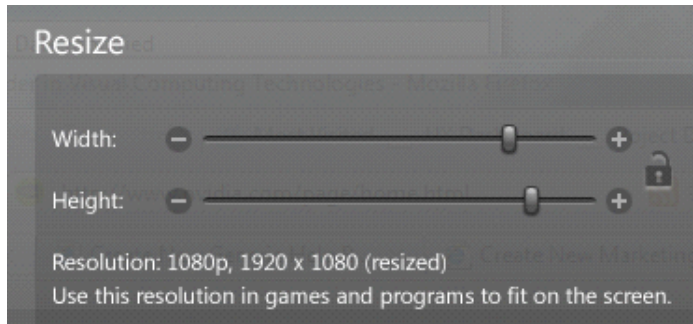


The resize controls on the NVIDIA Control Panel are provided in case satisfactory results cannot be achieved using the controls on the display.

After resizing the HDTV desktop using the NVIDIA Control Panel Resize controls, the new custom resolution created is now added to the list of available resolutions for that display, and also added to the resolution list within the game or application.

In Release 190 and later drivers, the method for resizing the HDTV desktop has changed to provide better image quality when applying underscan. This method results in a new custom resolution being created which needs to be selected from games or applications to apply the resizing. In the example displayed in the following screen shot, the underscan has created a new resolution (1216x682). Although this resolution looks

different, it is still in HD format. Remember to select this resolution in your game or other application in order to take advantage of it.



Note: Some games or applications may not support the new resolution.

Understanding Dynamic GPU Performance Mode

With the Release 280 drivers, NVIDIA GPU clock speeds will increase more quickly in response to increased graphics demands. Conversely, with lower graphics use the GPU clock speed slows down more quickly, conserving as much power as possible.

In the Release 280 drivers, some users reported a noticeable fluctuation in clock speeds while engaging in various tasks on the PC. With the Release 285 and later drivers, adjustments have been made to reduce the sensitivity to levels similar to the R275 driver.

Changes and Fixed Issues in Version 305.68

The following sections list the important changes and the most common issues resolved since version 304.79. This list is only a subset of the total number of changes made in this driver version. The NVIDIA bug number is provided for reference.

Windows Vista/Windows 7

- ▶ [3D Surround, 4-way SLI]: The NVIDIA Control Panel->*Configure Displays for Surround* user-assistance screen does not show the correct GPUs to connect the displays on a 4-way SLI system. [865376]

Open Issues in Version 305.68

As with every released driver, version 305.68 of the Release 304 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/Windows 7 64-bit Issues”](#) on page 10

Windows Vista/Windows 7 64-bit Issues

Multi-GPU Issues

- ▶ [3D Surround, SLI][Far Cry 2 DirectX 10]: The ambient occlusion effect is misplaced in the game when in-game antialiasing is set to 4x or higher and ambient occlusion, stereoscopic 3D and Surround are enabled from the NVIDIA Control Panel. [986112]

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 7.

- ▶ “Windows Vista Considerations” on page 11
- ▶ “Windows 7 Considerations” on page 11
- ▶ “Unsupported Features” on page 12
- ▶ “OpenGL Application Issues” on page 13
- ▶ “Application Issues” on page 14

Windows Vista Considerations

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>.

Windows 7 Considerations

Hotplug Action

Unlike the hotplug activity under Windows Vista, the default settings are not applied when a new display is hotplugged, and there is no message balloon alert stating that a new display was detected. Under Windows 7, all display connection and detection events are handled through the Windows 7 Connecting and Configuring Displays (CCD) mechanism.

NVIDIA Control Panel Rotate Display Page

The rotation radio button labels are changed slightly under Windows 7 to be consistent with the Microsoft panel

Table 2.1 NVIDIA Control Panel Rotation Page Radio Buttons

Clockwise Rotation	Windows 7 Label	Windows Vista Label
0 degrees	Landscape	No rotation (Landscape)

Table 2.1 NVIDIA Control Panel Rotation Page Radio Buttons

Clockwise Rotation	Windows 7 Label	Windows Vista Label
90 degrees	Portrait	90 degrees to the right (Inverted Portrait)
180 degrees	Landscape (flipped)	180 degree rotation (Inverted landscape)
270 degrees	Portrait (flipped)	90 degrees to the left (Portrait)

Limitation

- ▶ When switching the refresh rate from 59 Hz to 60Hz, the refresh rate remains at 59 Hz.
See the Microsoft KB article KB2006076 at <http://support.microsoft.com/kb/2006076>.

