



# ForceWare Graphics Drivers ***Release 80 Notes***

**Version 81.98**

**For Windows XP / 2000**

**Windows XP Media Center Edition**

**Windows NT 4.0**

**Windows Me/98**

**NVIDIA Corporation  
December 2005 Rev A**

Published by  
NVIDIA Corporation  
2701 San Tomas Expressway  
Santa Clara, CA 95050

## **Notice**

ALL NVIDIA DESIGN SPECIFICATIONS, REFERENCE BOARDS, FILES, DRAWINGS, DIAGNOSTICS, LISTS, AND OTHER DOCUMENTS (TOGETHER AND SEPARATELY, "MATERIALS") ARE BEING PROVIDED "AS IS." NVIDIA MAKES NO WARRANTIES, EXPRESSED, IMPLIED, STATUTORY, OR OTHERWISE WITH RESPECT TO THE MATERIALS, AND EXPRESSLY DISCLAIMS ALL IMPLIED WARRANTIES OF NON-INFRINGEMENT, MERCHANTABILITY, AND FITNESS FOR A PARTICULAR PURPOSE.

Information furnished is believed to be accurate and reliable. However, NVIDIA Corporation assumes no responsibility for the consequences of use of such information or for any infringement of patents or other rights of third parties that may result from its use. No license is granted by implication or otherwise under any patent or patent rights of NVIDIA Corporation. Specifications mentioned in this publication are subject to change without notice. This publication supersedes and replaces all information previously supplied. NVIDIA Corporation products are not authorized for use as critical components in life support devices or systems without express written approval of NVIDIA Corporation.

## **Trademarks**

NVIDIA, the NVIDIA logo, 3DFX, 3DFX INTERACTIVE, the 3dfx Logo, STB, STB Systems and Design, the STB Logo, the StarBox Logo, NVIDIA nForce, GeForce, NVIDIA Quadro, NVDVD, NVIDIA Personal Cinema, NVIDIA Soundstorm, Vanta, TNT2, TNT, RIVA, RIVA TNT, VOODOO, VOODOO GRAPHICS, WAVEBAY, Accuvie Antialiasing, the Audio & Nth Superscript Design Logo, CineFX, the Communications & Nth Superscript Design Logo, Detonator, Digital Vibrance Control, DualNet, FlowFX, ForceWare, GIGADUDE, Glide, GOFORCE, the Graphics & Nth Superscript Design Logo, Intellisample, M-BUFFER, nfiniteFX, NV, NVChess, nView, NVKeystone, NVOptimizer, NVPinball, NVRotate, NVSensor, NVSync, the Platform & Nth Superscript Design Logo, PowerMizer, Quincunx Antialiasing, Sceneshare, See What You've Been Missing, StreamThru, SuperStability, T-BUFFER, The Way It's Meant to be Played Logo, TwinBank, TwinView and the Video & Nth Superscript Design Logo are registered trademarks or trademarks of NVIDIA Corporation in the United States and/or other countries. Other company and product names may be trademarks or registered trademarks of the respective owners with which they are associated.

Intel, Indeo, and Pentium are registered trademarks of Intel Corporation. Microsoft, Windows, Windows NT, Direct3D, DirectDraw, and DirectX are trademarks or registered trademarks of Microsoft Corporation. OpenGL is a registered trademark of Silicon Graphics Inc. PCI Express, PCI-SIG, and the PCI-SIG design marks are registered trademarks and/or service marks of PCI-SIG.

Other company and product names may be trademarks or registered trademarks of the respective owners with which they are associated.

## **Copyright**

© 2005 by NVIDIA Corporation. All rights reserved.

# Table of Contents

## 1. Introduction to *Release 80 Notes*

Structure of the Document . . . . .	1
Changes in this Edition . . . . .	1

## 2. Release 80 Driver Issues

Issues Resolved in Version 81.98 . . . . .	3
Single GPU Issues Resolved . . . . .	3
SLI-Related Issues Resolved . . . . .	4
Issues Resolved in Version 81.95 . . . . .	5
Single GPU Issues Resolved . . . . .	5
SLI-Related Issues Resolved . . . . .	5
Issues Resolved in Version 81.94 . . . . .	6
Single GPU Issues Resolved . . . . .	6
SLI-Related Issues Resolved . . . . .	6
Issues Resolved in Version 81.87 . . . . .	7
Single GPU Issues Resolved . . . . .	7
SLI-Related Issues Resolved . . . . .	8
Issues Resolved in Version 81.85 . . . . .	9
Single GPU Issues Resolved . . . . .	9
SLI-Related Issues Resolved . . . . .	10
Issues Resolved in Version 81.84 . . . . .	12
Single GPU Issues Resolved . . . . .	12
SLI-Related Issues Resolved . . . . .	12
Open Issues in Version 81.98 . . . . .	14
NVIDIA Recommendations . . . . .	14
NVIDIA Issues—Single GPU . . . . .	15
NVIDIA Issues—SLI . . . . .	19
Not NVIDIA Issues . . . . .	22
Not NVIDIA Issues—Single GPU . . . . .	22
Not NVIDIA Issues—SLI . . . . .	28
Known Product Limitations . . . . .	30
Display Output Selection not Available on “Bridgeless” SLI . . . . .	31
SLI Connector Requirement on NVIDIA Quadro SLI Cards . . . . .	31
VIA and ATI AGP 3.0 Chipsets . . . . .	31
DVD Playback Issues with Dual NVIDIA Quadro NVS Cards . . . . .	32
PowerDVD 5.0 Does Not Display Correctly in nView Span Mode . . . . .	32
DirectX Fails When Detaching/Reattaching Displays in Dualview Mode . . . . .	32
OpenGL Viewport Scaling Problem in Horizontal Span Mode . . . . .	32

Driver Reports 256 MB Memory on NVIDIA Quadro FX 330 Cards . . . . .	33
Video Playback in nView Clone and Span Modes . . . . .	33
Monitor Ordering in the Windows Settings Page 33	
DirectX Applications Run Only on Single Display Even in Multiview Mode . . . . .	35
Applying Workstation Application Profiles . . . . .	35
Advanced Timing Adjustment Limitations . . . . .	36
No Antialiasing of 3DMark03 Image Quality Screen Captures . . . . .	36
Medal of Honor Under Windows XP / Windows 2000 . . . . .	37
Hide Modes Check Box Cannot be Cleared . . . . .	37
Windows XP/2000 Issue with Settings Tab Monitor Positioning . . . . .	38
Gigabyte GA-6BX Motherboard . . . . .	38
Controlling Windows 9x TV Tuner Scaling Artifacts . . . . .	38
Quake III Arena malloc() Error on TNT2 . . . . .	39
Windows Media Player Hangs Playing MPEG Files . . . . .	39
AVI Playback Problems With Older Intel Indeo Codecs . . . . .	40
Antialiasing Problems With Certain Applications 40	
VIA KX133 and 694X Chipsets With AGP 2X 40	
Irongate Chipsets With AGP 1X . . . . .	40
Poor Quality S-Video Output on Some TVs . . . . .	41
GLQuake Crash and Version 5.16 (or Later) Drivers . . . . .	41
Windows 98 and Windows Me MultiMon Support 41	
AGP Programs May Hang With Athlon Processor . . . . .	42
Desktop Manager Does Not Re-Center Logon Screen . . . . .	42
Issues with Video Mirror—Windows XP/2000	42

## 3. The Release 80 Driver

Hardware and Software Support . . . . .	43
Supported Operating Systems . . . . .	43
Supported NVIDIA Products . . . . .	44
Supported Languages . . . . .	47

Driver Installation . . . . .	<b>48</b>
System Requirements . . . . .	<b>48</b>
Installation Instructions . . . . .	<b>49</b>

## 4. NVIDIA Driver History

Driver Release History . . . . .	<b>54</b>
Release 80 Enhancements . . . . .	<b>54</b>
Additional Details by Driver Module . . . . .	<b>55</b>
Release 75 Enhancements . . . . .	<b>57</b>
OpenGL Enhancements . . . . .	<b>57</b>
SLI Support Improvements . . . . .	<b>57</b>
System-Wide Desktop Manager Settings . . . . .	<b>58</b>
Control Panel Interface Changes . . . . .	<b>58</b>
Additional Details by Driver Module . . . . .	<b>58</b>
Release 70 Enhancements . . . . .	<b>59</b>
Support for Newest GeForce 6 Series GPUs . . . . .	<b>59</b>
Additional SLI Support . . . . .	<b>59</b>
Improved Video Functionality . . . . .	<b>59</b>
Desktop Manager Wizard Improvements . . . . .	<b>60</b>
Control Panel Interface Improvements . . . . .	<b>60</b>
Release 65 Enhancements . . . . .	<b>60</b>
SLI Support . . . . .	<b>60</b>
512 MB Frame Buffer Support . . . . .	<b>61</b>
OS Support . . . . .	<b>61</b>
Enhancements in Driver Performance . . . . .	<b>61</b>
Desktop Manager and Control Panel Improvements . . . . .	<b>62</b>
Release 60 Enhancements . . . . .	<b>62</b>
Latest GPU Support . . . . .	<b>62</b>
PCI Express Support . . . . .	<b>62</b>
Enhancements in Driver Performance . . . . .	<b>63</b>
3D Graphics API Enhancements . . . . .	<b>63</b>
Release 55 Enhancements . . . . .	<b>64</b>
PCI Express Support . . . . .	<b>64</b>
PAE Support . . . . .	<b>64</b>
nView Desktop Manager Enhancements . . . . .	<b>64</b>
User Interface Enhancements . . . . .	<b>64</b>
Video Support Enhancements . . . . .	<b>64</b>
3D Graphics API Enhancements . . . . .	<b>65</b>
Release 50 Enhancements . . . . .	<b>65</b>
64-Bit Support . . . . .	<b>65</b>
Dynamic Memory Mapping . . . . .	<b>65</b>
NVIDIA Unified Compiler . . . . .	<b>65</b>
Display Driver Changes and New Features . . . . .	<b>65</b>
Video—New Features . . . . .	<b>66</b>
PowerMizer—New Features . . . . .	<b>66</b>
User Interface Changes . . . . .	<b>66</b>
nView . . . . .	<b>67</b>
DirectX Graphics . . . . .	<b>68</b>

OpenGL . . . . .	<b>68</b>
Release 40 Enhancements . . . . .	<b>69</b>
Enhanced Display Driver, DirectX, and Video Capabilities . . . . .	<b>69</b>
New Graphical User Interface . . . . .	<b>69</b>
Enhanced nView Desktop Manager Features . . . . .	<b>70</b>
OpenGL Enhancements . . . . .	<b>70</b>
Release 35 Enhancements . . . . .	<b>71</b>
Release 25 Enhancements . . . . .	<b>72</b>
Release 20 Enhancements . . . . .	<b>73</b>
Release 10 Enhancements . . . . .	<b>73</b>

## A. Mode Support for Windows

General Mode Support Information . . . . .	<b>76</b>
Default Modes Supported by GPU . . . . .	<b>77</b>
Understanding the Mode Format . . . . .	<b>77</b>
GeForce FX Family, GeForce 6 Series, and GeForce 7 Series . . . . .	<b>78</b>
NVIDIA Quadro FX Family of High End GPUs . . . . .	<b>85</b>
GeForce3 Series of GPUs and NVIDIA Quadro DCC . . . . .	<b>92</b>
GeForce2 MX, GeForce4 MX, GeForce4 Ti Series, GeForce4 MX Integrated GPU, NVIDIA Quadro4, NVIDIA Quadro2, and NVIDIA Quadro NVS Series GPUs . . . . .	<b>95</b>
NVIDIA Quadro4 9xx / 7xx XGL Products . . . . .	<b>102</b>
NVIDIA Quadro FX Family and NVIDIA Quadro NVS Series GPUs . . . . .	<b>108</b>
Modes Supported by DACs and TV Encoders . . . . .	<b>115</b>
External DAC Mode Support . . . . .	<b>115</b>
TV-Out Mode Support . . . . .	<b>116</b>



# List of Tables



<b>Table 2.1</b>	Known Issues with Video Mirror . . . . .	42
<b>Table 3.1</b>	Supported NVIDIA Consumer Products . . . . .	44
<b>Table 3.2</b>	Supported NVIDIA Workstation Products . . . . .	46
<b>Table 3.3</b>	Hard Disk Space Requirements—English . . . . .	48
<b>Table 3.4</b>	Hard Disk Space Requirements—Non-English Languages . . . . .	48
<b>Table 3.5</b>	Hard Disk Space Requirements—Full International Package . . . . .	48
<b>Table 3.6</b>	Additional Operating System Requirements . . . . .	49
<b>Table 4.1</b>	NVIDIA Drivers for Windows . . . . .	54
<b>Table A.1</b>	Modes Supported for High Resolution Displays . . . . .	76
<b>Table A.2</b>	Non-standard Modes Supported . . . . .	76
<b>Table A.3</b>	External DAC Modes (Fairchild FMS3815). . . . .	115
<b>Table A.4</b>	External DAC Modes (Analog Devices ADV-7123). . . . .	115
<b>Table A.5</b>	Mode Support for S-Video and Composite Out . . . . .	116
<b>Table A.6</b>	Mode Support for Component YPrPb Out and DVI Out . . . . .	116



## CHAPTER

## 1

# INTRODUCTION TO *RELEASE 80 NOTES*

This edition of *Release 80 Notes* describes the Release 80 Drivers for Microsoft® Windows® and provides information applicable to all NVIDIA® drivers. 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 80 Driver Issues” on page 2](#) gives a summary of
  - Issues that have been resolved in this version.
  - Issues that are open in this version
  - Known limitations of the driver
- [“The Release 80 Driver” on page 5](#) describes the NVIDIA products and languages supported by this driver, the system requirements, and how to install the driver.
- [“NVIDIA Driver History” on page 53](#) describes the new features included in the Release 80 driver as well as information on previous driver releases.
- [“Mode Support for Windows” on page 75](#)

## Changes in this Edition

---

This edition of *Release 80 Notes* includes information about version 81.98 of the Release 80 driver. It discusses changes made to the driver since version 75.03 . These changes are discussed beginning with the chapter [“Release 80 Driver Issues” on page 2](#).

## CHAPTER

## 2

## RELEASE 80 DRIVER ISSUES

This chapter describes open issues for version 81.98, and resolved issues and driver enhancements for versions of the Release 80 driver up to version 81.98. The chapter contains these sections:

- “Issues Resolved in Version 81.98” on page 3
- “Issues Resolved in Version 81.95” on page 5
- “Issues Resolved in Version 81.94” on page 6
- “Issues Resolved in Version 81.87” on page 7
- “Issues Resolved in Version 81.85” on page 9
- “Issues Resolved in Version 81.84” on page 12
- “Open Issues in Version 81.98” on page 14
- “Not NVIDIA Issues” on page 22
- “Known Product Limitations” on page 30



## Issues Resolved in Version 81.98

---

The following are changes made and issues resolved since driver version 81.95:

### Single GPU Issues Resolved

---

- Removed the Direct Access functionality from the driver user interface.
- Low Viewperf 8.01 scores occur with Dual Core and dual processor systems.
- Dual Core Processors: Corel Paint Shop Pro X does not work.
- Rendering problems occur in Need for Speed: Most Wanted.
- GeForce 7 Series: Ground textures in Flight Simulator 2004 do not render correctly when using “Ultra High” settings.
- GeForce 7800 GTX 512: The system cannot resume from Standby.
- GeForce 7800 GTX/GT: Running F.E.A.R. hangs the system on the Apple 30" Cinema display when Monitor Scaling is used.
- GeForce 7800 GTX/GT, GeForce 6800/6600: Ground and water textures are corrupted when zooming out in Civilization 4.
- GeForce 7800 GTX/GT, GeForce 6800: Shadows fail to render in Splinter Cell 1.
- Dual GeForce 7800 GTX/GT: Everquest 2 launches to a black screen when antialiasing is set to 2xQ at 1920 x 1200 resolution.
- GeForce 7800 GTX 512: Chronicles of Riddick does not run at resolutions higher than 800x600.
- GeForce 7800, GeForce 6800: Corruption is seen in Flight Simulator 2004.
- GeForce 7800 GTX, GeForce 6800, Quadro FX 4500: The system slows down with the Liquid Edition SD time line.
- GeForce 6800: Wrong colors appear when playing QuickTime trailers using the non-native video resolution.

- GeForce 6800 Ultra / GeForce FX 5950 Ultra: Battlefield 2 has corruption or crashes when a player switches from zoomed commander view to zoomed sniper view.
- GeForce 6800: Shimmering or cropping of the full-screen video mirror occurs when covering the video window with another window.
- GeForce 6150/6100, Windows XP Media Center Edition: The driver does not recognize display connection changes that occur during a system shutdown.
- GeForce 6100/6150, Windows Media Center Edition 2005 Update Rollup 2: HD modes are listed as available when a TV is connected using S-Video.
- GeForce 6150/6100, Windows XP Media Center Edition 2005: The display remains inactive when resuming from Suspend mode.
- GeForce FX 5200: Textures disappear in CrimeLife v105.
- GeForce4 Ti 4200, Windows 98: Java applications crash when calling OpenGL.

## **SLI-Related Issues Resolved**

---

- GeForce 7800 GTX 512, SLI: In Battlefield 2 and other applications, screen corruption occurs with SLI AA enabled.
- GeForce 7800 GTX, SLI: Everquest 2 launches to a black screen when antialiasing s set to 2xQ.
- GeForce 6800, SLI: There is pausing in Colin McRae Rally 5 when SLI is enabled.
- GeForce 6800, SLI: Corruption occurs on the golf course in Tiger Woods 2006 with 2x antialiasing enabled.
- GeForce 6800, SLI: The desktop doesn't refresh after exiting Black and White 2.
- GeForce 6800, SLI: Nothing appears below the SLI load balancing line in 3DMark05 when SLI AA is enabled.
- GeForce 6600 VE, SLI: "Lack of video bridge" error message appears when enabling SLI without the SLI connector.

- GeForce 6600, Windows XP, SLI: The system occasionally hangs when playing Everquest 2.
- GeForce 6600, Windows XP, SLI: When the quality level is set to Extreme Quality, EverQuest 2 does not render correctly with 4x antialiasing enabled at 1600x1200.

## **Issues Resolved in Version 81.95**

---

The following are changes made and issues resolved since driver version 81.94:

### **Single GPU Issues Resolved**

---

- There is a possible incompatibility between the ForceWare graphics driver and the current WDM driver.
- GeForce 7 Series: Modifying any Performance and Quality Setting using the system tray icon turns off Gamma and Transparency Antialiasing.
- GeForce 6800 Ultra: Textures are corrupted upon the first time entering a zone in Guild Wars.

### **SLI-Related Issues Resolved**

---

- GeForce 6 and 7 series, SLI: Updated F.E.A.R. SLI profile to achieve better SLI performance and compatibility.
- GeForce 6600, SLI: Blue-screen crash occurs when starting a new game in Civilization 4 with antialiasing enabled in the NVIDIA control panel.

## Issues Resolved in Version 81.94

---

The following are changes made and issues resolved since driver version 81.87

### Single GPU Issues Resolved

---

- GeForce 7800 GT/GTX, GeForce 6800: "Widescreen" great shot playback mode is corrupt in Tiger Woods 2006 with AFR2 mode enabled.
- GeForce 7800 GTX/GT: Running OpenGL Games after Direct3D hangs the system.
- GeForce 6800: Incorrect rendering in Half Life 2 Lost Coast / Day of Defeat.
- GeForce 6 Series: With the latest FarCry 1.33 patch, HDR mode may not work.

*This is an issue with the application, and will be fixed in the next patch for the game.*

- Quadro FX 1300, Quadro FX 3400: Using GLSL `gl_ModelViewMatrixInverse` generates warnings.
- GeForce FX 5950 Ultra: Battlefield 2 intermittently fails to show fog on some distant objects.
- GeForce4 Ti, GeForce FX 5600: Java applications crash upon exiting.

### SLI-Related Issues Resolved

---

- GeForce 7800 GTX, SLI: The PrintScreen function does not capture 8xS AA, 8x SLI AA, and 16xS SLI AA correctly in Half-Life 2
- GeForce 7800 GTX/GT, SLI: Halo hangs after playing for a few minutes.
- GeForce 7800 GTX/GT, SLI: Flat Out hangs or causes a system reboot when launched with SLI enabled.

## Issues Resolved in Version 81.87

---

The following are changes made and issues resolved since driver version 81.85

### Single GPU Issues Resolved

---

- GeForce 6 and 7 Series GPUs, Windows XP: Improved compatibility and performance on GPUs when playing Call of Duty 2.
- GeForce 7800 GTX/GT: Reflections are corrupt when set to high in Serious Sam 2.
- GeForce 7800 GTX/GT: There is screen corruption when panning in overscan shift mode.
- GeForce 7800 GTX/GT: Cyan-colored pixels appear randomly on the water tower in F.E.A.R.
- GeForce Go 7800 GTX, Sager system: LCD compressed scaling mode is not retained after rebooting the system.
- GeForce 6800: After switching playback from one DVR-MS file to another, the second file experiences dropped frames.
- GeForce 6800 GT, GeForce FX 5950 Ultra: Medal of Honor: Pacific Assault has sky and ship rendering artifacts.
- GeForce 6800/ 6600: Silent Hunter III characters located outside experience random fogging effects.
- GeForce 6600: When applying a new resolution on a Samsung 30" CRT via DVI, the resolution reverts after rebooting the system.
- GeForce 6600, HDTV, Windows XP MCE: The mouse cursor disappears after when opening the MCE extensions resize Desktop option with MCE in fullscreen mode.
- GeForce 6600, Windows XP MCE 2005: Fluctuation in video brightness and color occurs when running a 1080i.ts file using VMR9.
- GeForce 6150/6100: Playing an HD MPEG2 clip while another is playing causes corruption on the bottom half of the playback window.
- GeForce 6150/6100: The lower half of the screen fails to render at 512x384 or lower resolution.

- GeForce 6150/6100: Video tears when playing back MPEG HD clips with latest WinDVD.
- GeForce FX 5900: Water rendering corruption occurs in Links 2003.

## **SLI-Related Issues Resolved**

---

- GeForce 7 Series / 6 Series, SLI : The control panel may prompt for restart when switching to SLI mode from DualView mode after changing the primary display.
- GeForce 7800 GTX/GT, GeForce 6800 Ultra, SLI: The NVIDIA panel intermittently prompts for a reboot after enabling dynamic SLI coming out of Dualview.
- GeForce 7800 GTX, SLI: The Apple 30" display loses sync when installing the driver.
- GeForce 7800 GTX/GT, SLI: Rendering corruption occurs in 3D applications when fixed aspect ratio is set for widescreen panels.
- GeForce 7800 GTX/GT, SLI: With SLI mode enabled using AFR2, the opening video in Tiger Woods 2006 does not render.
- GeForce 7800 GTX/GT, GeForce 6800 Ultra, SLI: The NVIDIA panel intermittently prompts for a reboot after enabling dynamic SLI coming out of Dualview.
- [SLI]: It is not possible to reliably switch the output to a specific display after enabling SLI.
- [SLI]: The screen goes blank after switching to the flat panel display on the second GPU once after rebooting the system.

## Issues Resolved in Version 81.85

---

The following are changes made and issues resolved since driver version 81.84

### Single GPU Issues Resolved

---

- GeForce 7800 GTX/GT: Soft shadows in FEAR are not rendered correctly.
- GeForce 7800 GTX/GT: The system crashes after a minute or so of playing Half-Life 2: Lost Coast.
- GeForce 7800 GTX/GT: The Apple 30" panel display splits into four grids at 800x600, 1024x768, and 1600x900 resolutions.
- GeForce 7800 GTX/GT: Application performance drops when Gamma Antialiasing is enabled.
- GeForce 7800 GTX/GT: The display becomes blurry with Gamma AA enabled on Grand Theft Auto San Andreas.
- GeForce 7800 GTX, SLI: With SLI mode enabled, the mouse cursor image occasionally sticks as the window resize graphic instead of being restored to the pointer graphic.
- GeForce 7800 GTX SLI: Resuming from system Hibernate results in a corrupt or distorted desktop.
- GeForce 7800 GTX/GT: F.E.A.R demo - The system hangs when entering room with volumetric lighting.
- GeForce 7800 GTX: Random pixels appear during gameplay in F.E.A.R.
- GeForce 7800 GTX / GeForce 6800 Ultra/ GeForce 6600: There is intermittent glowing corruption around the edges of the screen in Far Cry patch 1.33 when HDR is enabled.  
*This has been partially fixed in driver version 81.85. An upcoming patch for Far Cry fixes the issue completely.*
- GeForce 6 Series: With the latest FarCry patch, the application profile breaks the HDR functionality.  
*This has been partially fixed in driver version 81.85. An upcoming patch for Far Cry fixes the issue completely.*

- GeForce 6 Series: Tiger Woods 2006 crashes.
- GeForce 6800 Ultra: There is pausing and corruption in Tiger Woods 2005.
- GeForce 6800 / 6800Ultra: Corrupt pixel-blocks and slow frame rendering/long pauses occur in Colin McRae Rally 2005.
- GeForce 6800 Ultra: The system hangs when running 3D applications on a x16 PCI-E system.

*This issue is resolved with an update to the nForce4 430/410 motherboard BIOS. Contact your motherboard manufacturer for the update.*

- GeForce 6800 Ultra: Fable hangs during gameplay.
- GeForce 6800: De-interlacing problems occur with Friends Finale DVD.
- GeForce 6800 Ultra: Prince of Persia: Warrior runs slowly, does not render shadows, stops functioning, or crashes to the desktop.
- GeForce 6800 Ultra: Prince of Persia: Warrior quits to the desktop.
- GeForce 6800 Ultra: Splinter Cell: Pandora Tomorrow fails to render shadows.
- GeForce 6800 Ultra: Flight Simulator 2004 has scenery corruption when 3D clouds are not set at 100%.
- GeForce 6600, DVI-HDTV: The Underscan option is grayed out on HDVT DVI outputs after setting an HDTV resolution
- GeForce FX 5950 Ultra: Far Cry has severely corrupt textures on the Research map.

## **SLI-Related Issues Resolved**

---

- GeForce 7800 GTX SLI: SLI auto display-detection does not detect displays attached to the slave GPU.  
*This happened when switching the output or during boot-up.*
- GeForce 7800 GTX/GT, SLI: Poor Tiger Woods 2006 performance with SLI enabled.
- GeForce 7800 GTX SLI: Opening the inventory screen in Everquest 2 causes SLI performance to drop to single card level.



- GeForce 7800 GTX, SLI: There is video corruption with Bad Act Of War and F.E.A.R.
- GeForce 7800 GTX/GT, GeForce 6800, SLI: The system hangs when running EverQuest 2 at 1600x1200 with SLI 16x antialiasing enabled.
- GeForce 7800 GTX/GT, GeForce 6800, SLI: There is flickering and stuttering in Battlefield 2 with antialiasing disabled.
- GeForce 7800 GTX/GT, GeForce 6800, SLI: Display output cannot be switched to HDTV-Out or TV-Out.
- GeForce 7800 GTX/GT, GeForce 6600, SLI: The system hangs when running 3D applications on a Dual x16 SLI system.

*This issue is resolved with an update to the nForce4 430/410 motherboard BIOS. Contact your motherboard manufacturer for the update.*

- GeForce 7 Series / 6 Series, SLI: Switching from SLI to DualView mode or DualView mode to SLI may cause the display to lose sync.
- GeForce 6800 Ultra SLI: Screen goes blank when changing to the digital flat panel on the secondary SLI GPU.
- GeForce 6800, SLI: The player shadows in Madden 2006 flicker when SLI is enabled.
- 3DMark05 and Far Cry experience poor performance on a dual x16 SLI system compared to a Dual x8 SLI system.
- GeForce SLI GPUs: Enabled VSync for Direct3D applications.

## Issues Resolved in Version 81.84

---

The following are changes made and issues resolved since driver version 78.05 and 81.82:

### Single GPU Issues Resolved

---

- GeForce 6800 Ultra: There is geometry corruption in Black & White 2; triangles stretch to infinity.
- GeForce 6600, Windows XP: De-interlacing issue when playing The Big Lobowski DVD.
- GeForce 6600 GT: Half Life 2 crashes with driver version 81.82.
- GeForce 6200 16 MB with TurboCache: Black & White 2: Missing textures on some objects.
- GeForce 6 Series/GeForce FX Series, AGP, Windows XP: Audio sync problems occur playing WMV9 files using Windows Media Player 10 with the Microsoft patch for DirectX VA WMV9 acceleration.

The problem occurred only in VMR mode and not in overlay mode.

- GeForce 6200 with TurboCache, Windows XP: Unreal Tournament 2004 has intermittent grayed-out screen with antialiasing enabled.

### SLI-Related Issues Resolved

---

- GeForce 7 Series / 6 Series, SLI: Enabling SLI with a monitor connected to the second GPU causes the display to go black.
- GeForce 7800 GT/GTX, SLI: Stuttering occurs with Black & White 2.
- GeForce 7800 GTX, SLI: Changing the DVI flat panel scaling results in missing or corrupted modes.
- GeForce 7800 GTX, GeForce 6800 Ultra, SLI, Windows XP: Selecting the option "Detect Optimal Frequencies" under the 3D Performance setting could result in a system crash.
- GeForce 7800 GTX, GeForce 6800/6600/6200, SLI, Windows XP: Introduction videos do not render in Tiger Woods 2005 in AFR mode.
- GeForce 7800 GTX/GT, GeForce 6800 Ultra, SLI: There is flickering corruption in 3DMark05 at 1600x1200 with 4X antialiasing enabled.

- GeForce 7800 GTX/Quadro FX 3400, SLI: When enabling SLI, a message appears indicating that there is no video link bridge.
- GeForce 7800 GTX/GT, GeForce 6800, SLI: There is flickering and stuttering in Battlefield 2 with antialiasing disabled.
- GeForce 7 Series, GeForce 6 Series, SLI: Turning on Gamma Corrected AA disables SLI 8x AA and causes the display to fall back to 4x AA.
- GeForce 6800 Ultra, SLI: Colin McRae Rally 2005 has screen corruption, slow frame rendering during the race, and occasional blue-screen crash.
- GeForce 6600, SLI: Corruption occurs in the game Painkiller when setting the resolution to widescreen formats.
- GeForce 6600, SLI: Blue-screen crash occurs when enabling antialiasing in Colin McRae Rally 5 demo with bridgeless mixed memory boards.
- GeForce 6 Series, SLI: Overlocking does not work after dynamically enabling or disabling SLI mode.
- The system crashes when dynamically enabling SLI mode.
- GeForce products, SLI: With SLI AA rendering enabled, there is corruption while the flight-loading dialog box is opened in Flight Sim 2004.
- Quadro FX 3400, SLI: With SLI AA rendering enabled, there is poor performance and occasional system hang with OpenGL applications.
- SLI page reports that the motherboard is not qualified to run SLI when the display on the second GPU is the primary display.
- With SLI enabled, 3D applications fail to render to the display attached to GPU2 in bridgeless operation.

*This has been resolved by no longer allowing a display output selection option under bridgeless SLI.*

## Open Issues in Version 81.98

---

As with every released driver, version 81.98 of the Release 80 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 will have workaround solutions.

They are listed in the following sections:

- “NVIDIA Recommendations” on page 14
- “NVIDIA Issues—Single GPU” on page 15
- “NVIDIA Issues—SLI” on page 19

### NVIDIA Recommendations

---

- The GeForce 6800 Ultra 512MB works in single card mode with Apple 30 inch HD Cinema panel. However, an issue has been discovered when running the GeForce 6800 Ultra 512MB card in SLI mode with an Apple 30 inch HD Cinema display. This is due to an interaction between the GPU, the application, and the ability to scale to non-native panel resolutions of the Apple display.

All GeForce 6 series GPUs will work with Apple 23 and 20 inch HD Cinema displays in single GPU mode.

*NVIDIA recommends using the GeForce 6800 Ultra 512MB with the Apple 30 inch HD Cinema Display line only in non-SLI modes.*

- Single display modes such as TV only, DFP/LCD only or CRT only provide the best performance and quality from Windows Media Center Edition.

*Dual display modes such Dualview and nView Clone and Span modes are not recommended.*

- When using the trial version of WinDVD 6 from InterVideo.com, you may experience TV or DVD playback problems in Windows Media Center if you change resolutions during video playback. This is most often seen when switching from windowed to full screen mode.

*This problem does not occur with the latest full OEM versions of WinDVD or with other Windows Media Center qualified DVD decoders.*

- If you perform a clean driver installation (no previous NVIDIA drivers installed), **you must reboot your computer.** If you do not

reboot, the predefined application profiles will not be activated and you may experience application stability problems.

## NVIDIA Issues—Single GPU

---

- There are intermittent application compatibility issues with dual core CPUs.

*This issue can be worked around by toggling off multi-thread optimizations using the following instructions:*

- 1 Launch **regedit** and determine the current primary display card by looking in

**HKey\_Local\_Machine\Hardware\DeviceMap\Video**

and note the GUID (global unique identifier assigned by Windows), which is the long string in brackets { } at the end of the entry

"\device\video0".

- 2 Look in

**HKey\_Local\_Machine\SYSTEM\CurrentControlSet\Control\Video\{GUID}\0000**

where {GUID} is the number derived from the previous step.

- 3 Open the "0000" directory and create a new DWORD called **OGL\_ThreadControl** and give it a value of **2**.

This will disable multithreading in the driver for all OpenGL applications.

- 4 If you want to disable driver multithreading for all Direct3D applications—  
In the same "0000" directory, create a new DWORD called **WTD\_EXECCMODEL** and give it a value of **0**.

- All GPUs: When adding Custom Resolutions, the user is not allowed to select the "monitor scaling" option.

### GeForce 7 Series

- GeForce 7 Series, GeForce 6 Series: Serious Sam 2 freezes on Dual Core CPUs.
- GeForce 7800 GTX: Changing the color setting through an application profile does not work.
- GeForce 7800 GTX/GT 512: 4x AA does not work at 2560x1600 on the Apple 30" Cinema display.

- GeForce 7800 GTX/GT: Reflective surfaces in Max Payne 2 are unaffected by light sources.
- GeForce 7 Series, GeForce 6800: The NVIDIA Dawn Ultra demo runs slowly on AGP systems.
- GeForce 7 Series: There is no default color-correction option available in the application profiles.
- GeForce 7 Series: Global profile options are changed when changing individual application profiles.
- GeForce 7800 GTX/GT, GeForce 6800, SLI: Water reflections are corrupted in Black & White 2.
- GeForce 7800 GT/GTX, Windows XP MCE: Video skips intermittently when playing HD network transport streaming clips.
- GeForce 7800 GTX: Text in the game Fable flickers on and off, and sometimes stops rendering, on a Dell flat panel display.
- GeForce 7800 GTX, Windows XP: When changing to a resolution higher than 1024x768 in Need for Speed Underground 2 on a 1920x1200 widescreen flat panel, the application attempts to select the next resolution it has above 1024x768, which is 1280x960 and not supported by most flat panels.

*A known workaround is to manually add the mode 1280x960 from NVIDIA's Custom Timings control panel and then continue to select the resolution needed.*

- GeForce 7800 GTX, Windows XP: The desktop becomes shaky when changing the resolution to 1920x1080 on a Viewsonic VP231wb.
- GeForce 7800 GTX Windows XP MCE 2005: Some artifacts appear when de-interlacing is enabled on 1920x1080i video clips.
- GeForce 7800 GTX, Windows XP MCE 2005: Changing the video acceleration while using Windows Media Player 10 to play "PBS - Omaha Zoo RR.mpg" crashes the application.

## GeForce 6 Series

- GeForce 7 Series, GeForce 6 Series: Serious Sam 2 freezes on Dual Core CPUs.
- GeForce 7 Series, GeForce 6800: The NVIDIA Dawn Ultra demo runs slowly on AGP systems.
- GeForce 6800: With antialiasing enabled, DirectX 9 Blobs does not render after the system has returned from a 3D screensaver.
- GeForce 6800 XT, Windows XP Media Center Edition: Hot key display switching does not turn on some displays.
- GeForce 6800, Windows XP MCE: While Windows Media Player 10 is playing a video file, MCE shows a blank screen when launched.
- GeForce 6800: Shadow corruption occurs in the game Lineage II.
- GeForce 6800: A small square of bad pixels appears in the lower right corner of the window when changing to 1600x1200 4xAA and 8xAF in Age of Empires 3 and Colin McRae 2005 with highest quality settings enabled.
- GeForce 6800, SLI: The audio is corrupt during the intro videos in Flat Out when SLI is enabled.
- GeForce 6600, Windows XP Media Center Edition: Component out options are not available in the NVIDIA TV Device Settings page.  
*This issue is resolved with BIOS version 5.43.02.89 or higher.*
- GeForce 6600: There is corruption in the water in the Painkiller benchmark.
- GeForce 6600: "Run a DLL Error" occurs when changing resolutions in nView Horizontal Span mode.
- GeForce 6600 128MB, Windows XP Media Center Edition 2005: The MCE screen does not appear when switched to full-screen mode.
- GeForce 6600, Windows XP Media Center Edition 2005: MCE application goes blank while playing a video file.
- GeForce 6600 AGP: When playing back HD content at high resolutions (such as 1920x1080), the Power Indicator panel appears warning that the graphics card is not receiving sufficient power.

- GeForce 6600, Windows XP Media Center Edition: Live TV teletext flashes when viewed using PAL I.
- GeForce 6600, Windows XP MCE: While playing MCE Live TV in Clone mode with full-screen video mirror, the mirrored display is corrupted when resizing the application.
- GeForce 6200 128 MB, Windows XP MCE 2005: MCE is not recovering properly when moving the application from one display to the other while playing a WMV HD file.
- GeForce 6200 16 MB with TurboCache: The system crashes when playing a media file with nStant Media in full-screen mode.
- GeForce 6200 with TurboCache (16 MB), Windows XP: Everquest 2 crashes or hangs when run at 1600x1200.
- GeForce 6200 with TurboCache, Windows Media Center 2005: After switching DVD playback to full-screen mode, the screen turns blank and then the desktop corrupts when returning to windowed mode.
- GeForce 6200 with TurboCache (16MB), Windows XP Media Center Edition 2005: Full-screen video mirroring is not supported.
- GeForce 6150/6100: Battlefield 2 has high frequency flicker of horizontal bands scanning across the screen on bright backgrounds.
- GeForce 6150/6100, Windows XP Media Center Edition: Frame drops occur when playing HD MPEG2 files in VMR7 mode.