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/Windows 7:

- ▶ **High resolution scaling desktop (HRSD)**
- ▶ **MultiView Display Mode** (for NVIDIA Quadro NVS graphics cards)
- ▶ **NVKeystone**
- ▶ **Unified back buffer (UBB) controls**
- ▶ **OpenGL 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 System Tools 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 System Tools software, which you can download from NVIDIA.com.
- ▶ **AGP Settings Adjustment**
- ▶ **Video Zoom**
- ▶ **Pan & Scan** - the process of panning across the desktop in order to display a desktop on a monitor with lower resolution

► **Per-display Desktop Color Setting Adjustments**

For Clone mode, the desktop 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.

► **Per-display Video Color Setting Adjustments**

For Dualview mode, the 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.

► **Edge Blending**

► **Run display optimization wizard**

► **Run multiple display wizard**

► **Run television setup wizard**

► **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.

► **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)

► **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

► **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

- ▶ Adobe Flash 10.x/11.x–1080p video content stutters during browser playback in full-screen mode.

The issue is resolved with Flash 11.0.1.83 and later.

- ▶ Dirt2–distant terrain is clipped. [644821]
- ▶ Dark Void–if you experience issues playing Dark Void, NVIDIA recommends the following steps:
 - a Install all game patches.

Retail box owners can get the patch here:http://download.nvidia.com/downloads/nZone/patches/DarkVoid_PhysX_Update_Patch.exe

- b From the Windows Control Panel->Add/Remove programs, uninstall **NVIDIA Game System Software 2.8.1**.
- c From the Windows Control Panel->Add/Remove programs, right-click **NVIDIA PhysX** and then click **Repair**.

If you still experience problems after performing these steps, then either enable V-Sync or skip the cut-scenes by pressing **[Enter]** twice at the cut-scene.

- ▶ Operation Flashpoint: Dragon Rising–the game crashes to the desktop when it starts to load.

This is an issue in the application–the problem does not occur if you disconnect your internet cable.

- ▶ World of Warcraft–if you have run the 3D Vision setup wizard, then the game automatically enables 3D stereo even after you disable it.

To work around this issue, you must uninstall the 3D Vision driver.

- ▶ Counter Strike–the application crashes to the desktop if the resolution or bit-depth is changed from the in-game video options menu. [416582]

This is an application issue, but the problem does not occur if you change the resolution or bit-depth from the game’s main menu and not while in a game.

- ▶ Star Wars: Knights Of The Old Republic 2–the game fails to launch, and an “application has stopped working” error message appears. [420115]

This occurs because the application is not able to interpret the driver version correctly.

- ▶ 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 "compatible cursors 1" to the City of Heroes desktop shortcut.

NVIDIA is pursuing a fix with the application developer.

- ▶ Sims 2—"Smooth Edges (AA)" option is not available with Release 100 drivers. [272477]

This occurs because of an incorrect driver version check in the application.

NVIDIA has worked around this issue in the operating system by changing the way the driver version is reported to this application.

- ▶ Warhammer 40k Dawn of War (all versions) does not run with Release 100 drivers. [273154]

This occurs because of an incorrect driver version check in the application.

NVIDIA has worked around this issue in the operating system by changing the way the driver version is reported to this application.

- ▶ 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.

- ▶ Windows Vista 64-bit, [PhysX]: TheGameCreators PhysX Screen Saver doesn't get installed properly. [491613]

This is not an NVIDIA issue, but a bug in Vista 64-bit OS that affects the installation of many screen savers. To work around, locate the corresponding.scr file for the screen saver, then right-click and select Install.

Note: *PhysXscreensaver.scr* is located in *<system root>\windows\SysWOW64*.