## **GeForce FX Series**

- GeForce FX 5950 Ultra: Dungeon Siege 2 intermittently hangs with a black screen.
- GeForce FX 5950: Ultra Age of Mythology has screen flicker with certain special effects.
- GeForce FX 5200: There is corruption in the Far Cry heads up displays.
- GeForce FX 5200 Ultra, Windows Media Center Edition 2005, NVTV: Live TV hangs when running in Dualview mode with Video Mirror enabled.



## NVIDIA Issues—SLI

---

### GeForce 7 Series

- Workstation SLI: Attached/detached display change states under SLI mode should fail, but instead are cached and then applied when disabling SLI mode.
- Workstation SLI: The driver stops responding when the “3DApps - Visualization SFR” profile is used.
- GeForce 7800 GTX/GT, SLI: The load balancing line is corrupted when playing Civilizations 4 at 2560x1600.
- GeForce 7800 GTX 512MB, SLI: Blue-screen crash occurs or black screen appears when toggling the DOS window while playing M2P files using Windows Media Player 10.
- GeForce 7800 GTX/GT, SLI: Cars and various objects do not render properly in TOCA Race Driver 2 with any level antialiasing enabled.  
*This issue will be resolved in the next driver release.*
- GeForce 7800 GTX/GT, SLI: Stuttering occurs in NHL2006 with SLI AA enabled.
- GeForce 7800 GTX, SLI: There is graphics corruption when playing IL2: Forgotten battles.
- GeForce 7800 GTX/GT, SLI: Counter-Strike: Source performance decreases in SLI multi-GPU mode compared to single-GPU mode.
- GeForce 7800 GT/GTX, SLI: The display attached to GPU1/DVI2 is not restored after disabling SLI.
- GeForce 7800 GTX/GT, GeForce 6 Series: Shadows do not render correctly in Far Cry patch 1.33.
- GeForce 7800 GTX/GT: Flickering occurs in the water in Serious Sam 2.
- GeForce 7800 GTX/GT, GeForce 6800/6800 Ultra/GT: When selecting Detect Optimal Frequencies in the control panel, the desktop refresh rate switches to 60Hz.
- GeForce 7800 GTX/GT, SLI: There is corruption when running Ground Control 2 with SLI enabled.

- GeForce 7800 GTX, SLI, Windows XP Professional x64: Half-Life 2 Day of Defeat does not run.
- GeForce 7800 GTX/GT, SLI: Non-active displays may be activated after disabling SLI or rebooting the system.
- GeForce 7800 GTX/GT, SLI: Display does not respond appropriately when using Pan-and-scan under SLI mode.
- GeForce 7800 GTX, SLI: Attempts to enable SLI dynamically occasionally fails, requiring a system reboot.
- GeForce 7800 GTX, SLI, Windows XP: The computer crashes intermittently when changing the desktop resolution to 1920x1080 on a Viewsonic VP231wb.

## GeForce 6 Series

- GeForce 6800 Ultra, SLI: The system hangs when looping 3DMark05 1.1.
- GeForce 6800, SLI: Stuttered rendering occurs during test 3 in 3DMark05 at 1600x1200 4xAA with SLI enabled.
- GeForce 6800, SLI: SLI split line indicates no scaling is occurring for Age of Empires when run in windowed mode.
- GeForce 6800, SLI: The character portrait in Dungeon Siege 2 is corrupted.
- GeForce 6800 Ultra, SLI: There are intermittent application failures when using nForce4 SLI/SLI X16 motherboards.
- GeForce 6800, Windows XP, SLI: There is a large performance drop in Far Cry when 8x SLI antialiasing is enabled, compared to 4x antialiasing.  
*This will be fixed in the next driver release.*
- GeForce 6800 Ultra, SLI: Apple 30 inch display does not run with 512 MB graphics boards in SLI mode. You must switch to single GPU mode to work.
- GeForce 6600 (all models except GeForce 6600 VE), SLI: RUNDLL error occurs when enabling SLI without the SLI connector.

*This error does not affect SLI functionality. Simply click OK to close the message box and SLI will still be functioning.*

*This will be resolved in the next driver release.*

- GeForce 6600, SLI: The **Select display output** option is not available for NVIDIA SLI without the SLI connector.

*This is a known limitation of NVIDIA SLI when the SLI connector is not used.*

- GeForce 6600, SLI, Windows XP: Gameplay and menu performance drops when running Kohan 2: Kings of War in SLI mode with 4x antialiasing enabled.
- GeForce 6600, SLI, Windows XP: Lock On: Modern Air Combat has lower than expected performance at high resolutions with antialiasing enabled.
- GeForce 6600, SLI, Windows XP: Corruption occurs in the game Painkiller when setting the resolution to wide screen formats.
- GeForce 6600, SLI, Windows XP: The entire display blacks out briefly when attempting to bring up the NVIDIA Control Panel.

## Not NVIDIA Issues

---

This section lists issues that have been determined to not be due to the NVIDIA driver. They are organized in the following sections:

- “Not NVIDIA Issues—Single GPU” on page 22
- “Not NVIDIA Issues—SLI” on page 28

### Not NVIDIA Issues—Single GPU

---

#### GeForce 7 Series

- GeForce 7800 GTX/GT: The Chronicles of Riddick does not render correctly at 2560x1600 on the Apple 30" Cinema display.  
*This is an issue with the application.*
- GeForce 7 Series, GeForce 6 Series GPUs: Textures are not rendered in Age of Empires 3 at 1600x1200 and higher resolutions.  
*This is an issue with the application.*
- GeForce 7800 GTX, Windows XP Media Center Edition 2005 Update2: When running in window mode, there is tearing in the video on the top of the screen when playing MPEG-2 high definition clips on HDTV output.  
*This is an application issue with Media Center and does not occur if you run Media Center in Fullscreen mode.*
- GeForce 7800 GTX/GT: Transparency antialiasing does not work with Grand Theft Auto San Andreas.  
*The driver does not apply Transparency antialiasing to triangles that are alpha-blended. Applications with alpha blending do not benefit from Transparency antialiasing.*
- GeForce 7800 GT/GTX: Graphics are corrupted at the title screen in Age of Empires 3.  
*This is not an NVIDIA bug, but an issue with the application.*
- GeForce 7800 GT/GTX: FEAR Demo has blocky explosion effects.  
*This is not an NVIDIA bug, but an issue with the application.*

- GeForce 7800 GTX: Age of Empires 3 demo fails to run when connected to a DVI flat panel.

*This is not an NVIDIA bug, but an issue with the application. Demo versions of the application attempt to set a mode that is not supported on the flat panel. To work around the issue, locate the file newprofile.xml and change the resolution setting to 1024x768.*

*This is fixed in final versions of the game.*

- GeForce 7800 GTX/GT, GeForce 6800: Textures are not rendered in Age of Empires 3 at 1600x1200 and higher resolutions.

*This is not an NVIDIA issue, but rather a bug in the application.*

- GeForce 7800/GeForce 6800 GT: Shadow corruption/soft shadows appear after changing video settings in FEAR.

*This is an issue with the application and is documented as such in the demo's release notes. Disabling antialiasing fixes the soft shadow corruption.*

- GeForce 7800 GTX / GeForce 6 Series: The Chronicles of Riddick: Escape from Butcher Bay does not run under OpenGL.

*This issue is resolved by downloading and installing the game's 1.1 patch available at [http://www.vugames.com/file\\_list.do?gamePlatformId=1839](http://www.vugames.com/file_list.do?gamePlatformId=1839). This problem occurs as a result of the application checking the NVIDIA OpenGL driver for a version 1.5 instead of 2.0.*

- GeForce 7800 GTX, GeForce 6800/6800 Ultra, GeForce 6600 GT: Explosion effects in the game Pariah result in full-screen corruption.

*This is an issue with the application. To work around the issue, set the variable **HasNvidiaTexM32Tex** in the file **pariah.ini** to (1). ((0) is the default.)*

- GeForce 7800 GTX / GeForce 6800 Ultra: Age of Empires 3 demo v1.0 has corruption on the title screen when running at high resolutions (1600x1200) with antialiasing set to Medium or High, Shader Quality set to Very High, and Shadow Quality set to Very High.

*This is an issue with the application.*

## GeForce 6 Series

- GeForce 7 Series, GeForce 6 Series GPUs: Textures are not rendered in Age of Empires 3 at 1600x1200 and higher resolutions.

*This is an issue with the application.*

- GeForce 7800 GT/GTX, GeForce 6800/6800 Ultra/GT: When selecting Detect Optimal Frequencies in the control panel, the desktop refresh rate switches to 60Hz.
- GeForce 7800 GTX/GT, GeForce 6800: Shadows fail to render in Splinter Cell 1.
- GeForce 7800 GTX/GT, GeForce 6800/6600: Ground and water textures are corrupted when zooming out in Civilization 4.
- GeForce 6800 PCI-E: The top of the video tears when watching a transport stream clip in VMR mode with Windows Media Player.
- GeForce 6800: Corruption occurs on certain vehicles in Joint Operations: Typhoon Rising.
- GeForce 6800: Command and Conquer Generals: Zero Hour displays green tint.
- GeForce 6800: Flickering corruption appears around the mouse cursor in Dungeon Siege 2.
- GeForce 6800, Windows XP Media Center Edition: Blue-screen crash occurs when dragging Windows Media Player 10 window from the primary to the secondary display.
- GeForce 6800 PCI-E: When played in Overlay mode, there is an initial hesitation during the Galaxy Quest menu ship flyby.
- GeForce 7800 GTX / GeForce 6800 Ultra: Age of Empires 3 demo v1.0 has corruption on the title screen when running at high resolutions (1600x1200) with antialiasing set to Medium or High, Shader Quality set to Very High, and Shadow Quality set to Very High.

*This is an issue with the application.*

- GeForce 6800 / 6200: Battlefield 1942 has shimmering textures.

*Battlefield 1942 uses negative LOD intensively in the game, but this should not be used in conjunction with anisotropic filtering.*

*To reduce shimmering, set the advanced option "negative LOD bias" to CLAMP, and then the image settings slider to High Quality.*

- GeForce 7800/GeForce 6800 GT: Screen corruption may occur with F.E.A.R. when antialiasing and soft shadows are enabled.

*This is an issue with the application and is documented as such in the demo's release notes. Disabling antialiasing fixes the soft shadow corruption.*

- GeForce 7800 GTX, GeForce 6800/6800 Ultra, GeForce 6600 GT: Explosion effects in the game Pariah result in full-screen corruption.

*This is an issue with the application. To work around the issue, set the variable **HasNvidiaTexM32Tex** in the file **pariah.ini** to (1). ((0) is the default.)*

- GeForce 6800: Shadows are not rendering correctly in Ground Control 2.

*This is not an NVIDIA bug, but an issue with the application.*

- GeForce 6800: Half-Life 2 fog is different when using ATI hardware.

*This is not an NVIDIA bug, but rather an issue with the application.*

- GeForce 6800: Aspect ratio is incorrect when movie transitions from 4:3 to 16:9 playback using PowerDVD5 Trail (download from the Cyberlink Web site).

*This is an application issue, and does not occur with other DVD players.*

- GeForce 6800 Ultra, Windows XP: Movies are choppy in Prince of Persia Warrior Within. However, gameplay is not affected.

*This is not an NVIDIA bug, but rather an issue with the application.*

- GeForce 6800 Ultra PCI-E: Shadows are not rendering correctly in Ground Control 2.

- GeForce 6600/6800 (128MB): 3D Mark 2003 demo mode results in an out of memory error at 1600x1200x32 with 4x antialiasing enabled.

*This is not a bug. The problem occurs because there is not enough memory to run 3D Mark03 in this mode with a 128MB board.*

- GeForce 6600 GT: Antialiasing doesn't work with Serious Sam II Demo.

*This is not a bug. HDR in Serious Sam II is not supported by the NVIDIA control panel antialiasing.*

- GeForce 6600 (128 MB): The game Hitman—Contracts refuses to start with graphics options set to the maximum (1600x1200, 4x antialiasing, 16x anisotropic filtering).

*This is not an NVIDIA bug, but an issue with the application.*

- GeForce 6600, GeForce FX 5600 Ultra: There is intermittent corruption on the first warning screen of some DVD titles.

*A patch for this issue is available from Microsoft.*

- GeForce 6600: Artifacts appear in the introduction videos and during game play in Tomb Raider: Angel of Darkness at 1600x1200 and with 4x antialiasing enabled.

*This is not an NVIDIA bug.*

- GeForce 6200 (16MB/32MB): Game-loading errors occur with Tomb Raider Angel of Darkness.

*This is an issue with the application. You can work around this issue by switching off the video using the command line switch “-no\_fmV”.*

- GeForce 6200 with TurboCache (16MB): A Direct3D out-of-memory error occurs in Unreal Tournament 2003 when using the HardOCP Benchmark Utility version 2.1.

*This is not an NVIDIA bug.*

- GeForce 6 Series: Stuttering occurs in the game EverQuest II.

NVIDIA has optimized performance in the 77.72 drivers to reduce stuttering related to the GPU and drivers. However, in-game stuttering can still occur as the result of the following system conditions:

- Using high-quality/maximum-visual game settings on a PC with less than 1.5 GB of system memory—EverQuest II's highest quality settings are extremely hardware intensive (graphics, memory, and CPU).
- Misconfigured AGP aperture settings and fragmented hard disks can also contribute to in-game stuttering.
- GeForce 6 Series, Windows XP: There is no difference in lighting after turning the flashlight on and off a few times in Half-Life 2, resulting in darkness even with the flashlight on.

*This is not an NVIDIA bug, but rather an issue with the application.*

- GeForce 6 Series, Windows XP: Some animated characters in World of Warcraft have black or missing textures.

*This is not an NVIDIA bug, but rather an issue with the application.*



## GeForce FX Series

- GeForce FX 5950 Ultra: Call of Duty 2 crashes when "optimal system settings" is chosen in the game options menu.

*This is not an NVIDIA bug, but an issue with the application. It is fixed with the full retail version of Call of Duty 2.*

- GeForce FX 5950 Ultra, Windows ME: CodeCult benchmark does not run properly.

*This is not an NVIDIA bug.*

- GeForce FX 5950 Ultra: Homeworld2 antialiased performance is slow.

*This is not an NVIDIA bug, but is a known issue with the application. A game patch 1.1 is available at [ftp://ftp.sierra.com/pub/sierra/homeworld2/updates/homeworld2\\_update\\_en\\_10\\_11.exe](ftp://ftp.sierra.com/pub/sierra/homeworld2/updates/homeworld2_update_en_10_11.exe).*

- GeForce FX 5600 Ultra, GeForce 6600: There is intermittent corruption on the first warning screen of some DVD titles.

*A patch for this issue is available from Microsoft.*

- GeForce FX Series: Stuttering occurs in the game EverQuest II.

NVIDIA has optimized performance in the 77.72 drivers to reduce stuttering related to the GPU and drivers. However, in-game stuttering can still occur as the result of the following system conditions:

- Using high-quality/maximum-visual game settings on a PC with less than 1.5 GB of system memory  
EverQuest II's highest quality settings are extremely hardware intensive (graphics, memory, and CPU).
- Misconfigured AGP aperture settings and fragmented hard disks can also contribute to in-game stuttering.

- GeForce FX, Windows ME: Gunmetal Demo introduction movie does not display properly.

*This is not an NVIDIA bug.*

## GeForce2 and GeForce4

- GeForce2, GeForce4 MX, Windows XP: City of Heroes crashes to the desktop intermittently.

*This is not an NVIDIA bug.*

## Not NVIDIA Issues—SLI

---

- SLI mode does not appear capable of being enabled with City of Villains.

*This issue occurs because City of Heroes and City of Villains share the same executable name.*

*You can work around this issue by either*

- *modifying the City of Heroes application profile (this will create a second City of Heroes profile) to enable SLI AFR mode, or*
- *set AFR as the rendering mode in Global Profile.*

*For more information on customizing SLI profiles, visit [www.slizone.com](http://www.slizone.com) and navigate to Learn More->How-to Guides.*

- GeForce 6 and 7 Series, SLI: SLI does not work with OpenGL applications when the SLI control panel page is open.

*This is the correct behavior with SLI rendering. If you need to adjust SLI settings for an OpenGL application you must adjust the NVIDIA control panel settings with the application closed, then close the control panel and open the application.*

- GeForce 6 and 7 Series, SLI, Windows XP: With SLI enabled, Call of Duty 2 performance appears to be slow.

*For optimal SLI performance in Call of Duty 2, you must select 'YES' for 'Optimize for SLI' in the Graphics section of System Settings.*

- GeForce 6 and 7 Series, SLI, Windows XP: After selecting 'YES' for 'Optimize for SLI' in the Graphics section of System Settings when playing Call of Duty 2, the setting resets to 'No' every time you restart the game.

*The problem is that the setting does not get saved to the player's config file. You must make sure 'YES' is selected each time you launch the application or you can ensure the setting gets written to the config file in one of the following ways:*

- *Type "seta r\_multiGpu 1" in the console, or*
- *Add "seta r\_multiGpu 1" to the shortcut, or*
- *Add "seta r\_multiGpu 1" directly to your config.cfg and config\_mp.cfg files in your directory under the "main/players" folder.*
- GeForce 6800, SLI: If SLI antialiasing is enabled, the regular antialiasing modes are not available after disabling SLI.

*The regular antialiasing modes will be available if you disable SLI antialiasing before disabling SLI. This works as it is designed.*

- With SLI enabled, the SLI split line does not appear when VSync is forced on.

*This is not a bug, and the applications are, in fact, running in SLI mode. The SLI split line/load bar is not supposed to appear when Vsync is enabled in SLI mode.*

- GeForce 6800/6600 GT: Slow performance with World of Warcraft in SLI mode.

*This is not an NVIDIA bug, but instead the result of a recent patch for World of Warcraft to reduce mouse lag on slower computers by synchronizing the GPU(s). This change is unnecessary for NVIDIA users, and particularly for users with SLI configurations.*

For optimal performance when playing World of Warcraft in SLI mode:

- Disable vertical sync within the World of Warcraft in-game video options.
- Enable "hardware mouse" acceleration and disable "smooth mouse" within the World of Warcraft in-game video options.

"Smooth mouse" reduces mouse lag when the frame rate is low and "hardware mouse" is disabled.

## 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:

- “Display Output Selection not Available on “Bridgeless” SLI” on page 31
- “SLI Connector Requirement on NVIDIA Quadro SLI Cards” on page 31
- “VIA and ATI AGP 3.0 Chipsets” on page 31
- “DVD Playback Issues with Dual NVIDIA Quadro NVS Cards” on page 32
- “PowerDVD 5.0 Does Not Display Correctly in nView Span Mode” on page 32
- “DirectX Fails When Detaching/Reattaching Displays in Dualview Mode” on page 32
- “OpenGL Viewport Scaling Problem in Horizontal Span Mode” on page 32
- “Driver Reports 256 MB Memory on NVIDIA Quadro FX 330 Cards” on page 33
- “Video Playback in nView Clone and Span Modes” on page 33
- “Monitor Ordering in the Windows Settings Page” on page 33
- “DirectX Applications Run Only on Single Display Even in Multiview Mode” on page 35
- “Applying Workstation Application Profiles” on page 35
- “Advanced Timing Adjustment Limitations” on page 36
- “No Antialiasing of 3DMark03 Image Quality Screen Captures” on page 36
- “Medal of Honor Under Windows XP / Windows 2000” on page 37
- “Hide Modes Check Box Cannot be Cleared” on page 37
- “Windows XP/2000 Issue with Settings Tab Monitor Positioning” on page 38
- “Gigabyte GA-6BX Motherboard” on page 38
- “Controlling Windows 9x TV Tuner Scaling Artifacts” on page 38
- “Quake III Arena malloc() Error on TNT2” on page 39

- “Windows Media Player Hangs Playing MPEG Files” on page 39
- “AVI Playback Problems With Older Intel Indeo Codecs” on page 40
- “Antialiasing Problems With Certain Applications” on page 40
- “VIA KX133 and 694X Chipsets With AGP 2X” on page 40
- “Irongate Chipsets With AGP 1X” on page 40
- “Poor Quality S-Video Output on Some TVs” on page 41
- “GLQuake Crash and Version 5.16 (or Later) Drivers” on page 41
- “Windows 98 and Windows Me MultiMon Support” on page 41
- “AGP Programs May Hang With Athlon Processor” on page 42
- “Desktop Manager Does Not Re-Center Logon Screen” on page 42
- “Issues with Video Mirror–Windows XP/2000” on page 42

## **Display Output Selection not Available on “Bridgeless” SLI**

---

On graphics cards that can operate in SLI mode without the SLI connector (such as the GeForce 6600), you cannot select which monitor to display the output. On the SLI display property page, the option box to select the output display is not available.

## **SLI Connector Requirement on NVIDIA Quadro SLI Cards**

---

The SLI connector that links two SLI cards is needed for proper SLI operation. However, the connector can be removed if you do not intend to enable SLI mode. If you remove the connector, then you must make sure that SLI mode is disabled from the NVIDIA control panel. Enabling SLI mode without the SLI connector installed will result in video corruption.

## **VIA and ATI AGP 3.0 Chipsets**

---

- **Problem**

The use of AGP-protocol cycles for coherent access to regular system memory results in data corruption on systems based on VIA and ATI AGP 3.0-compatible chipsets.

AGP-protocol cycles to the AGP aperture are not affected.

- **Workaround**

To correct the data corruption problem, the Release 75 driver exclusively uses PCI-protocol cycles to access regular system memory when it detects a VIA or ATI AGP 3.0-compatible chipset.

## DVD Playback Issues with Dual NVIDIA Quadro NVS Cards

---

With both AGP and PCI NVIDIA Quadro NVS cards installed in the system, when attempting to play DVDs in full-screen mode on the display connected to the PCI card, the screen is blank.

*This is not an NVIDIA bug, but rather a problem with older point releases of PowerDVD and WinDVD.*

## PowerDVD 5.0 Does Not Display Correctly in nView Span Mode

---

With nView Horizontal Span mode enabled, when the PowerDVD 5.0 playback window is dragged to the second display and then stretched to fill the display, the right area of the display is corrupted.

*This is not an NVIDIA bug, but a problem with PowerDVD.*

## DirectX Fails When Detaching/Reattaching Displays in Dualview Mode

---

This problem can be duplicated as follows:

- 1 Enable both displays in Dualview mode.
- 2 Detach monitor 2 and apply settings.
- 3 Reattach monitor 2 and apply settings.

DirectX runtime fails on monitor 1.

*This is not an NVIDIA bug, but a limitation in the operating system where DirectX does not enumerate the second device. DirectX can be restored to both displays by rebooting the system*

## OpenGL Viewport Scaling Problem in Horizontal Span Mode

---

With nView Horizontal Span mode enabled, when opening an OpenGL model in a viewport, the model image is scaled too large to fit in the viewport. The problem occurs with such applications as Maya 5.0 and 3D Studio MAX 4.26.

*This is not an NVIDIA bug, but a limitation in the application's ability to properly maintain the aspect ratio in Horizontal Span mode.*

## Driver Reports 256 MB Memory on NVIDIA Quadro FX 330 Cards

---

- **Problem**

When a 64 MB NVIDIA Quadro FX 330 card is installed, the driver reports that the card needs 256 MB, causing 256 MB of address space to be consumed.

- **Explanation**

*This is not a bug but a product limitation.*

The NVIDIA Quadro FX 330 GPU has some limitations that prevent the card from addressing less than 256 MB of system memory.

## Video Playback in nView Clone and Span Modes

---

- **Problem**

With nView Clone or Span mode enabled, video playback appears on only one display under the following conditions:

- Under nView Clone mode, when fullscreen video mirror is not used.
- Under nView Span mode, when fullscreen video mirror is not used and the video is positioned to span across both monitors.

- **Explanation**

With applications that render using the hardware overlay—such as DirectX applications—the default driver behavior for Release 60 is to enable the hardware overlay when nView Clone or Span mode is enabled.

*Because the driver supports only one hardware overlay, the video appears on only one display.*

## Monitor Ordering in the Windows Settings Page

---

### Monitor Ordering on a Single GPU

- **Issue**

The monitor order in the Display Properties Settings page is not consistently matched with the connectors on the graphics card.

- **Explanation**

The driver does not distinguish connector positions, but instead distinguishes the display type, and consequently assigns monitor numbers according to the display type and not according to the connector.

## Monitor Ordering on a Multiple GPU System

- **Issue**

When four monitors are connected to a system with multiple PCI GPUs, such as a NVIDIA Quadro NVS 400 graphics card, and enabled in Dualview or Multiview mode, many customers expect the monitor ordering in the Display Properties Settings page to conform to the following:

Connector Position	Monitor Number
Primary GPU—Output 1	1
Primary GPU—Output 2	2
Secondary GPU—Output 1	3
Secondary GPU—Output 2	4

The monitor ordering, in fact, does not conform to this scheme.

- **Explanation**

The monitor ordering is not controlled by the driver, but rather by the Windows OS method of enumerating PCI devices. The Windows enumeration results in the following monitor numbering:

Connector Position	Monitor Number
Primary GPU—Output 1	1
Secondary GPU—Output 1	2
Primary GPU—Output 2	3
Secondary GPU—Output 2	4

**Considerations for nView Span Modes:** Outputs from the same GPUs are grouped together in nView Span modes, resulting in the desktop spanning across monitors 1 and 3, or across 2 and 4.



## DirectX Applications Run Only on Single Display Even in Multiview Mode

---

- **Problem**

When running DirectX applications in fullscreen mode on an NVIDIA Multiview system, the application appears on only one display instead of all the displays.

A Multiview system consists of a NVIDIA Quadro NVS series graphics card with multiple monitors connected and multiview mode enabled.

- **Explanation**

The problem occurs only with DirectX /Direct3D applications that use full-screen exclusive mode. In order to support these applications, the driver must switch to single display mode and blank out the other displays.

In scenarios that require multiview functionality—such as when using screen savers—NVIDIA recommends using non-DirectX/Direct3D applications.

## Applying Workstation Application Profiles

---

- **Background**

The workstation application profiles are software settings used by the NVIDIA Display Drivers to provide optimum performance when using a selected application. The profile also works around known application issues and bugs.

If there is an available setting for an application, it should be used, otherwise incorrect behavior or reduced performance is likely to occur.

- **Issues**

Configuration changes require the application to restart.

Running applications do not receive notification of configuration changes, Therefore, if you change the configuration while the application is running, you must exit and restart the application for the configuration changes to take effect.

## Advanced Timing Adjustment Limitations

---

- **Problem**

The Advanced Timing page—accessed from the NVIDIA Display Properties Change Resolution page—is not available for some cards using the DVI connector.

- **Explanation**

DVI timing adjustment is supported for NV3x-based cards only if they have an external TMDS, such as the SiliconImage 164.

If the card uses the internal TMDS, then the page is not accessible. However, cards with an internal TMDS can support refresh rates less than 60 Hz in this driver.

## No Antialiasing of 3DMark03 Image Quality Screen Captures

---

- **Problem**

After enabling antialiasing from the NVIDIA Properties page, 3DMark03 screen captures—obtained using the application’s screen capture function—might not be antialiased.

- **Explanation**

This is not an NVIDIA bug, but rather a result of different methods used to render antialiased images.

Depending on a combination of factors, the driver may take advantage of the NVIDIA hardware’s ability to bypass the front buffer while rendering an antialiased image. In this case, the front buffer does not contain antialiased data, so if an application takes data from the front buffer—as is the case with 3DMark03’s Image Quality screen captures—then the resulting image is not antialiased.

To accommodate applications that request use of the front buffer, the NVIDIA software can provide the antialiased data in a buffer to the application. Since this negates the advantages of the NVIDIA hardware capability, this support is enabled only when antialiasing is enabled within the application, and not from the NVIDIA control panel.

*In all cases when antialiasing is enabled, screen images as well as screen captures obtained using the Print Screen key are always antialiased.*

## Medal of Honor Under Windows XP / Windows 2000

---

- **Problem**

The Electronic Arts game Medal of Honor uses a hard coded buffer to parse the OpenGL extension string. This can cause a system crash under Windows XP and Windows 2000.

- **Workaround**

NVIDIA has implemented Medal of Honor application detection to work around this extension string crash.

## Hide Modes Check Box Cannot be Cleared

---

- **Background**

One of the NVIDIA display property page dialog boxes contains the check box labelled "Hide modes that this monitor cannot display". It is checked by default, indicating that only the refresh rates supported by the monitor are listed in the refresh rate drop down list.

The check box appears in the Device Adjustments->Monitor Settings page.

- **Problem**

If you clear the check box, click **Apply**, and then close the dialog box, the check box is still checked when the page is re-opened.

- **Explanation**

This function is no longer controlled by the NVIDIA driver, but has not been removed from the control panel in order to maintain consistency with driver designs that are currently being shipped to OEMs.

## Windows XP/2000 Issue with Settings Tab Monitor Positioning

---

- **Problem**

In the Windows **Display Properties** > **Settings** tab, the secondary monitors cannot be positioned directly above monitor #1 without snapping horizontally to a position diagonal to monitor #1.

- **When the Problem Occurs**

The problem occurs when four monitors are connected to the graphics adapter card, but only two of them are enabled.

- **Cause and Workaround**

This is a Microsoft—not an NVIDIA—bug, and there is no workaround to correct the positioning of the monitor icons. However, the actual positioning of the displays on the desktop can be corrected using the nView Desktop Manager window as follows:

- 1 Under the Tools tab in the Desktop Manager windows, make sure Automatically Align Displays is checked.
- 2 In the Settings tab, position the appropriate monitor icon above monitor #1, then click **Apply**.

The mouse cursor movement between monitor desktops will correspond to a vertical orientation of the monitors, even though the monitor icons in the Settings tab are diagonal to each other.

**Note:** This will be the case even if the monitor icons are deliberately positioned diagonal to each other.

## 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.

## Controlling Windows 9x TV Tuner Scaling Artifacts

---

Bus-mastering TV tuners that do not flip leave artifacts when they are scaled. On Windows 9x, this problem is addressed by setting the local DirectDraw™ registry value `VideoBusMasterMode` to 1. This setting causes the DirectDraw driver to look for flips occurring within half-second intervals. If none are found, an overlay automatically starts flipping at 30 fps. This setting works with only Windows 9x.

## Quake III Arena malloc() Error on TNT2

---

- **Problem**

Running the application Quake III Arena in a continuous loop results in an application failure after several hours.

Typical failure modes include either a `malloc()` error (such as `Z_malloc: failed on allocation of xxxxxxxx bytes`) or the Microsoft error dialog stating that “the application has experienced a problem and must now be closed”.

- **Explanation**

The problem is not an NVIDIA bug, but is caused by a memory leak in Quake III Arena. The extent of the problem depends on the method used for looping the application:

- **Using a .CFG File**

Using a `.cfg` file actually performs an infinite recursion, which causes a memory leak in Quake III Arena, leading to the failure.

- **Running Quake III as a Local Server**

Another method for using Quake III Arena as an OpenGL stress test is to run Quake III as a local server and then either follow or spectate a bot server. The failure can also occur using this method, depending on the Quake III Arena version. For example, the problem has been seen with point release 1.15c but not with point release 1.17.

## Windows Media Player Hangs Playing MPEG Files

---

On systems using the InterVideo WinDVD player (including ones that don't contain NVIDIA components), Windows Media Player 6.4 halts if the slider is adjusted while an MPEG clip is playing. The problem also occurs if Active Movie or the Movie Player on the Windows 98 CD is used instead of Media Player 6.4.

There are two ways to work around this problem:

- **Under Display Properties > Settings > Advanced... > Performance, set Graphics Hardware acceleration to None.**
- **Uninstall the WinDVD player.**

This is not an NVIDIA bug.

## AVI Playback Problems With Older Intel Indeo Codecs

---

Some Intel Indeo® video codecs prior to 5.x (notably 3.2) do not correctly play AVI files that contain IF09 (YUV9) data. Symptoms include distorted images and the failure of the Overlay Color Control function. These codecs come installed on many Windows 9x and Windows NT 4.0 systems.

The problem can be resolved by downloading a release 5.x or later Indeo codec from the Intel Web site.

## Antialiasing Problems With Certain Applications

---

Antialiasing in the NVIDIA Direct3D driver requires each new frame to be rendered from scratch. This requirement adversely affects applications that render only that portion of the content that has changed since the last frame. A common symptom of this problem is geometric structures that incorrectly disappear and re-appear as the scene shifts.

## VIA KX133 and 694X Chipsets With AGP 2X

---

On Athlon motherboards with the VIA KX133 or 694X chipset, such the ASUS K7V motherboard, NVIDIA drivers default to AGP 2X mode to work around insufficient drive strength on one of the signals.

- **On Windows 9x systems, the registry key**

```
HKEY_LOCAL_MACHINE\Software\NVIDIA Corporation\Global\System\
EnableVia4X
```

can be created to force NVIDIA drivers to use AGP 4X transfers.

- **On Windows NT 4.0 and Windows 2000 systems, the registry key is**

```
HKLM\System\CurrentControlSet\Services\nv4\DeviceN\ EnableVia4X
```

where the N in DeviceN is the system-determined number indicating the current NVIDIA device. This number is normally 0.

These registry keys should only be used if there is reason to believe that the motherboard has the appropriate drive strength.

## Irongate Chipsets With AGP 1X

---

AGP 1X transfers are used on Athlon motherboards with the Irongate chipset to work around a problem with the signal integrity of the chipset.

## Poor Quality S-Video Output on Some TVs

---

NVIDIA drivers differentiate an S-video TV from a composite TV by searching for 75-Ohm loads on the chrominance and luminance lines. If the driver detects only one such load, it assumes that it has a composite TV and drives both chroma and luma onto that line. This approach allows both types of TV to display in color.

Unfortunately, some S-video TVs do not apply the correct load to both lines, causing the driver to detect an S-video TV as a composite. The driver, in turn, sends the lower quality signal to the S-video TV. To work around this problem, use the Control Panel to override the “Auto-select” feature. This can be done following these steps:

- 1 In the Settings tab of the Display Properties Control Panel, click Advanced.
- 2 In the nView tab, click Device Settings and click Select Output Device.
- 3 In the Device Selection tab, click the TV option.
- 4 Change the “Video output format” to S-video.

## GLQuake Crash and Version 5.16 (or Later) Drivers

---

GLQUAKE.EXE crashes when it is run with the `-condebug` command-line option on a GeForce 256 or a GeForce2 GTS that uses NVIDIA driver version 5.16 or later.

GLQuake uses `glGetString(GL_EXTENSIONS)` to find the NVIDIA OpenGL extensions string and tries to dump the result into a fixed-length, 1024-byte buffer. With the advent of NVIDIA driver version 5.16 and its additional OpenGL capabilities, the extensions string now exceeds 1024 bytes. GLQuake does not truncate the OpenGL extensions string to the length of the buffer, thereby writing past the end of the buffer. The data lost in this process eventually causes the application to crash.

## Windows 98 and Windows Me MultiMon Support

---

When running in MultiMon configuration, the Windows 98 and Windows Me operating systems force resolutions to be multiples of eight; for example, a resolution of 1600x900 pixels is changed to 1600x896.

Prior to setting a mode on the secondary display under MultiMon, these operating systems first validate the mode on the primary display and change the resolution of the primary display to 1600x896. Because the 1600x896 resolution is not in the NVIDIA master mode list, the NVIDIA driver would normally reject this resolution, which would prevent the operating systems from validating it and would prevent them from setting the secondary display's mode.

To work around this problem, the driver silently accepts the 1600x896 resolution, allowing this resolution to be validated by the operating systems in MultiMon configuration.

## AGP Programs May Hang With Athlon Processor

Windows 2000 systems using AMD Athlon processors can hang when an AGP program such as 3D WinBench 2000 is used. The problem can occur whether or not an NVIDIA video adaptor is installed.

The solution is to edit the registry to prevent the Memory Manager from using the processor's Page Size Extension feature. For a more complete explanation see <http://support.microsoft.com/support/kb/articles/Q270/7/15.ASP>

## Desktop Manager Does Not Re-Center Logon Screen

On Windows NT 4.0, Windows 2000, and Windows XP multi-display systems that are set to nView Span mode, the Windows logon screen is centered on the extended desktop. This usually causes it to be split across two displays, which users may find annoying. Although users can normally use the Desktop Manager to restrict a window's appearance to one display, security restrictions in the operating systems prevent this in the case of the logon screen.

## Issues with Video Mirror—Windows XP/2000

Table 2.1 lists current known issues with NVIDIA Video Mirror functionality.

**Table 2.1** Known Issues with Video Mirror

Issues
Video Mirror is not yet implemented for applications using Video Port Extensions (VPE).
If Video Mirror is enabled but a full-screen display does not appear, one of the following problems may have occurred:
Video Mirror can only function when overlay is being used. The video player may not be able to create an overlay if another application is using the overlay, or the desktop display resolution is too high. You can lower the desktop resolution, pixel depth, or refresh rate.
Video Mirror requires some extra memory to run. Try closing other DirectX or OpenGL applications that may be running.
You may need to close and restart your video application for Video Mirror enabling or disabling to take effect.
Some video players that cannot detect the presence of Video Mirror stop playing if they are minimized or completely obscured by another window. For example, Media Player can exhibit this problem.



## CHAPTER

## 3

# THE RELEASE 80 DRIVER

This chapter covers the following main topics:

- “Hardware and Software Support” on page 43
- “Driver Installation” on page 48

See the section “Release 80 Enhancements” on page 54 for a summary of Release 80 features and enhancements.