Known Product Limitations

This section describes problems that will not be fixed. Usually, the source of the problem is beyond the control of NVIDIA. Following is the list of problems and where they are discussed in this document:

- ▶ “Increasing 4-way SLI/Multi-GPU Performance” on page 18
- ▶ “3D Vision USB Driver Does Not Get Installed” on page 19
- ▶ “No PhysX Acceleration Using the GPU” on page 19
- ▶ “NVIDIA PhysX System Software Cannot be Installed or Uninstalled in Windows Safe Mode” on page 20
- ▶ “3DMark 11 Does not Run in Stereoscopic 3D Mode” on page 20
- ▶ “Previous Driver Files Remain After Overinstalling with Release 256 or Earlier Drivers” on page 20
- ▶ “Do not Use Windows Rollback for Graphics Drivers” on page 21
- ▶ “Uninstalling Drivers Using Device Manager is not Supported” on page 21
- ▶ “Changing the Primary Display Across SLI GPUs Takes Longer than Expected” on page 21
- ▶ “Understanding the DirectX Version Shown in the NVIDIA System Information Window” on page 22
- ▶ “Using HDMI Audio with Displays that have a High Native Resolution” on page 22
- ▶ “Using HDMI Displays that do not Support Audio” on page 23
- ▶ “Using HDMI/DisplayPort Audio in Dualview or Clone Mode Configurations” on page 24
- ▶ “Flat Panel Scaling Controls are Non-functional for Some TV Modes for Some Displays” on page 24
- ▶ “GPU Runs at a High Performance Level (full clock speeds) in Multi-display Modes” on page 25
- ▶ “GeForce GTX 295 Fan Control Does not Function With NVIDIA Control Panel Performance Group version 6.03.06.00” on page 25
- ▶ “1280x1024 @ 60 Hz not Available on BenQ FP241W Monitors” on page 25
- ▶ “Image Sharpening Control not Available with GeForce 8 Series and later GPUs” on page 25
- ▶ “Gigabyte GA-6BX Motherboard” on page 26

Increasing 4-way SLI/Multi-GPU Performance

Issue

With some games and applications, you may experience little to no performance gain or even a performance drop with 4-way SLI or multi-GPU configurations.

Resolution

- 1 Open the NVIDIA Control Panel, then click **Manage 3D Settings** from the navigation pane.
- 2 Click the *Global Settings* tab, then scroll to the *Power management mode* feature, click the corresponding list arrow and select **Prefer maximum performance**, then click **Apply**.

3D Vision USB Driver Does Not Get Installed

Issue

After installing the NVIDIA graphics driver, if the 3D Vision USB emitter was not plugged in, the 3D Vision USB Controller driver does not get installed. If you plug in the emitter after installing the driver, the indicator light on the emitter will flash red and will not turn green.

Resolution

To fix this issue, NVIDIA recommends performing a driver re-install with the 3D Vision USB emitter connected. Please download the latest drivers and follow these steps:

- 1 Plug in the 3D Vision USB emitter.
- 2 Re-install the NVIDIA driver.
Select **Custom (Advanced)** and then select **Perform a clean Installation** during the driver installation.
- 3 Reboot.

No PhysX Acceleration Using the GPU

If after installing the PhysX System Software you find that there is no PhysX acceleration on supported applications, repeat the PhysX setup as follows:

- 1 Reboot the PC.
- 2 Open the NVIDIA Control Panel and then, under 3D Settings, click **Set PhysX configuration** to open that page.
- 3 Under **Select a PhysX processor**, verify that either **auto-select** or a specific NVIDIA GPU is selected.
- 4 Click **Apply**.

NVIDIA PhysX System Software Cannot be Installed or Uninstalled in Windows Safe Mode

Issue

Beginning with Release 280, the NVIDIA PhysX System Software is not included in the NVIDIA driver installation/uninstallation under safe mode.

Explanation

The NVIDIA PhysX System Software installer is not compatible with Microsoft's policy for Windows safe Mode. Consequently, installation or uninstallation of the PhysX System Software under safe mode would fail. To allow installation or uninstallation of the graphics driver under safe mode, the NVIDIA PhysX System Software is blocked from the process.