## Hardware and Software Support

---

### Supported Operating Systems

---

This Release 80 driver includes drivers designed for the following Microsoft® operating systems:

- Microsoft Windows® XP
  - Windows XP Media Center Edition 2005 Update Rollup2
  - Windows XP Media Center Edition 2005
  - Windows XP Media Center Edition 2004
  - Windows XP Professional
  - Windows XP Home Edition
  - Windows XP Professional x64 Edition
- Microsoft Windows Server 2003 x64 Edition
- Microsoft Windows 2000 and Windows NT® 4.0

- Microsoft Windows 98 and Windows Millennium Edition (Me), collectively called Windows 9x in this document

## Supported NVIDIA Products

Table 3.1 and Table 3.2 lists the NVIDIA products supported by the Release 80 driver.

**Table 3.1** Supported NVIDIA Consumer Products

Product	Windows XP 32-bit Windows 2000	Windows XP Professional x64	Windows 98/Me	Windows NT4
GeForce 7800 GTX 512 - PCI-E	X	X		
GeForce 7800 GTX — PCI-E	X	X		
GeForce 7800 GT — PCI-E	X	X		
GeForce 6800 GS — PCI-E	X	X		
GeForce 6800 XT	X	X	AGP only	
GeForce 6800 XE	X	X	AGP only	
GeForce 6800 Ultra	X	X	AGP only	AGP only
GeForce 6800 LE	X	X	AGP only	
GeForce 6800 GT	X	X	AGP only	AGP only
GeForce 6800	X	X	AGP only	
GeForce 6610 XL	X	X	X	X
GeForce 6600 LE	X	X	AGP only	AGP only
GeForce 6600 VE — PCI-E	X	X		
GeForce 6600 GT	X	X	AGP only	
GeForce 6600	X	X	AGP only	
GeForce 6500 — PCI-E	X	X		
GeForce 6200SE with TurboCache—PCI-E	X	X		
GeForce 6200 with TurboCache—PCI-E	X	X		
GeForce 6200	X	X	AGP only	AGP only
GeForce 6150 — PCI-E	X	X		
GeForce 6150 LE — PCI-E	X	X		
GeForce 6100 — PCI-E	X	X		
GeForce FX 5950 Ultra	X	X	X	X
GeForce FX 5900 Ultra	X	X	X	X
GeForce FX 5900	X	X	X	X
GeForce FX 5800 Ultra	X	X	X	X
GeForce FX 5800	X	X	X	X
GeForce FX 5700VE	X	X	X	X
GeForce FX 5700LE	X	X	X	X

**Table 3.1** Supported NVIDIA Consumer Products

<b>Product</b>	<b>Windows XP 32-bit Windows 2000</b>	<b>Windows XP Professional x64</b>	<b>Windows 98/Me</b>	<b>Windows NT4</b>
GeForce FX 5700 Ultra	X	X	X	X
GeForce FX 5700	X	X	X	X
GeForce FX 5600XT	X	X	X	X
GeForce FX 5600 Ultra	X	X	X	X
GeForce FX 5600	X	X	X	X
GeForce FX 5500	X	X	X	X
GeForce FX 5200LE	X	X	X	X
GeForce FX 5200 Ultra	X	X	X	X
GeForce FX 5200	X	X	X	X
GeForce PCX 5900 — PCI-E	X	X		
GeForce PCX 5750 — PCI-E	X	X		
GeForce4 MX 4000	X	X	X	X
GeForce4 Ti 4800SE	X	X	X	X
GeForce4 Ti 4800	X	X	X	X
GeForce4 Ti 4600	X	X	X	X
GeForce4 Ti 4400	X	X	X	X
GeForce4 TI 4200 with AGP8X	X	X	X	X
GeForce4 Ti 4200	X	X	X	X
GeForce4 MX440SE with AGP8X	X	X	X	X
GeForce4 MX 460	X	X	X	X
GeForce4 MX 440 with AGP8X	X	X	X	X
GeForce4 MX 440-SE	X		X	
GeForce4 MX 440	X	X	X	X
GeForce4 MX 420	X	X	X	X
GeForce3 Ti 500	X	X	X	X
GeForce3 Ti 200	X	X	X	X
GeForce3	X	X	X	X
GeForce2 MX 400	X	X	X	X
GeForce2 MX 200	X	X	X	X
GeForce2 MX	X	X	X	X

**Table 3.2** Supported NVIDIA Workstation Products

<b>Product</b>	<b>Windows XP 32-bit Windows 2000</b>	<b>Windows XP Professional x64</b>	<b>Windows NT4</b>
NVIDIA Quadro FX 4500	X	X	
NVIDIA Quadro FX 4400	X		X
NVIDIA Quadro FX 4000 SDI	X		X
NVIDIA Quadro FX 4000		X	
NVIDIA Quadro FX 3450	X	X	X
NVIDIA Quadro FX 3400	X	X	X
NVIDIA Quadro FX 3000G	X		X
NVIDIA Quadro FX 3000	X	X	X
NVIDIA Quadro FX 2000	X	X	X
NVIDIA Quadro FX Go1400	X		X
NVIDIA Quadro FX 1400	X		X
NVIDIA Quadro FX 1300	X		X
NVIDIA Quadro FX 1100	X	X	X
NVIDIA Quadro FX Go1000	X	X	X
NVIDIA Quadro FX 1000	X	X	X
NVIDIA Quadro FX Go700	X	X	X
NVIDIA Quadro FX 700	X	X	X
NVIDIA Quadro FX 600	X	X	X
NVIDIA Quadro FX 540 MXM	X		X
NVIDIA Quadro FX 540	X		X
NVIDIA Quadro FX 500	X	X	X
NVIDIA Quadro4 980 XGL	X	X	X
NVIDIA Quadro4 900 XGL	X	X	X
NVIDIA Quadro4 750 XGL	X	X	X
NVIDIA Quadro4 Go700	X	X	X
NVIDIA Quadro4 700 XGL	X	X	X
NVIDIA Quadro4 580 XGL	X		X
NVIDIA Quadro4 550 XGL	X	X	X
NVIDIA Quadro4 380 XGL	X	X	X
NVIDIA Quadro NVS 285	X	X	X
NVIDIA Quadro NVS 280 PCI	X	X	X
NVIDIA Quadro NVS w/AGP 8x	X		X
NVIDIA Quadro NVS	X		X
NVIDIA Quadro PCI-E Series	X	X	

**Table 3.2** Supported NVIDIA Workstation Products

<b>Product</b>	<b>Windows XP 32-bit Windows 2000</b>	<b>Windows XP Professional x64</b>	<b>Windows NT4</b>
NVIDIA Quadro2 MXR/EX	X		X
NVIDIA Quadro DCC	X		X

## Supported Languages

---

The Release 80 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

---

## System Requirements

---

- “Minimum Hard Disk Space” on page 48
- “Additional Operating System Requirements” on page 49

## Minimum Hard Disk Space

The minimum hard disk space requirement for each operating system are listed in [Table 3.3](#), [Table 3.4](#), and [Table 3.5](#):

**Table 3.3** Hard Disk Space Requirements—English

Operating System	Minimum Hard Disk Space
Windows XP (all editions)	29.50 MB
Windows 2000	29.50 MB
Windows NT 4.0	22.60 MB
Windows Me	25.14 MB
Windows 98	25.14 MB

**Table 3.4** Hard Disk Space Requirements—Non-English Languages

Operating System	Minimum Hard Disk Space
Windows XP (all editions)	21.66 MB
Windows 2000	21.66 MB
Windows NT 4.0	21.67 MB
Windows Me	21.67 MB
Windows 98	21.67 MB

**Table 3.5** Hard Disk Space Requirements—Full International Package

Operating System	Minimum Hard Disk Space
Windows XP (all editions)	51.16 MB
Windows 2000	51.16 MB
Windows NT 4.0	44.27 MB
Windows Me	46.81 MB
Windows 98	46.81 MB

## Additional Operating System Requirements

The operating systems in [Table 3.6](#) require the additional packages listed in order to be supported by NVIDIA.

**Table 3.6** Additional Operating System Requirements

Operating System	Additional Requirements
Windows NT 4.0	Service Pack 4
Windows 98	Microsoft DirectX™ 5

## Installation Instructions

---

### Before You Begin

- If you do not have System Administrator access privileges, it is assumed that the appropriate person with System Administrator access in your organization will set up and install the NVIDIA graphics driver software on your computer.
- The installation process copies all necessary files for operation into the appropriate directories.
- The nView system files are copied to your **Windows\System** directory.
- nView Desktop Manager Profile files (\*.tvp) are saved in the **Windows\Nview** directory.  
Depending on the version of the NVIDIA driver previously installed, profiles may also be located in the **Documents and Settings\All Users\Application Data\nView\_Profiles** directory.
- As part of the install process, an uninstall is registered in your system.
- Under Windows Me and Windows XP, the NVIDIA driver is installed in “Dualview mode” display. However, note that the second display is not activated by default, but must be enabled.
- Under Windows 2000, the NVIDIA Display Driver is installed in Span mode. See the instructions in the *ForceWare Graphics Drivers User’s Guide* for instructions on how to install nView DualView mode.

## Preserving Settings Before Upgrading Your Software

Before uninstalling or installing software, you can preserve your nView Desktop Manager and/or NVIDIA Display settings by using the nView Desktop Manager Profiles features.

**Note:** Follow the steps below and/or refer to the *NVIDIA nView Desktop Manager User's Guide* for details. Under Windows XP/2000 and Windows NT 4.0, you must have, at least, **Power User** access privileges in order to create or save a profile. (Refer to Windows Help if you need an explanation of Power User access rights.)

Follow the steps below and/or refer to the *NVIDIA nView Desktop Manager User's Guide* for details.

- 1 Open the nView Desktop Manager Profiles page (Figure 4.1).
- 2 To preserve your current settings, you can use either the **Save** or the **New** option from the nView Desktop Manager Profiles page:
  - If you want to overwrite the currently loaded profile with your changed settings, use the **Save** option. Notice that a warning message indicates that you are about to overwrite the selected profile.
  - If you want to retain the currently loaded profile and want to save your changed settings to a new file, click the **New** option. Enter a name and description of the profile in the New Profile dialog box. For example, you can name this profile **My Settings**.
- 3 If you are an “advanced” user and want to customize certain settings in the saved profile, click **Advanced** << to expand the dialog box (Figure 4.2).
- 4 To customize the settings, you can select or clear any of the settings check boxes.
- 5 Click **Save** to return to the main Profiles page.

If you created a new profile, you will see the name of the newly created profile in the profiles list.

If you overwrote a current profile, the same profile name is retained in the list.

**Note:** nView Desktop Manager profile (. **tvfp**) files are saved in the **Windows\nView** directory. Depending on the version of the NVIDIA driver previously installed, profiles may also be saved in the **Documents and Settings\All Users\Application Data\ nView\_Profiles** directory.
- 6 Now you can uninstall your current driver for a driver upgrade.
- 7 After you restart your computer following an NVIDIA new driver install, you can easily load the saved profile from the Profiles page of nView Desktop Manager.



## About Using Saved Profiles in Another Computer

You can easily use any saved profile (.tvp file in the **Windows\nView** directory) from one computer and use it in another computer, if you want. You'll need to copy it to the **Windows\nView** directory of a computer that has the NVIDIA ForceWare graphics display driver, etc. installed properly. Then this profile can be loaded from another computer from the nView Desktop Manager Profiles page just as it can from your original computer.

## Uninstalling the NVIDIA Display Driver Software

*Note: It is highly recommended that you follow the steps in this section to completely uninstall the NVIDIA Display Driver software before updating to a new version of the software.*

To uninstall the nView software, follow these steps:

- 1 From the Windows taskbar, click **Start > Settings > Control Panel** to open the Control Panel window.
- 2 Double-click the **Add/Remove Programs** item.
- 3 Click the **NVIDIA Display Driver** item from the list.
- 4 Click **Change/Remove**.
- 5 Click **Yes** to continue.

A prompt appears asking whether you want to delete all of the saved nView profiles.

- If you click **Yes**, all of the nView software and all of your saved profiles will be deleted.
- If you click **No**, the nView software is removed, but the profile files are saved in the **Windows\nView** directory on your hard disk.

Your system now restarts.

## Installing the NVIDIA ForceWare Graphics Drivers

- 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.  
The license agreement dialog box appears.
- 3 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.  
Opening the EXE file launches the NVIDIA InstallShield Wizard.
- 4 Follow the instructions in the NVIDIA InstallShield Wizard to complete the installation.

## CHAPTER

## 4

# NVIDIA DRIVER HISTORY

This chapter provides the driver release history and summarizes the features and enhancements that have been introduced in each release. It contains these sections:

- “Driver Release History” on page 54
- “Release 80 Enhancements” on page 54
- “Release 75 Enhancements” on page 57
- “Release 70 Enhancements” on page 59
- “Release 65 Enhancements” on page 60
- “Release 60 Enhancements” on page 62
- “Release 55 Enhancements” on page 64
- “Release 50 Enhancements” on page 65
- “Release 40 Enhancements” on page 69
- “Release 35 Enhancements” on page 71
- “Release 25 Enhancements” on page 72
- “Release 20 Enhancements” on page 73
- “Release 10 Enhancements” on page 73

## Driver Release History

---

Release 80 is the latest NVIDIA driver available. [Table 4.1](#) 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 4.1** NVIDIA Drivers for Windows

Driver	Name	Versions	Comments
Release 80	ForceWare	81.82, 81.84, 81.85, 81.87, 81.94, 81.95, 81.98	
Release 75	ForceWare	77.56 77.72, 77.76, 77.77, 78.01, 78.05	
Release 70	ForceWare	71.84, 71.89	
Release 65	ForceWare	66.77, 66.93, 67.02, 67.03, 67.66	
Release 60	ForceWare	61.76, 61.77	
Release 55	ForceWare	56.64, 56.72, 57.30	
Release 50	ForceWare	52.16, 53.04	
Release 40	Detonator FX	44.03–45.xx	
Release 40	Detonator 40	40.60–44.02	
Release 35	Detonator 35	35.60–37.80	
Release 25	Detonator 25	26.00–32.90	
Release 20	Detonator XP	21.83–23.xx	
Release 10	Detonator 3 v1x.xx	10.00–17.xx	

---

## Release 80 Enhancements

---

### NVIDIA SLI™ Enhancements

- Dynamic Enable/Disable Capability  
System reboot is no longer required after enabling or disabling SLI from the control panel.
- Cross-card compatibility  
SLI no longer requires that graphics cards be identical, but they must still have the same core GPU.
- SLI performance without an SLI (bridge) connector on select graphics cards for the mainstream market

- Improved SLI performance and a streamlined list of application profiles for OpenGL
- Changing application profiles never requires a system reboot.
- TV/HDTV support under SLI
- Ability to select which display to use for the output.
- Additional SLI Support  
Release 80 adds support for the following combinations of PCI Express graphics cards & chipsets:

Chipset	PCI-Express Graphics Cards
<b>NVIDIA nForce4 SLI</b>	
<b>NVIDIA nForce4 SLI—Intel Edition</b>	GeForce 7800 GT + GeForce 7800 GT GeForce 6800 XT + GeForce 6800 XT
<b>NVIDIA nForce Professional 2200</b>	GeForce 6800 XE + GeForce 6800 XE
<b>NVIDIA nForce Professional 2200+ NVIDIA nForce Professional 2050</b>	

## NVIDIA PureVideo™ Enhancements

- Improved inverse 3:2 and 2:2 pulldown
- Improved adaptive deinterlacing

## Support for the Next Generation of NVIDIA GPUs

## Additional Details by Driver Module

### DirectX

- Support for the next generation of GPUs
- Support for dual-core CPUs

### OpenGL

- New Extensions
  - NV\_packed\_depth\_stencil
  - ARB\_pixel\_buffer\_object
  - GL\_NV\_timer\_query

- Improved performance under Dualview
- Improved memory management for multiple open applications on Quadro workstation cards
- Improved performance with multiple overlapping windows
- Improved SLI performance
- Support for dual core CPUs
- Support for the next generation of GPUs

## Video

Release 80 includes the following new PureVideo features and improvements:

- Improved inverse 3:2 implementation
- Improved inverse 2:2 implementation
- Adaptive Deinterlacing for HD content on GeForce 6600 and high GPUs
- PureVideo support for the next generation of GPUs

## Classic NVIDIA Control Panel

- HDTV Overscan compensation support  
Includes X-Y adjustment, and independent front-end timing adjustment features
- Dynamic SLI enable/disable capability

## Release 75 Enhancements

---

The NVIDIA ForceWare graphics driver, Release75, supports the latest family of NVIDIA GPUs as well as dual-core CPUs. The following are more detailed changes in the driver:

### OpenGL Enhancements

---

- Support for OpenGL 2.0 Specification
- New extensions:
  - ARB\_draw\_buffers
  - ARB\_color\_buffer\_float
  - ARB\_half\_float\_pixel
  - ARB\_texture\_float
  - EXT\_framebuffer\_object

### SLI Support Improvements

---

- New SLI Antialiasing Feature
- SLI support for OpenGL workstation applications with NVIDIA Quadro-based PCI-Express graphics cards.
- Additional SLI Support  
Release 75 adds support for the following combinations of PCI Express graphics cards & chipsets:

Chipset	PCI-Express Graphics Cards
<b>NVIDIA nForce4 SLI</b>	
<b>NVIDIA nForce4 SLI—Intel Edition</b>	GeForce 7800 GTX + GeForce 7800 GTX GeForce 6600 + GeForce 6600
<b>NVIDIA nForce Professional 2200</b>	GeForce 6600LE + GeForce 6600LE
<b>NVIDIA nForce Professional 2200+ NVIDIA nForce Professional 2050</b>	NVIDIA QuadroFX 4500 + NVIDIA QuadroFX 4500 NVIDIA QuadroFX 4400 + NVIDIA QuadroFX 4400 NVIDIA QuadroFX 3450 + NVIDIA QuadroFX 3450 NVIDIA QuadroFX 3400 + NVIDIA QuadroFX 3400 NVIDIA QuadroFX 1400 + NVIDIA QuadroFX 1400

---

- Improved SLI performance for DirectX and OpenGL applications.
- Improved control of SLI profiles and rendering modes.

## System-Wide Desktop Manager Settings

---

### Control Panel Interface Changes

---

- Added a Triple Buffering control option for improved frame rates.
- Added Transparency Antialiasing Control (for GeForce 7800 GTX)
- Added Gamma Correct Antialiasing Control (for GeForce 7800 GTX)
- Combined DirectX and OpenGL application profiles on one page

### Additional Details by Driver Module

---

#### Display Driver

- Improved high-resolution scalable desktop functionality
- Improved support for custom timings, including non-divisible by 8 resolutions on TMDS/LVDS panels, control of back-end and front-end timings, and variable overscan shift values.  
The driver can also present underscan modes on demand, and supports variable underscan ratios.
- Off-screen 2D Memory Management Optimization
- Efficient synchronization between clients allows for sharing of off-screen resources with DirectX applications. This avoids potential performance issues with applications that use DirectX rendered surfaces in ways that conflicted with 2D caching.
- VESA Coordinated Video Timing (CVT) Support
  - Support via control panel option for analog monitors
  - Support for CVT/CVT-RB timing restriction using R&T strings
- Color compression support
- SLI Enhancements
- SLI screen capture support
- Improved performance

#### DirectX

Improved driver stability and performance, including the following areas:

- UMA support
- 2D operations
- SLI



## NVIDIA Display Control Panel

Release 75 includes enhancement to the following sections of the NVIDIA display control panel user interface:

- **Application Profiles** — All application profiles, including workstation applications, are combined onto the same application profiles page.
- **Underscan Support** – Underscan support is added for full screen overlay and full screen video mirror outputs.

## nView Desktop Manager

Release 75 no longer supports the nView Display Wizard for Windows NT 4.0, and NVKeystone for Windows 98/Me. The driver does include enhancement to the following nView Desktop Manager sections:

- **TV/Display Wizard** is enhanced to make HDTV setup easier. Each high-definition mode can be previewed to determine the capabilities of the flat panel.
- **Desktop Manager setting** — Release 75 lets you create system-wide nView Desktop Manager settings that apply across all users.
- **Per-display desktops** — Release 75 brings support for independent per-monitor virtual desktops to nView Span mode and Multiview environments.

## Release 70 Enhancements

---

### Support for Newest GeForce 6 Series GPUs

---

All driver modules within Release 70 support the latest GPUs from the NVIDIA GeForce 6 Series.

### Additional SLI Support

---

Release 70 adds support for the following combinations of PCI Express graphics cards & chipsets:

Chipset	PCI-Express Graphics Cards
NVIDIA nForce4 SLI	
NVIDIA nForce Professional 2200	GeForce 6800 LE + GeForce 6800 LE
NVIDIA nForce Professional 2200 + NVIDIA nForce Professional 2050	

### Improved Video Functionality

---

- Improved video scaling for the newest GeForce 6 Series GPUs

- Improved de-interlacing
- Windows Media Video 9 (WMV9) Video Acceleration
  - Includes support for hardware acceleration decoding of WMV9 video files on GeForce 6 series GPUs.
  - A software update from Microsoft is required to enable this feature.

## Desktop Manager Wizard Improvements

---

- Improved Setup Wizard for Display Monitor, TV, and HDTV.
- New Hot Keys—Toggle Stereo 3D Display and Transparent Desktop Lock

## Control Panel Interface Improvements

---

- Improved HDTV-over-DVI User Interface, and support for arbitrary overscan/underscan for HDTV-over-DVI
- Improved pages—Driver Information Screen, Advanced Timings, Change Resolutions
- New property pages - SLI (available with NVIDIA SLI graphics cards) and Tools.

New features—**Play On My Display**, **Best fit scaling** option, and ability to rename the monitors in the display menu on the nView Page.

## Release 65 Enhancements

---

### SLI Support

---

Release 65 supports the new Scalable Link Interface (SLI) technology for improved performance using dual high-end graphics cards<sup>1</sup> that support SLI technology.

The following combinations of PCI Express graphics cards & chipsets are supported in this release of the driver:

Chipset	PCI-Express Graphics Cards
Intel(R) E7525	GeForce 6800 Ultra + GeForce 6800 Ultra
	GeForce 6800 GT + GeForce 6800 GT
NVIDIA nForce4 SLI	GeForce 6800 Ultra + GeForce 6800 Ultra
	GeForce 6800 GT + GeForce 6800 GT
	GeForce 6800 + GeForce 6800
	GeForce 6600 GT + GeForce 6600 GT

1. Cards must be of the same vendor and model number.

Chipset	PCI-Express Graphics Cards
NVIDIA nForce Professional 2200	GeForce 6800 Ultra + GeForce 6800 Ultra GeForce 6800 GT + GeForce 6800 GT GeForce 6800 + GeForce 6800 GeForce 6600 GT + GeForce 6600 GT
NVIDIA nForce Professional 2200 + NVIDIA nForce Professional 2050	GeForce 6800 Ultra + GeForce 6800 Ultra GeForce 6800 GT + GeForce 6800 GT GeForce 6800 + GeForce 6800 GeForce 6600 GT + GeForce 6600 GT

## 512 MB Frame Buffer Support

ForceWare Release 65 graphics drivers provide memory management techniques for supporting 512 MB versions of the new generation of NVIDIA graphics cards, such as the GeForce 6800 or Quadro FX 4000 and later.

## OS Support

Release 65 supports Windows XP SP2 and will support the next version of Windows XP Media Center Edition—"Symphony".

## Enhancements in Driver Performance

### Improved Robustness

The ForceWare Release 65 graphics driver offers improved stability and robustness in DirectX and 2D graphics.

### Video Enhancements

Video enhancements in Release 65 include

- Optimized motion compensation and video processing to take advantage of the capabilities of the newest generation of NVIDIA GPUs.
- Support for Microsoft's Certified Output Protection Protocol (COPP)
- Improved media capture interface
- Inverse Telecine (3:2 pulldown detection and correction)

Inverse telecine extracts the original 24 fps of film-sourced video for encoding, and prevents encoding of unnecessary frames, eliminating artifacts. To enable this feature, you must download the NVIDIA DVD Decoder, for use with Windows Media Player or Windows Media Center Edition.

## 3D Graphics API Enhancements

- **DirectX Enhancements**
  - DirectX 9.0c Compatibility
  - Supports the capabilities of the newest generation of NVIDIA GPUs for improved DirectX shader handling and reduced CPU overhead
- **OpenGL Enhancements**
  - Improved and more efficient vertex\_buffer\_object (VBO) handling
  - More efficient memory management for improved performance under DualView

## HDTV Support Enhancements

Release 65 offers improved HDTV over DVI underscan support, exposed through the NVIDIA control panel.

## Desktop Manager and Control Panel Improvements

---

Release 65 includes the following improvements in the Desktop Manager and control panel:

- New Negative LOD Bias control page (effective with version 67.03)
- High Resolution Scalable Desktop Performance
- Desktop Manager Wizards
- Desktop Manager Hot Keys, Toolbars, and Gridlines
- Application Profiles
- Control Panel User Interface

## Release 60 Enhancements

---

### Latest GPU Support

---

The ForceWare Release 60 graphics drivers support the newest generation of NVIDIA GPUs, including

- Improved vertex and pixel compilers
- Video shaders

### PCI Express Support

---

ForceWare Release 60 offers 2D and 3D graphics driver support for the PCI Express I/O, including

- DirectX support
- Enhanced OpenGL support
  - Improved texture memory management and bandwidth utilization

## Enhancements in Driver Performance

---

- Enhanced Robustness
  - The ForceWare Release 60 graphics driver offers more robust stability and compatibility in DirectX support, antialiasing, and desktop rotation.
- Reduction of OCA issues
- Dynamic Video Memory
  - Streamlines OS system resources for large frame buffer configurations

## 3D Graphics API Enhancements

---

### Direct3D

- DirectX 9.0c Support

### OpenGL

- New drivers for the OpenGL ARB shading language (GLSL)
- Enhanced support for Windows XP 64-Bit Edition and IA32-E.
- New extensions
  - `GL_NV_fragment_program2`
  - `GL_EXT_blend_equation_separate`
  - `NV_vertex_program3`
  - `ATI_draw_buffers`
  - `ATI_texture_float`
  - `ATI_texture_mirror_once`
  - `GL_ARB_texture_non_power_of_two`
  - `GL_NVX_centroid_sample`
  - `GL_NVX_conditional_render`

## Release 55 Enhancements

---

The Release 55 driver offers new features not found in previous releases of the NVIDIA Driver for Windows. The following highlights the new features in Release 55:

### PCI Express Support

---

2D and 3D graphics drivers support the PCI Express I/O.

### PAE Support

---

2D and 3D graphics driver support systems that utilize physical address extensions (PAE)<sup>2</sup>.

### nView Desktop Manager Enhancements

---

- Seamless nView support between 32-bit and 64-bit processes on Windows 64-bit Edition
- Dual NVKeystone support for independent keystone trapezoids under nView Span modes.
- Per-display Desktop Management

### User Interface Enhancements

---

- New application profiles capability lets you associate a collection of driver settings—such as antialiasing and display quality settings—with an application.
- Easy access standalone panel, independent of the Microsoft Display Properties window.
- Improved multi-adapter support.
- Improved TV and HDTV Controls

### Video Support Enhancements

---

- Advanced de-interlacing and inverse 3:2 pull-down capability
- Enhanced HDTV and Media Center support

---

2. PAE is an extension that enables Intel compatible computers to address more than 4 GB of physical memory.

## 3D Graphics API Enhancements

---

### Direct3D

- Improved antialiasing performance
- Improved shaders

### OpenGL

New extension: `GL_NV_pixel_buffer_object`

## Release 50 Enhancements

---

The Release 50 driver offers new features not found in previous releases of the NVIDIA Driver for Windows.

### 64-Bit Support

---

Driver Release 50 offers AMD64 and IA64 OS support.

### Dynamic Memory Mapping

---

Dynamic memory mapping adds support for 256 MB graphics cards for video, display, and OpenGL drivers.

### NVIDIA Unified Compiler

---

As today's GPUs become more and more programmable they are entering a similar era to that of the CPU. For CPUs, it is common for developers to implement code paths specifically optimized for AMD or Intel (e.g MMX and 3DNow!). Programmable GPUs are no different. Because architectures vary, it makes sense that one common assembly language can't cover all the nuances of specific GPU micro-architectures. In fact, different code paths make different GPUs go faster. As a result with the GeForce FX architecture, NVIDIA has implemented a GPU-specific compiler that can be used to optimize application performance.

### Display Driver Changes and New Features

---

- **Rotation support**  
Added to Windows Me/9x.
- **Custom resolutions**

Provides the user with the ability to construct new modes via the NVIDIA control panel.

- **Screen editing**  
Allows removing infrequently used screens by dragging them from the NVIDIA screen menu to a list. Screens can be restored by simply clicking the **Restore Defaults** option or by dragging them back to the menu.
- **Dynamic EDIDs**  
Updates the master mode list with new modes contained in the connected device's EDID.
- **Support for special panels and devices**
  - Large panels
  - Wide panels
  - Seamless Span modes in the mode list to support T221 style large panels
  - Interlaced modes for HDTV
  - DVI device hot plugging
- **Frame Lock functionality**  
Enables synchronizing applications across multiple displays for Quadro FX series of GPUs.
- **Edge Blend functionality**  
Enables blending the adjacent edges of overlapped displays on projection systems for Quadro FX series of GPUs.

## Video—New Features

---

### Video Mixing Renderer (VMR) support

VMR support is provided for full-screen video and Microsoft's DirectX Video Acceleration (DXVA).

## PowerMizer—New Features

---

- Dynamic peak power control
- Thermal Protection version 2.0

## User Interface Changes

---

### New Features

- Dualview



This feature is available and supported as a single-step process from the nView Display Modes panel and APIs. Switching in and out of all driver modes is possible with several choices for display device pairs:

- Analog display + digital display
- Digital display + analog display
- TV + digital display
- Other combinations
- Change Resolution panel
- Improved Color Correction panel with enhanced Gamma
- HDTV support

## Improvements

- Menus for NVIDIA user components
- Easy access to nView Display Mode or Windows Display Properties Settings through the NVIDIA Settings taskbar utility
- Panel access for non-administrator users
- Tool tips for the scroll bar on the NVIDIA menu
- Improved Performance and Quality Settings panel
- Improved TV-Out settings panel
- Improved device selection (display pairs)
- Separate Overlay Controls panel
- Separate Full Screen Video settings panel

## nView

---

- Action Toolbar
- Kinematic mouse actions
- Resolution per Desktop support
- Application monitor exclusions and inclusions
- Internet Explorer pop-up prevention
- Monitor grids
- Keystone luma compensation
- Multiview support
- nViewCmd

- NVManagement
- Faster Desktop switching
- Integrated control panels
- New Setup Wizard
- Driver independence

## DirectX Graphics

---

- Floating point render targets
- Multi-element textures
- Improved antialiasing compatibility
- Improved shader handling and stability
- Improved render-to-texture performance

## OpenGL

---

- Windows 9x Rotation support
- New supported extension: `GL_ARB_occlusion_query`
- Faster Vertex Processing Pipeline  
Improved geometry processing and display list support provided.
- Faster vertex and fragment program compilers
- Improved support for `ARB_vertex_buffer_object` extension (vbo)
- Improved stability during mode switches, antialiasing, and UBB
- Faster texture downloads

## Release 40 Enhancements

---

The Release 40 driver offers new features not found in previous releases of the NVIDIA Driver for Windows.

### Enhanced Display Driver, DirectX, and Video Capabilities

---

- Windows XP SP1
  - Release 40 supports Windows XP SP1, Windows Media Center edition, and Windows XP Tablet PC.
  - Release 40 provides support for bugcheck EA callbacks, enabling OCA EA failures to be resolved more quickly while assisting to identify failure causes—such as due to chip instability or overclocking.
- Rotation support

Release 40 supports the NVRotate™ desktop rotation<sup>3</sup> feature, which allows the user to rotate the desktop by 90, 180, or 270 degrees.
- DirectX 9 support

With Microsoft's release of DirectX 9 runtime, Release 40 version 42.51 and later provides support for DirectX 9, which includes the new vertex shaders, antialiasing modes, and multi-display device support.
- Video enhancements
  - Flip Sync functionality support
  - Support for multiple Macrovision clients
  - Simplified Video Mirror controls
- TV Overscan support

Depending on the TV encoder used, Release 40 supports TV overscan—allowing the user to eliminate the black borders around the TV display screen. This option is accessible through the NVIDIA display properties control panel.

### New Graphical User Interface

---

- Media Center Tray application

---

3. Rotation is not supported on graphics cards based on the TNT, TNT2 or Vanta product families.

The Media Center Tray is a new application that replaces QuickTweak, and contains menu items that provide access to all NVIDIA user interface software applications.

- New Display Properties panel

The NVIDIA control panel has been redesigned to make navigating easier and to improve control over the display adapter settings.

## Enhanced nView Desktop Manager Features

---

- Additional OS support

NVIDIA nView supports Windows NT 4.0, Windows 9x/Me, and Windows 2000/XP.

- Zoom support

New fixed-frame zoom and bi-directional zoom editing capability added.

- NV-Switcher

Improved ALT+TAB switcher which also supports Desktop switching and is expandable to other NVIDIA features.

- Color-keyed windows

Allows the user to color key windows for easy identification when activating them on the desktop.

- Taskbar and menu transparency

- New window actions and application settings.

- Keystone support<sup>4</sup>

## OpenGL Enhancements

---

- OpenGL 1.4 ICD with NVIDIA extensions

New extension includes ARB\_vertex\_program, which co-exists with NV\_vertex\_program.

- Enhancements for workstation applications

- NV1x line stipple enhancements, and NV2x 2-sided lighting optimizations

- Immediate mode optimizations for Solid Edge, and display list tuning for UGv17.

- Multi-monitor improvements

New accelerated spanning mode is enabled by default.

---

4. Keystone is not supported on graphics cards based on the TNT, TNT2 or Vanta product families.

- Reduced power consumption  
Release 40 utilizes CPU cycles more efficiently, resulting in reduced power consumption without sacrificing performance.
- Dynamic AGP/Video memory management

## Release 35 Enhancements

---

The Release 35 driver offers new features not found in previous releases of the NVIDIA Driver for Windows.

- NVRotate™  
The NVRotate feature lets you view your Windows desktop in Landscape or Portrait mode. You can rotate desktop by 90, 180 and 270 degrees.
- Improved and expanded NVIDIA nView Desktop Manager application  
nView Desktop Manager has now been redesigned with a convenient user interface and many new features and utilities designed to solve specific problems for users. Utilities such as anti-keystoning support and flat panel monitor calibration screens and utilities have been designed to improve windows multi-display usability.

For example, NVKeystone can be set to compensate for keystoning effects on your windows display, allowing you to fix distorted projection images. This feature is primarily for laptop (mobile) computers.

**Note:** For further details on NVKeystone and many new nView Desktop Manager features, see the *NVIDIA nView Desktop Manager User's Guide*.

## Release 25 Enhancements

---

The Release 25 driver offers new features not found in previous releases of the NVIDIA Driver for Windows.

- nView

The latest multi-monitor technology encompassing driver support, multi-monitor GPU architecture, and desktop management support. nView consists of two main modules:

- nView Display Manager

New support for multi-monitor functionality, including Clone modes, and Horizontal and Vertical spanning modes.

- nView Desktop Manager

A control panel and desktop management engine for application window management and extension of functions, and support for multiple desktops.

- Dualview support for Windows 2000
- Improved DirectX Video Acceleration (DXVA)
- Special support for NVIDIA NV25 capabilities
  - IDCT support for DirectX VA
  - Improved antialiasing compatibility and performance
  - Support for NV25 hardware overlays under OpenGL
- Enhanced 3D stereo functionality
  - Support for lenticular lenses on LCDs
  - Stereo DIN connector support
  - VSYNC Off with 3D Stereo
  - Stereo API for developers
- OpenGL enhancement
  - New `render_to_texture` extension

## Release 20 Enhancements

---

The Release 20 driver offers new features not found in previous releases of the NVIDIA Driver for Windows.

- OpenGL 1.3 ICD with NVIDIA extensions
- OpenGL performance optimizations
- Optimized DirectX pipeline with NVIDIA pixel and vertex shaders
- Full support for Windows XP, including
  - Full hardware acceleration for Windows XP GUI features
  - Accelerated Windows XP 3D performance through the NVIDIA XPress Link technology

## Release 10 Enhancements

---

The Release 10 driver offers new features not found in previous releases of the NVIDIA Driver for Windows.