3DMark 11 Does not Run in Stereoscopic 3D Mode

Issue

When attempting to run 3DMark 11 with NVIDIA 3D Vision enabled, the benchmark may hang, present a black screen, or in other ways not appear correctly.

Explanation

3DMark 11 is not compatible with running in stereoscopic 3D. To facilitate running the benchmark, recent drivers will run it in monoscopic mode, even with 3D Vision enabled.

Previous Driver Files Remain After Overinstalling with Release 256 or Earlier Drivers

Issue

When installing a Release 256 or earlier driver over a Release 260 or later driver, some of the previous driver files remain on the hard disk, resulting in potential conflicts.

Workaround

After installing a Release 260 or later driver, you must uninstall the driver first before installing a Release 256 or earlier driver.

Do not Use Windows Rollback for Graphics Drivers

To reinstall a previous or older NVIDIA graphics driver, do not use the Windows rollback feature. This method will not reliably restore all the previous driver files.

Instead, use the Windows Add and Remove programs to remove the current driver, and then install the older driver using setup.exe.

Uninstalling Drivers Using Device Manager is not Supported

Issue

On all supported versions of Microsoft Windows, uninstalling the NVIDIA driver using the Windows Device Manager may not remove associated files or applications.

Explanation

Microsoft has confirmed that this behavior is by design. If you wish to uninstall the NVIDIA driver, it is recommended that you do so using Add and Remove programs.

See the [Microsoft KB article 2278714](#).

Changing the Primary Display Across SLI GPUs Takes Longer than Expected

Issue

On an SLI system, switching the primary (or SLI focus) display when each display in the SLI group is connected to a different GPU takes longer than expected.

Explanation

On an SLI system with each SLI GPU driving a display, the display connected to the slave GPU is the primary display (also the SLI focus display). In order to switch the primary display to the one connected to the other GPU, the master and slave GPU configuration must also switch. In order to reassign which GPU is the master and which is the slave, the driver must be reloaded. It the process of reloading the driver that takes the additional time.

Understanding the DirectX Version Shown in the NVIDIA System Information Window

The System Information window—accessed by clicking **System Information** at the bottom left corner of the NVIDIA Control Panel—provides technical information about the NVIDIA graphics cards and driver installed in the system.

It also provides information about the Windows version as well as the DirectX version that is installed.

However, in order to use the version of DirectX reported in the System Information window, the NVIDIA GPU and graphics driver must also support that DirectX version.

For example, driver version 197.45 and Windows Vista (with available patch) support DirectX 11. But only NVIDIA graphics cards based on the Fermi architecture released in 2010 support DirectX 11. So your system must have one of these cards installed in order to take advantage of DirectX 11 performance.

Using HDMI Audio with Displays that have a High Native Resolution

To use HDMI audio with some displays that have a native resolution higher than 1920x1080, you must set the display to a lower HD resolution.

Some HDMI displays have a native resolution that exceeds the maximum supported HD mode. For example, displays with a native resolution of 1920x1200 exceed the maximum supported HD mode of 1920x1080.

Applying this native mode results in display overscan which cannot be resized using the NVIDIA Control Panel since the mode is not an HD mode.

To avoid this situation and provide a better user experience, the driver treats certain TVs—such as the Viewsonic VX2835wm and the Westinghouse LVM- 37w3—as a DVI monitor when applying the native mode. Because the driver does not treat the TV as an HDMI in this case, the HDMI audio is not used.

Using HDMI Displays that do not Support Audio

Some HDMI displays do not support audio, or have issues with GeForce 9 series and earlier, and GeForce GTX 200-series NVIDIA graphics cards.

The NVIDIA driver attempts to identify such displays and automatically disables the audio. For example, the NVIDIA driver disables HDMI audio for all Philips HDMI TVs, as these have been identified as having issues with GeForce 9 series and earlier, and GeForce GTX 200-series NVIDIA graphics cards.

There may be cases where either the driver disables audio even though there is no problem, or does not disable the audio when in fact the audio does not work. The following sections describe these situations and provides guidance for handling them.