- Support for Microsoft DirectX 8
- Support for Microsoft DirectX VA 1.0
- NVIDIA 3D Stereo (requires installation of the optional Stereoscopic driver)  
The driver provides stereoscopic viewing capabilities for games and still images.
- Special support for NVIDIA GeForce3 capabilities:
  - Pixel and Vertex Shader support for DirectX 8 and OpenGL®
  - Quincunx antialiasing option for enhanced image quality and performance
- AMD® Athlon™ Processor and Intel Pentium® 4 Processor optimizations
- Improved TwinView™ interface





## A P P E N D I X



## MODE SUPPORT FOR WINDOWS

This chapter details the Windows modes supported by the Release 80 driver for NVIDIA products. It contains these sections:

- “General Mode Support Information” on page 76
- “Default Modes Supported by GPU” on page 77
- “Modes Supported by DACs and TV Encoders” on page 115

## 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 77.

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
IBM T221 (Dual Link DVI)	3840x2400 @ 48Hz	<ul style="list-style-type: none"> <li>All High-end NVIDIA Quadro FX (see list of products in “<a href="#">NVIDIA Quadro FX Family of High End GPUs</a>” on page 85.)</li> </ul>
Apple 30” Cinema HD Display (Dual link DVI)	2560x1600 @ 60Hz	<ul style="list-style-type: none"> <li>All High-end NVIDIA Quadro FX (see list of products in “<a href="#">NVIDIA Quadro FX Family of High End GPUs</a>” on page 85.)</li> <li>GeForce 6800 with 512 MB</li> </ul>

**Table A.2** Non-standard Modes Supported

Resolution
1680 x 1050
1366 x 768

## Default Modes Supported by GPU

---

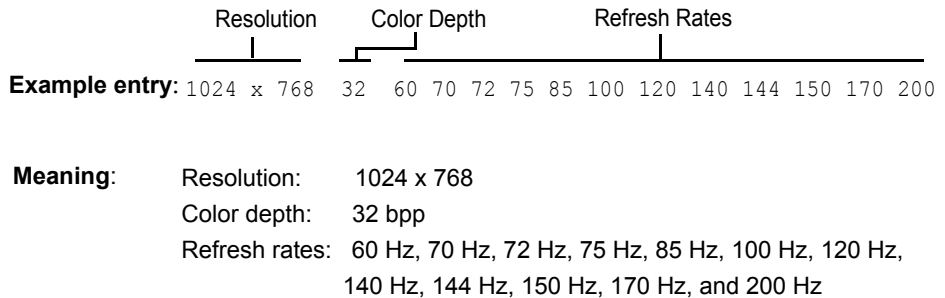
This section lists the modes that are included by default in the driver INF for the following product families:

- “GeForce FX Family, GeForce 6 Series, and GeForce 7 Series” on page 78
- “NVIDIA Quadro FX Family of High End GPUs” on page 85
- “GeForce3 Series of GPUs and NVIDIA Quadro DCC” on page 92
- “GeForce2 MX, GeForce4 MX, GeForce4 Ti Series, GeForce4 MX Integrated GPU, NVIDIA Quadro4, NVIDIA Quadro2, and NVIDIA Quadro NVS Series GPUs” on page 95
- “NVIDIA Quadro4 9xx / 7xx XGL Products” on page 102
- “NVIDIA Quadro FX Family and NVIDIA Quadro NVS Series GPUs” on page 108

## 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 FX Family, GeForce 6 Series, and GeForce 7 Series**

---

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

- NVIDIA GeForce 7800 GT / GTX / GTX 512
- NVIDIA GeForce 6800 GS
- NVIDIA GeForce 6800 / 6800 Ultra
- NVIDIA GeForce 6800LE / 6800GT
- NVIDIA GeForce 6800 XT
- NVIDIA GeForce 6610 XL
- NVIDIA GeForce 6600 / 6600 GT / 6600LE / 6600VE
- NVIDIA GeForce 6500
- NVIDIA GeForce 6200
- NVIDIA GeForce 6200 w/TurboCache™
- NVIDIA GeForce 6200SE w/TurboCache™
- NVIDIA GeForce 6150
- NVIDIA GeForce 6150 LE
- NVIDIA GeForce 6100
- NVIDIA Quadro NVS 285
- NVIDIA GeForce FX 5800 / 5800 Ultra
- NVIDIA GeForce FX 5600 / 5600 Ultra
- NVIDIA GeForce FX 5600XT
- NVIDIA GeForce FX 5200 / 5200 Ultra
- NVIDIA GeForce FX 5200/GeForce PCX 5300
- NVIDIA GeForce FX 5200LE
- NVIDIA GeForce FX 5500
- NVIDIA GeForce FX 5900 Ultra
- NVIDIA GeForce FX 5900/GeForce PCX 5900
- NVIDIA GeForce FX 5950 Ultra
- NVIDIA GeForce FX 5900ZT
- NVIDIA GeForce FX 5700 Ultra/GeForce PCX 5750

- NVIDIA GeForce FX 5700
- NVIDIA GeForce FX 5700LE
- NVIDIA GeForce FX 5700VE

## Standard Modes

320 x 200	8		60 70 72 75
320 x 240	8		60 70 72 75
400 x 300	8		60 70 72 75
480 x 360	8		60 70 72 75
512 x 384	8		60 70 72 75
640 x 400	8		60 70 72 75
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	60
800 x 600	8		60 70 72 75 85 100 120 140 144 150 170 200 240
848 x 480	8		60 70 72 75 85 100 120 140 144 150 170 200 240
960 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
1088 x 612	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 70 72 75 85 100 120 140 144 150 170
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
1920 x 1080	8	30i	60 70 72 75 85 100
1920 x 1200	8		60 70 72 75 85 100
1920 x 1440	8		60 70 72 75 85
2048 x 1536	8		60 70 72 75 85
-----			
320 x 200	16		60 70 72 75
320 x 240	16		60 70 72 75
400 x 300	16		60 70 72 75

480 x 360	16		60 70 72 75
512 x 384	16		60 70 72 75
640 x 400	16		60 70 72 75
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	60
800 x 600	16		60 70 72 75 85 100 120 140 144 150 170 200 240
848 x 480	16		60 70 72 75 85 100 120 140 144 150 170 200 240
960 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
1088 x 612	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 70 72 75 85 100 120 140 144 150 170
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
1920 x 1080	16	30i	60 70 72 75 85 100
1920 x 1200	16		60 70 72 75 85 100
1920 x 1440	16		60 70 72 75 85
2048 x 1536	16		60 70 72 75 85
-----			
320 x 200	32		60 70 72 75
320 x 240	32		60 70 72 75
400 x 300	32		60 70 72 75
480 x 360	32		60 70 72 75
512 x 384	32		60 70 72 75
640 x 400	32		60 70 72 75
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	60
800 x 600	32		60 70 72 75 85 100 120 140 144 150 170 200 240
848 x 480	32		60 70 72 75 85 100 120 140 144 150 170 200 240
960 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

1088 x 612	32		60 70 72 75 85 100 120 140 144 150 170 200
1152 x 864	32		60 70 72 75 85 100 120 140 144 150 170
1280 x 720	32		60 70 72 75 85 100 120 140 144 150
1280 x 768	32		60 70 72 75 85 100 120 140 144 150
1280 x 800	32		60 70 72 75 85 100 120 140 144 150
1280 x 960	32		60 70 72 75 85 100 120 140 144 150
1280 x 1024	32		60 70 72 75 85 100 120 140 144 150
1360 x 768	32		60 70 72 75 85 100 120 140 144 150
1600 x 900	32		60 70 72 75 85 100 120
1600 x 1024	32		60 70 72 75 85 100
1600 x 1200	32		60 70 72 75 85 100
1920 x 1080	32	30i	60 70 72 75 85
1920 x 1200	32		60 70 72 75 85
1920 x 1440	32		60 70 72 75 85
2048 x 1536	32		60 70 72 75 85

## Horizontal Spanning Modes

1280 x 480	8		60 70 72 75 85 100 120 140 144 150 170 200 240
1600 x 600	8		60 70 72 75 85 100 120 140 144 150 170 200 240
1696 x 480	8		60 70 72 75 85 100 120 140 144 150 170 200 240
1920 x 600	8		60 70 72 75 85 100 120 140 144 150 170 200 240
2048 x 768	8		60 70 72 75 85 100 120 140 144 150 170 200 240
2176 x 612	8		60 70 72 75 85 100 120 140 144 150 170 200 240
2304 x 864	8		60 70 72 75 85 100 120 140 144 150 170 200
2560 x 720	8		60 70 72 75 85 100 120 140 144 150 170
2560 x 768	8		60 70 72 75 85 100 120 140 144 150 170
2560 x 800	8		60 70 72 75 85 100 120 140 144 150 170
2560 x 960	8		60 70 72 75 85 100 120 140 144 150 170
2560 x 1024	8		60 70 72 75 85 100 120 140 144 150 170
2720 x 768	8		60 70 72 75 85 100 120 140 144 150 170
3200 x 900	8		60 70 72 75 85 100 120 140 144 150
3200 x 1024	8		60 70 72 75 85 100 120
3200 x 1200	8		60 70 72 75 85 100 120
3840 x 1080	8	30i	60 70 72 75 85 100
3840 x 1200	8		60 70 72 75 85 100
3840 x 1440	8		60 70 72 75 85
4096 x 1536	8		60 70 72 75 85

-----															
1280 x 480	16		60	70	72	75	85	100	120	140	144	150	170	200	240
1600 x 600	16		60	70	72	75	85	100	120	140	144	150	170	200	240
1696 x 480	16		60	70	72	75	85	100	120	140	144	150	170	200	240
1920 x 600	16		60	70	72	75	85	100	120	140	144	150	170	200	240
2048 x 768	16		60	70	72	75	85	100	120	140	144	150	170	200	240
2176 x 612	16		60	70	72	75	85	100	120	140	144	150	170	200	240
2304 x 864	16		60	70	72	75	85	100	120	140	144	150	170	200	
2560 x 720	16		60	70	72	75	85	100	120	140	144	150	170		
2560 x 768	16		60	70	72	75	85	100	120	140	144	150	170		
2560 x 800	16		60	70	72	75	85	100	120	140	144	150	170		
2560 x 960	16		60	70	72	75	85	100	120	140	144	150	170		
2560 x 1024	16		60	70	72	75	85	100	120	140	144	150	170		
2720 x 768	16		60	70	72	75	85	100	120	140	144	150	170		
3200 x 900	16		60	70	72	75	85	100	120	140	144	150			
3200 x 1024	16		60	70	72	75	85	100	120						
3200 x 1200	16		60	70	72	75	85	100	120						
3840 x 1080	16	30i	60	70	72	75	85	100							
3840 x 1200	16		60	70	72	75	85	100							
3840 x 1440	16		60	70	72	75	85								
4096 x 1536	16		60	70	72	75	85								
-----															
1280 x 480	32		60	70	72	75	85	100	120	140	144	150	170	200	240
1600 x 600	32		60	70	72	75	85	100	120	140	144	150	170	200	240
1696 x 480	32		60	70	72	75	85	100	120	140	144	150	170	200	240
1920 x 600	32		60	70	72	75	85	100	120	140	144	150	170	200	240
2048 x 768	32		60	70	72	75	85	100	120	140	144	150	170	200	
2176 x 612	32		60	70	72	75	85	100	120	140	144	150	170	200	
2304 x 864	32		60	70	72	75	85	100	120	140	144	150	170		
2560 x 720	32		60	70	72	75	85	100	120	140	144	150			
2560 x 768	32		60	70	72	75	85	100	120	140	144	150			
2560 x 800	32		60	70	72	75	85	100	120	140	144	150			
2560 x 960	32		60	70	72	75	85	100	120	140	144	150			
2560 x 1024	32		60	70	72	75	85	100	120	140	144	150			
2720 x 768	32		60	70	72	75	85	100	120	140	144	150			
3200 x 900	32		60	70	72	75	85	100	120						
3200 x 1024	32		60	70	72	75	85	100							
3200 x 1200	32		60	70	72	75	85	100							
3840 x 1080	32	30i	60	70	72	75	85								



3840 x 1200	32	60 70 72 75 85
3840 x 1440	32	60 70 72 75 85
4096 x 1536	32	60 70 72 75 85

## Vertical Spanning Modes

640 x 960	8		60 70 72 75 85 100 120 140 144 150 170 200 240
800 x 1200	8		60 70 72 75 85 100 120 140 144 150 170 200 240
848 x 960	8		60 70 72 75 85 100 120 140 144 150 170 200 240
960 x 1200	8		60 70 72 75 85 100 120 140 144 150 170 200 240
1024 x 1536	8		60 70 72 75 85 100 120 140 144 150 170 200 240
1088 x 1224	8		60 70 72 75 85 100 120 140 144 150 170 200 240
1152 x 1728	8		60 70 72 75 85 100 120 140 144 150 170 200
1280 x 1440	8		60 70 72 75 85 100 120 140 144 150 170
1280 x 1536	8		60 70 72 75 85 100 120 140 144 150 170
1280 x 1600	8		60 70 72 75 85 100 120 140 144 150 170
1280 x 1920	8		60 70 72 75 85 100 120 140 144 150 170
1280 x 2048	8		60 70 72 75 85 100 120 140 144 150 170
1360 x 1536	8		60 70 72 75 85 100 120 140 144 150 170
1600 x 1800	8		60 70 72 75 85 100 120 140 144 150
1600 x 2048	8		60 70 72 75 85 100 120
1600 x 2400	8		60 70 72 75 85 100 120
1920 x 2160	8	30i	60 70 72 75 85 100
1920 x 2400	8		60 70 72 75 85 100
1920 x 2880	8		60 70 72 75 85
2048 x 3072	8		60 70 72 75 85

---

640 x 960	16		60 70 72 75 85 100 120 140 144 150 170 200 240
800 x 1200	16		60 70 72 75 85 100 120 140 144 150 170 200 240
848 x 960	16		60 70 72 75 85 100 120 140 144 150 170 200 240
960 x 1200	16		60 70 72 75 85 100 120 140 144 150 170 200 240
1024 x 1536	16		60 70 72 75 85 100 120 140 144 150 170 200 240
1088 x 1224	16		60 70 72 75 85 100 120 140 144 150 170 200 240
1152 x 1728	16		60 70 72 75 85 100 120 140 144 150 170 200
1280 x 1440	16		60 70 72 75 85 100 120 140 144 150 170
1280 x 1536	16		60 70 72 75 85 100 120 140 144 150 170
1280 x 1600	16		60 70 72 75 85 100 120 140 144 150 170
1280 x 1920	16		60 70 72 75 85 100 120 140 144 150 170

1280 x 2048	16		60 70 72 75 85 100 120 140 144 150 170
1360 x 1536	16		60 70 72 75 85 100 120 140 144 150 170
1600 x 1800	16		60 70 72 75 85 100 120 140 144 150
1600 x 2048	16		60 70 72 75 85 100 120
1600 x 2400	16		60 70 72 75 85 100 120
1920 x 2160	16	30i	60 70 72 75 85 100
1920 x 2400	16		60 70 72 75 85 100
1920 x 2880	16		60 70 72 75 85
2048 x 3072	16		60 70 72 75 85
-----			
640 x 960	32		60 70 72 75 85 100 120 140 144 150 170 200 240
800 x 1200	32		60 70 72 75 85 100 120 140 144 150 170 200 240
848 x 960	32		60 70 72 75 85 100 120 140 144 150 170 200 240
960 x 1200	32		60 70 72 75 85 100 120 140 144 150 170 200 240
1024 x 1536	32		60 70 72 75 85 100 120 140 144 150 170 200
1088 x 1224	32		60 70 72 75 85 100 120 140 144 150 170 200
1152 x 1728	32		60 70 72 75 85 100 120 140 144 150 170
1280 x 1440	32		60 70 72 75 85 100 120 140 144 150
1280 x 1536	32		60 70 72 75 85 100 120 140 144 150
1280 x 1600	32		60 70 72 75 85 100 120 140 144 150
1280 x 1920	32		60 70 72 75 85 100 120 140 144 150
1280 x 2048	32		60 70 72 75 85 100 120 140 144 150
1360 x 1536	32		60 70 72 75 85 100 120 140 144 150
1600 x 1800	32		60 70 72 75 85 100 120
1600 x 2048	32		60 70 72 75 85 100
1600 x 2400	32		60 70 72 75 85 100
1920 x 2160	32	30i	60 70 72 75 85
1920 x 2400	32		60 70 72 75 85
1920 x 2880	32		60 70 72 75 85
2048 x 3072	32		60 70 72 75 85
-----			

## NVIDIA Quadro FX Family of High End GPUs

---

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

- NVIDIA Quadro FX 4500
- NVIDIA Quadro FX 3400 / Quadro FX 4400
- NVIDIA Quadro FX 4000
- NVIDIA Quadro FX 3450 / Quadro FX 4000 SDI
- NVIDIA Quadro FX 1400
- NVIDIA Quadro FX 540
- NVIDIA Quadro FX 3000 / Quadro FX 1300
- NVIDIA Quadro FX 700

### Standard Modes

320 x 200	8	60	70	72	75														
320 x 240	8	60	70	72	75														
400 x 300	8	60	70	72	75														
480 x 360	8	60	70	72	75														
512 x 384	8	60	70	72	75														
640 x 400	8	60	70	72	75														
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	60																	
800 x 600	8	50	60	70	72	75	85	100	120	140	144	150	170	200	240				
848 x 480	8	60	70	72	75	85	100	120	140	144	150	170	200	240					
960 x 600	8	60	70	72	75	85	100	120	140	144	150	170	200	240					
960 x 1200	8	61																	
1024 x 768	8	50	60	70	72	75	85	100	120	140	144	150	170	200	240				
1088 x 612	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	70	72	75	85	100	120	140	144	150	170							
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	50	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								



320 x 200	32	60	70 72 75
320 x 240	32	60	70 72 75
400 x 300	32	60	70 72 75
480 x 360	32	60	70 72 75
512 x 384	32	60	70 72 75
640 x 400	32	60	70 72 75
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	60	
800 x 600	32	50 60	70 72 75 85 100 120 140 144 150 170 200 240
848 x 480	32	60	70 72 75 85 100 120 140 144 150 170 200 240
960 x 600	32	60	70 72 75 85 100 120 140 144 150 170 200 240
960 x 1200	32	61	
1024 x 768	32	50 60	70 72 75 85 100 120 140 144 150 170 200
1088 x 612	32	60	70 72 75 85 100 120 140 144 150 170 200
1152 x 864	32	60	70 72 75 85 100 120 140 144 150 170
1280 x 720	32	60	70 72 75 85 100 120 140 144 150
1280 x 768	32	60	70 72 75 85 100 120 140 144 150
1280 x 800	32	60	70 72 75 85 100 120 140 144 150
1280 x 960	32	60	70 72 75 85 100 120 140 144 150
1280 x 1024	32	50 60	70 72 75 85 100 120 140 144 150
1360 x 768	32	60	70 72 75 85 100 120 140 144 150
1600 x 900	32	60	70 72 75 85 100 120
1600 x 1024	32	60	70 72 75 85 100
1600 x 1200	32	50 60	70 72 75 85 100
1920 x 1080	32	30i 60	70 72 75 85
1920 x 1154	32	50	
1920 x 1200	32	50 60	70 72 75 85
1920 x 1440	32	60	70 72 75 85
2048 x 1536	32	60	70 72 75 85

## Horizontal Spanning Modes

1280 x 480	8	60	70 72 75 85 100 120 140 144 150 170 200 240
1600 x 600	8	50 60	70 72 75 85 100 120 140 144 150 170 200 240
1696 x 480	8	60	70 72 75 85 100 120 140 144 150 170 200 240
1920 x 600	8	60	70 72 75 85 100 120 140 144 150 170 200 240
1920 x 1200	8	61	

2048 x 768	8		50 60	70 72 75 85 100 120 140 144 150 170 200 240
2176 x 612	8		60	70 72 75 85 100 120 140 144 150 170 200 240
2304 x 864	8		60	70 72 75 85 100 120 140 144 150 170 200
2560 x 720	8		60	70 72 75 85 100 120 140 144 150 170
2560 x 768	8		60	70 72 75 85 100 120 140 144 150 170
2560 x 800	8		60	70 72 75 85 100 120 140 144 150 170
2560 x 960	8		60	70 72 75 85 100 120 140 144 150 170
2560 x 1024	8		50 60	70 72 75 85 100 120 140 144 150 170
2720 x 768	8		60	70 72 75 85 100 120 140 144 150 170
3200 x 900	8		60	70 72 75 85 100 120 140 144 150
3200 x 1024	8		60	70 72 75 85 100 120
3200 x 1200	8		50 60	70 72 75 85 100 120
3840 x 1080	8	30i	60	70 72 75 85 100
3840 x 1154	8		50	
3840 x 1200	8		50 60	70 72 75 85 100
3840 x 1440	8		60	70 72 75 85
4096 x 1536	8		60	70 72 75 85