Corrupted video and no audio

The driver has not disabled audio and the display's audio signal is incompatible with the graphics card, causing video corruption.

With a different display connected in order to establish video, disable audio for the HDMI display using the NVIDIA Control Panel-> Set Up Digital Audio page. Click the arrow for the problem display and then click **Turn off audio**.

Video but no audio

- ▶ Check the display list for the problem connection on the NVIDIA Control Panel->Set Up Digital Audio page.
- ▶ If **Turn off audio** is selected and you want to test whether your HDMI audio does, in fact, work, then click the list arrow and select the name of the display.
The driver will prompt you with instructions for testing HDMI audio with that display.
- ▶ If the display name is selected, then the driver has not successfully detected that an incompatible display is connected.

Future drive versions will properly identify such displays and disable audio.

Using HDMI/DisplayPort Audio in Dualview or Clone Mode Configurations

Two Audio-enabled Ports

In a multi-display configuration where both HDMI/DisplayPort audio ports are enabled, only the primary display will provide the audio.

One Audio-enabled Port

In a multi-display configuration where only one audio port is enabled, such as when one display is a DVI display, then the HDMI/DisplayPort display can provide the audio whether is it the primary or secondary display.

Flat Panel Scaling Controls are Non-functional for Some TV Modes for Some Displays

The NVIDIA Control Panel flat panel scaling controls on the "Adjust Desktop Size & Position" page are not intended to be used for TV modes, and normally the controls are not available for TV or HDTV displays.

However, Microsoft requires that certain TV/HDTV modes be available for all digital displays, including DVI and HDMI, even if they are not HDTV.

While the NVIDIA flat panel scaling controls are available for those displays, they will not be functional for the TV modes that appear in compliance with the Microsoft requirements. The affected modes are as follows:

- ▶ 1920x1080i @50/59.94/60 Hz
- ▶ 1280x720p @50/59.94/60 Hz
- ▶ 720x480p @ 59.94/60 Hz
- ▶ 720x576p @ 50 Hz

GPU Runs at a High Performance Level (full clock speeds) in Multi-display Modes

This is a hardware limitation with desktop and older notebook GPUs, and not a software bug. When multiple displays are connected and active, the GPU will always operate with full clock speeds in order to efficiently drive multiple displays—even when no 3D programs are running.



Note: NVIDIA notebook GeForce 5xxM series and later GPUs do not have this limitation. For those GPUs the driver can adjust the performance level, depending on demand, even when driving multiple displays.

GeForce GTX 295 Fan Control Does not Function With NVIDIA Control Panel Performance Group version 6.03.06.00

The GeForce GTX 295 fan control does not function properly when using the NVIDIA Control Panel Performance Group version 6.03.06.00. For proper fan control, use version 6.03.12.00 or later.

1280x1024 @ 60 Hz not Available on BenQ FP241W Monitors

Even though the monitor EDID lists 1280x1024 @ 60 Hz, the screen turns blank when using an HDMI connection. This is an issue with the monitor and not the NVIDIA driver.

Because of this issue with the monitor, the NVIDIA driver blocks the problem mode (1280x1024 @ 60 Hz) and makes it unavailable.

Image Sharpening Control not Available with GeForce 8 Series and later GPUs

With GeForce 8 Series and later graphics cards, the **Image sharpening** slider on the NVIDIA Control Panel-> Display->Adjust Desktop Color Settings page is grayed out.

This control is intentionally disabled because image sharpening is not supported on GeForce 8 series and later GPUs.

Gigabyte GA-6BX Motherboard

This motherboard uses a LinFINITY regulator on the 3.3-V rail that is rated to only 5 A—less than the AGP specification, which requires 6 A. When diagnostics or applications are running, the temperature of the regulator rises, causing the voltage to the NVIDIA chip to drop as low as 2.2 V. Under these circumstances, the regulator cannot supply the current on the 3.3-V rail that the NVIDIA chip requires.

This problem does not occur when the graphics board has a switching regulator or when an external power supply is connected to the 3.3-V rail.

03 THE RELEASE 304 DRIVER

This chapter covers the following main topics:

- ▶ “About the Release 304 Driver” on page 27
- ▶ “Hardware and Software Support” on page 28
- ▶ “Driver Installation” on page 29

About the Release 304 Driver

This driver release is from the Release 304 family of drivers (versions 304.xx to 306.xx). See “Supported NVIDIA Desktop Products” on page 28 for the list of specific products supported in this release.

Hardware and Software Support

- ▶ “Supported Operating Systems” on page 28
- ▶ “Supported NVIDIA Desktop Products” on page 28
- ▶ “Supported Languages” on page 29

Supported Operating Systems

This Release 304 driver includes drivers designed for the following Microsoft® operating systems:

- ▶ Microsoft Windows® 7, and supports both 32-bit and 64-bit versions.
- ▶ Microsoft Windows® Vista, and supports both 32-bit and 64-bit versions.

Supported NVIDIA Desktop Products

The following table lists the NVIDIA products supported by the Release 304 driver, version 305.68:

Table 3.1 Supported NVIDIA Desktop GPUs

Consumer Products
GeForce GTX 660 Ti

Supported Languages

The Release 304 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 for 32-bit is minimum 200 MB for English-only, and 275 MB for International.

The hard disk space requirement for 64-bit is minimum 270 MB for English-only, and 365 MB for International.

Before You Begin

nTune

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 From the driver download page, click the **Download** button.

The *Download Confirmation* page appears.

3 If you agree to the "License For Customer Use of NVIDIA Software", click the **Agree & Download** button to begin the download.

The *File Download* dialog appears.

4 Either click **Save** to save the file and then run it from your PC, or click **Run**.

An extraction path dialog appears prompting you to specify where on your PC you want the driver files to be installed.

5 Click **OK** to use the default location, or click the folder icon and specify an alternate location to install the driver files.

The files are extracted and then the NVIDIA Installer is launched automatically.

6 At the *License Agreement* page of the Installer, click **Agree and Continue**.

7 Follow the instructions in the NVIDIA Installer to complete the installation.



Note: The driver presents game screenshots while the driver is installing. If you are not connected to the internet during the installation, you may see a "Navigation to the webpage was cancelled" message instead. The message can be ignored and does not affect the installation. The message won't appear if the browser cache is cleared.



Note: The NVIDIA PhysX System Software will not be included in the installation if the same version or a later version is already installed.



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.

APPENDIX A MODE SUPPORT FOR WINDOWS

This chapter details the Windows modes supported by the Release 304 driver for NVIDIA products. It contains these sections:

- ▶ “General Mode Support Information” on page 33
- ▶ “Default Modes Supported by GPU” on page 34
- ▶ “Modes Supported by TV Encoders” on page 37

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 34.

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
Apple 30" Cinema HD Display (Dual link DVI)	2560x1600 @ 60 Hz
Dell WFP 3007 (Dual Link DVI)	2560x1600 @ 60 Hz
HP LP3065 dual-link DVI flat panel	2560x1600 @ 60Hz.

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 600 Series GPUs” on page 35

Understanding the Mode Format

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

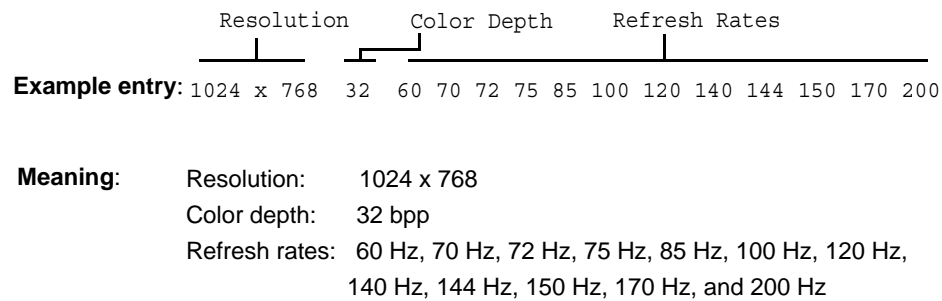


Figure A.1 Mode Format

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 600 Series GPUs

This section lists the supported display resolutions, color depths, and refresh rates for the products listed in [“Supported NVIDIA Desktop Products”](#) on page 28.

Standard Modes

640 x 480	8	60 70 72 75 85 100 120 140 144 150 170 200 240
720 x 480	8	60
720 x 576	8	50
800 x 600	8	60 70 72 75 85 100 120 140 144 150 170 200 240
1024 x 768	8	60 70 72 75 85 100 120 140 144 150 170 200 240
1152 x 864	8	60 70 72 75 85 100 120 140 144 150 170 200
1280 x 720	8	60
1280 x 768	8	60 70 72 75 85 100 120 140 144 150 170
1280 x 800	8	60 70 72 75 85 100 120 140 144 150 170
1280 x 960	8	60 70 72 75 85 100 120 140 144 150 170
1280 x 1024	8	60 70 72 75 85 100 120 140 144 150 170
1360 x 768	8	60 70 72 75 85 100 120 140 144 150 170
1600 x 900	8	60 70 72 75 85 100 120 140 144 150
1600 x 1024	8	60 70 72 75 85 100 120
1600 x 1200	8	60 70 72 75 85 100 120
1680 x 1050	8	60
1920 x 1080	8	60
1920 x 1200	8	60 70 72 75 85 100
1920 x 1440	8	60 70 72 75 85
2048 x 1536	8	60

640 x 480	16	60 70 72 75 85 100 120 140 144 150 170 200 240
720 x 480	16	60
720 x 576	16	50
800 x 600	16	60 70 72 75 85 100 120 140 144 150 170 200 240
1024 x 768	16	60 70 72 75 85 100 120 140 144 150 170 200 240
1152 x 864	16	60 70 72 75 85 100 120 140 144 150 170 200
1280 x 720	16	60
1280 x 768	16	60 70 72 75 85 100 120 140 144 150 170
1280 x 800	16	60 70 72 75 85 100 120 140 144 150 170
1280 x 960	16	60 70 72 75 85 100 120 140 144 150 170
1280 x 1024	16	60 70 72 75 85 100 120 140 144 150 170
1360 x 768	16	60 70 72 75 85 100 120 140 144 150 170
1600 x 900	16	60 70 72 75 85 100 120 140 144 150
1600 x 1024	16	60 70 72 75 85 100 120
1600 x 1200	16	60 70 72 75 85 100 120
1680 x 1050	16	60
1920 x 1080	16	60
1920 x 1200	16	60 70 72 75 85 100

```

1920 x 1440 16      60 70 72 75 85
2048 x 1536 16      60
-----
 640 x  480 32      60 70 72 75 85 100 120 140 144 150 170 200 240
 720 x  480 32      60
 720 x  576 32      50
 800 x  600 32      60 70 72 75 85 100 120 140 144 150 170 200 240
1024 x  768 32      60 70 72 75 85 100 120 140 144 150 170 200 240
1152 x  864 32      60 70 72 75 85 100 120 140 144 150 170 200
1280 x  720 32      60
1280 x  768 32      60 70 72 75 85 100 120 140 144 150 170
1280 x  800 32      60 70 72 75 85 100 120 140 144 150 170
1280 x  960 32      60 70 72 75 85 100 120 140 144 150 170
1280 x 1024 32      60 70 72 75 85 100 120 140 144 150 170
1360 x  768 32      60 70 72 75 85 100 120 140 144 150 170
1600 x  900 32      60 70 72 75 85 100 120 140 144 150
1600 x 1024 32      60 70 72 75 85 100 120
1600 x 1200 32      60 70 72 75 85 100 120
1680 x 1050 32      60
1920 x 1080 32      60
1920 x 1200 32      60 70 72 75 85 100
1920 x 1440 32      60 70 72 75 85
2048 x 1536 32      60

```


Modes Supported by TV Encoders

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 8 Series and later GPUs.
480p (EDTV)	
720p (HDTV)	
1080i (HDTV)	
576i (PAL)	
576p (PAL)	

The driver supports manual overscan correction for component and DVI outputs. See the online NVIDIA Control Panel Help for instructions on how to use the overscan correction features.

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