---

1280 x 480	16		60	70 72 75 85 100 120 140 144 150 170 200 240
1600 x 600	16		50 60	70 72 75 85 100 120 140 144 150 170 200 240
1696 x 480	16		60	70 72 75 85 100 120 140 144 150 170 200 240
1920 x 600	16		60	70 72 75 85 100 120 140 144 150 170 200 240
1920 x 1200	16		61	
2048 x 768	16		50 60	70 72 75 85 100 120 140 144 150 170 200 240
2176 x 612	16		60	70 72 75 85 100 120 140 144 150 170 200 240
2304 x 864	16		60	70 72 75 85 100 120 140 144 150 170 200
2560 x 720	16		60	70 72 75 85 100 120 140 144 150 170
2560 x 768	16		60	70 72 75 85 100 120 140 144 150 170
2560 x 800	16		60	70 72 75 85 100 120 140 144 150 170
2560 x 960	16		60	70 72 75 85 100 120 140 144 150 170
2560 x 1024	16		50 60	70 72 75 85 100 120 140 144 150 170
2720 x 768	16		60	70 72 75 85 100 120 140 144 150 170
3200 x 900	16		60	70 72 75 85 100 120 140 144 150
3200 x 1024	16		60	70 72 75 85 100 120
3200 x 1200	16		50 60	70 72 75 85 100 120
3840 x 1080	16	30i	60	70 72 75 85 100
3840 x 1154	16		50	
3840 x 1200	16		50 60	70 72 75 85 100
3840 x 1440	16		60	70 72 75 85

```

4096 x 1536 16          60   70 72 75 85
-----
1280 x  480 32          60   70 72 75 85 100 120 140 144 150 170 200 240
1600 x  600 32         50 60   70 72 75 85 100 120 140 144 150 170 200 240
1696 x  480 32          60   70 72 75 85 100 120 140 144 150 170 200 240
1920 x  600 32          60   70 72 75 85 100 120 140 144 150 170 200 240
1920 x 1200 32          61
2048 x  768 32         50 60   70 72 75 85 100 120 140 144 150 170 200
2176 x  612 32          60   70 72 75 85 100 120 140 144 150 170 200
2304 x  864 32          60   70 72 75 85 100 120 140 144 150 170
2560 x  720 32          60   70 72 75 85 100 120 140 144 150
2560 x  768 32          60   70 72 75 85 100 120 140 144 150
2560 x  800 32          60   70 72 75 85 100 120 140 144 150
2560 x  960 32          60   70 72 75 85 100 120 140 144 150
2560 x 1024 32         50 60   70 72 75 85 100 120 140 144 150
2720 x  768 32          60   70 72 75 85 100 120 140 144 150
3200 x  900 32          60   70 72 75 85 100 120
3200 x 1024 32          60   70 72 75 85 100
3200 x 1200 32         50 60   70 72 75 85 100
3840 x 1080 32        30i 60   70 72 75 85
3840 x 1154 32         50
3840 x 1200 32         50 60   70 72 75 85
3840 x 1440 32          60   70 72 75 85
4096 x 1536 32          60   70 72 75 85

```

## Vertical Spanning Modes

```

640 x  960  8          60   70 72 75 85 100 120 140 144 150 170 200 240
800 x 1200  8         50 60   70 72 75 85 100 120 140 144 150 170 200 240
848 x  960  8          60   70 72 75 85 100 120 140 144 150 170 200 240
960 x 1200  8          60   70 72 75 85 100 120 140 144 150 170 200 240
1024 x 1536  8         50 60   70 72 75 85 100 120 140 144 150 170 200 240
1088 x 1224  8          60   70 72 75 85 100 120 140 144 150 170 200 240
1152 x 1728  8          60   70 72 75 85 100 120 140 144 150 170 200
1280 x 1440  8          60   70 72 75 85 100 120 140 144 150 170
1280 x 1536  8          60   70 72 75 85 100 120 140 144 150 170
1280 x 1600  8          60   70 72 75 85 100 120 140 144 150 170
1280 x 1920  8          60   70 72 75 85 100 120 140 144 150 170

```

1280 x 2048	8	50 60	70 72 75 85 100 120 140 144 150 170
1360 x 1536	8	60	70 72 75 85 100 120 140 144 150 170
1600 x 1800	8	60	70 72 75 85 100 120 140 144 150
1600 x 2048	8	60	70 72 75 85 100 120
1600 x 2400	8	50 60	70 72 75 85 100 120
1920 x 2160	8	30i 60	70 72 75 85 100
1920 x 2308	8	50	
1920 x 2400	8	50 60	70 72 75 85 100
1920 x 2880	8	60	70 72 75 85
2048 x 3072	8	60	70 72 75 85
-----			
640 x 960	16	60	70 72 75 85 100 120 140 144 150 170 200 240
800 x 1200	16	50 60	70 72 75 85 100 120 140 144 150 170 200 240
848 x 960	16	60	70 72 75 85 100 120 140 144 150 170 200 240
960 x 1200	16	60	70 72 75 85 100 120 140 144 150 170 200 240
1024 x 1536	16	50 60	70 72 75 85 100 120 140 144 150 170 200 240
1088 x 1224	16	60	70 72 75 85 100 120 140 144 150 170 200 240
1152 x 1728	16	60	70 72 75 85 100 120 140 144 150 170 200
1280 x 1440	16	60	70 72 75 85 100 120 140 144 150 170
1280 x 1536	16	60	70 72 75 85 100 120 140 144 150 170
1280 x 1600	16	60	70 72 75 85 100 120 140 144 150 170
1280 x 1920	16	60	70 72 75 85 100 120 140 144 150 170
1280 x 2048	16	50 60	70 72 75 85 100 120 140 144 150 170
1360 x 1536	16	60	70 72 75 85 100 120 140 144 150 170
1600 x 1800	16	60	70 72 75 85 100 120 140 144 150
1600 x 2048	16	60	70 72 75 85 100 120
1600 x 2400	16	50 60	70 72 75 85 100 120
1920 x 2160	16	30i 60	70 72 75 85 100
1920 x 2308	16	50	
1920 x 2400	16	50 60	70 72 75 85 100
1920 x 2880	16	60	70 72 75 85
2048 x 3072	16	60	70 72 75 85
-----			
640 x 960	32	60	70 72 75 85 100 120 140 144 150 170 200 240
800 x 1200	32	50 60	70 72 75 85 100 120 140 144 150 170 200 240
848 x 960	32	60	70 72 75 85 100 120 140 144 150 170 200 240
960 x 1200	32	60	70 72 75 85 100 120 140 144 150 170 200 240
1024 x 1536	32	50 60	70 72 75 85 100 120 140 144 150 170 200
1088 x 1224	32	60	70 72 75 85 100 120 140 144 150 170 200



1152 x 1728	32		60	70	72	75	85	100	120	140	144	150	170
1280 x 1440	32		60	70	72	75	85	100	120	140	144	150	
1280 x 1536	32		60	70	72	75	85	100	120	140	144	150	
1280 x 1600	32		60	70	72	75	85	100	120	140	144	150	
1280 x 1920	32		60	70	72	75	85	100	120	140	144	150	
1280 x 2048	32		50	60	70	72	75	85	100	120	140	144	150
1360 x 1536	32		60	70	72	75	85	100	120	140	144	150	
1600 x 1800	32		60	70	72	75	85	100	120				
1600 x 2048	32		60	70	72	75	85	100					
1600 x 2400	32		50	60	70	72	75	85	100				
1920 x 2160	32	30i	60	70	72	75	85						
1920 x 2308	32		50										
1920 x 2400	32		50	60	70	72	75	85					
1920 x 2880	32		60	70	72	75	85						
2048 x 3072	32		60	70	72	75	85						

## GeForce3 Series of GPUs and NVIDIA Quadro DCC

---

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

- NVIDIA GeForce3
- NVIDIA GeForce3 Ti 200
- NVIDIA GeForce3 Ti 500
- NVIDIA Quadro DCC

320 x 200	8		60	70 72 75																
320 x 240	8		60	70 72 75																
400 x 300	8		60	70 72 75																
480 x 360	8		60	70 72 75																
512 x 384	8		60	70 72 75																
640 x 400	8		60	70 72 75																
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		60																	
800 x 600	8	50	60	70 72 75 85 100 120 140 144 150 170 200 240																
848 x 480	8		60	70 72 75 85 100 120 140 144 150 170 200 240																
960 x 600	8		60	70 72 75 85 100 120 140 144 150 170 200 240																
960 x 1200	8		61																	
1024 x 768	8	50	60	70 72 75 85 100 120 140 144 150 170 200 240																
1088 x 612	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	70 72 75 85 100 120 140 144 150 170																
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	50	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	50	60	70 72 75 85 100 120																
1920 x 1080	8	30i	60	70 72 75 85 100																
1920 x 1154	8		50																	
1920 x 1200	8	50	60	70 72 75 85 100																
1920 x 1440	8		60	70 72 75 85																

2048 x 1536	8	60	70 72 75 85
-----			
320 x 200	16	60	70 72 75
320 x 240	16	60	70 72 75
400 x 300	16	60	70 72 75
480 x 360	16	60	70 72 75
512 x 384	16	60	70 72 75
640 x 400	16	60	70 72 75
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	60	
800 x 600	16	50 60	70 72 75 85 100 120 140 144 150 170 200 240
848 x 480	16	60	70 72 75 85 100 120 140 144 150 170 200 240
960 x 600	16	60	70 72 75 85 100 120 140 144 150 170 200 240
960 x 1200	16	61	
1024 x 768	16	50 60	70 72 75 85 100 120 140 144 150 170 200 240
1088 x 612	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	70 72 75 85 100 120 140 144 150 170
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	50 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	50 60	70 72 75 85 100 120
1920 x 1080	16	30i 60	70 72 75 85 100
1920 x 1154	16	50	
1920 x 1200	16	50 60	70 72 75 85 100
1920 x 1440	16	60	70 72 75 85
2048 x 1536	16	60	70 72 75 85
-----			
320 x 200	32	60	70 72 75
320 x 240	32	60	70 72 75
400 x 300	32	60	70 72 75
480 x 360	32	60	70 72 75
512 x 384	32	60	70 72 75
640 x 400	32	60	70 72 75

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		60													
800 x 600	32		50	60	70	72	75	85	100	120	140	144	150	170	200	240
848 x 480	32		60	70	72	75	85	100	120	140	144	150	170	200	240	
960 x 600	32		60	70	72	75	85	100	120	140	144	150	170	200	240	
960 x 1200	32			61												
1024 x 768	32		50	60	70	72	75	85	100	120	140	144	150	170	200	
1088 x 612	32		60	70	72	75	85	100	120	140	144	150	170	200		
1152 x 864	32		60	70	72	75	85	100	120	140	144	150	170			
1280 x 720	32		60	70	72	75	85	100	120	140	144	150				
1280 x 768	32		60	70	72	75	85	100	120	140	144	150				
1280 x 800	32		60	70	72	75	85	100	120	140	144	150				
1280 x 960	32		60	70	72	75	85	100	120	140	144	150				
1280 x 1024	32		50	60	70	72	75	85	100	120	140	144	150			
1360 x 768	32		60	70	72	75	85	100	120	140	144	150				
1600 x 900	32		60	70	72	75	85	100	120							
1600 x 1024	32		60	70	72	75	85	100								
1600 x 1200	32		50	60	70	72	75	85	100							
1920 x 1080	32	30i	60	70	72	75	85									
1920 x 1154	32		50													
1920 x 1200	32		50	60	70	72	75	85								
1920 x 1440	32		60	70	72	75	85									
2048 x 1536	32		60	70	72	75	85									

## **GeForce2 MX, GeForce4 MX, GeForce4 Ti Series, GeForce4 MX Integrated GPU, NVIDIA Quadro4, NVIDIA Quadro2, and NVIDIA Quadro NVS Series GPUs**

---

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

- NVIDIA GeForce2 MX/MX 400
- NVIDIA GeForce2 MX 100/200
- NVIDIA GeForce4 MX 460
- NVIDIA GeForce4 MX 440
- NVIDIA GeForce4 MX 420
- NVIDIA GeForce4 MX 440SE
- NVIDIA GeForce4 MX 440 with AGP8x / GeForce PCX 4300
- NVIDIA GeForce MX 4000
- NVIDIA GeForce4 Ti 4800
- NVIDIA GeForce4 Ti 4800 SE
- NVIDIA GeForce4 Ti 4600
- NVIDIA GeForce4 Ti 4400
- NVIDIA GeForce4 Ti 4200
- NVIDIA GeForce4 Ti 4200 with AGP8X
- NVIDIA Quadro4 550 XGL
- NVIDIA Quadro2 MXR/EX
- NVIDIA Quadro NVS
- NVIDIA Quadro NVS with AGP8X
- NVIDIA Quadro NVS 50 PCI
- NVIDIA Quadro4 580 XGL
- NVIDIA Quadro4 380 XGL

**Standard Modes**

320 x 200	8		60 70 72 75
320 x 240	8		60 70 72 75
400 x 300	8		60 70 72 75
480 x 360	8		60 70 72 75
512 x 384	8		60 70 72 75
640 x 400	8		60 70 72 75
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	60
800 x 600	8		60 70 72 75 85 100 120 140 144 170 200 240
848 x 480	8		60 70 72 75 85 100 120 140 144 170 200 240
960 x 600	8		60 70 72 75 85 100 120 140 144 170 200
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 70 72 75 85 100 120 140 144 150 170
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
1920 x 1080	8	30i	60 70 72 75 85 100
1920 x 1200	8		60 70 72 75 85 100
1920 x 1440	8		60 70 72 75 85
2048 x 1536	8		60 70 72 75
-----			
320 x 200	16		60 70 72 75
320 x 240	16		60 70 72 75
400 x 300	16		60 70 72 75
480 x 360	16		60 70 72 75
512 x 384	16		60 70 72 75
640 x 400	16		60 70 72 75
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	60
800 x 600	16		60 70 72 75 85 100 120 140 144 170 200 240

848 x 480	16		60 70 72 75 85 100 120 140 144	170 200 240
960 x 600	16		60 70 72 75 85 100 120 140 144	170 200
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 70 72 75 85 100 120 140 144 150	170
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	
1920 x 1080	16	30i	60 70 72 75 85 100	
1920 x 1200	16		60 70 72 75 85 100	
1920 x 1440	16		60 70 72 75 85	
2048 x 1536	16		60 70 72 75	

---

320 x 200	32		60 70 72 75	
320 x 240	32		60 70 72 75	
400 x 300	32		60 70 72 75	
480 x 360	32		60 70 72 75	
512 x 384	32		60 70 72 75	
640 x 400	32		60 70 72 75	
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	60	
800 x 600	32		60 70 72 75 85 100 120 140 144	170 200 240
848 x 480	32		60 70 72 75 85 100 120 140 144	170 200 240
960 x 600	32		60 70 72 75 85 100 120 140 144	170 200
1024 x 768	32		60 70 72 75 85 100 120 140 144 150	170 200
1152 x 864	32		60 70 72 75 85 100 120 140	150 170
1280 x 720	32		60 70 72 75 85 100 120 140	150
1280 x 768	32		60 70 72 75 85 100 120 140	150
1280 x 800	32		60 70 72 75 85 100 120 140	150
1280 x 960	32		60 70 72 75 85 100 120 140	150
1280 x 1024	32		60 70 72 75 85 100 120 140	150
1360 x 768	32		60 70 72 75 85 100 120 140	150
1600 x 900	32		60 70 72 75 85 100 120	

1600 x 1024	32		60 70 72 75 85 100
1600 x 1200	32		60 70 72 75 85 100
1920 x 1080	32	30i	60 70 72 75 85
1920 x 1200	32		60 70 72 75 85
1920 x 1440	32		60 70 75
2048 x 1536	32		60

## Horizontal Spanning Modes

1280 x 480	8		60 70 72 75 85 100 120 140 144 150 170 200 240
1600 x 600	8		60 70 72 75 85 100 120 140 144 170 200 240
1696 x 480	8		60 70 72 75 85 100 120 140 144 170 200 240
1920 x 600	8		60 70 72 75 85 100 120 140 144 170 200
2048 x 768	8		60 70 72 75 85 100 120 140 144 150 170 200 240
2304 x 864	8		60 70 72 75 85 100 120 140 144 150 170 200
2560 x 720	8		60 70 72 75 85 100 120 140 144 150 170
2560 x 768	8		60 70 72 75 85 100 120 140 144 150 170
2560 x 800	8		60 70 72 75 85 100 120 140 144 150 170
2560 x 960	8		60 70 72 75 85 100 120 140 144 150 170
2560 x 1024	8		60 70 72 75 85 100 120 140 144 150 170
2720 x 768	8		60 70 72 75 85 100 120 140 144 150 170
3200 x 900	8		60 70 72 75 85 100 120 140 144 150
3200 x 1024	8		60 70 72 75 85 100 120
3200 x 1200	8		60 70 72 75 85 100 120
3840 x 1080	8	30i	60 70 72 75 85 100
3840 x 1200	8		60 70 72 75 85 100
3840 x 1440	8		60 70 72 75 85
4096 x 1536	8		60 70 72 75

---

1280 x 480	16		60 70 72 75 85 100 120 140 144 150 170 200 240
1600 x 600	16		60 70 72 75 85 100 120 140 144 170 200 240
1696 x 480	16		60 70 72 75 85 100 120 140 144 170 200 240
1920 x 600	16		60 70 72 75 85 100 120 140 144 170 200
2048 x 768	16		60 70 72 75 85 100 120 140 144 150 170 200 240
2304 x 864	16		60 70 72 75 85 100 120 140 144 150 170 200
2560 x 720	16		60 70 72 75 85 100 120 140 144 150 170
2560 x 768	16		60 70 72 75 85 100 120 140 144 150 170
2560 x 800	16		60 70 72 75 85 100 120 140 144 150 170



2560 x 960	16		60 70 72 75 85 100 120 140 144 150 170
2560 x 1024	16		60 70 72 75 85 100 120 140 144 150 170
2720 x 768	16		60 70 72 75 85 100 120 140 144 150 170
3200 x 900	16		60 70 72 75 85 100 120 140 144 150
3200 x 1024	16		60 70 72 75 85 100 120
3200 x 1200	16		60 70 72 75 85 100 120
3840 x 1080	16	30i	60 70 72 75 85 100
3840 x 1200	16		60 70 72 75 85 100
3840 x 1440	16		60 70 72 75 85
4096 x 1536	16		60 70 72 75

---

1280 x 480	32		60 70 72 75 85 100 120 140 144 150 170 200 240
1600 x 600	32		60 70 72 75 85 100 120 140 144 170 200 240
1696 x 480	32		60 70 72 75 85 100 120 140 144 170 200 240
1920 x 600	32		60 70 72 75 85 100 120 140 144 170 200
2048 x 768	32		60 70 72 75 85 100 120 140 144 150 170 200
2304 x 864	32		60 70 72 75 85 100 120 140 150 170
2560 x 720	32		60 70 72 75 85 100 120 140 150
2560 x 768	32		60 70 72 75 85 100 120 140 150
2560 x 800	32		60 70 72 75 85 100 120 140 150
2560 x 960	32		60 70 72 75 85 100 120 140 150
2560 x 1024	32		60 70 72 75 85 100 120 140 150
2720 x 768	32		60 70 72 75 85 100 120 140 150
3200 x 900	32		60 70 72 75 85 100 120
3200 x 1024	32		60 70 72 75 85 100
3200 x 1200	32		60 70 72 75 85 100
3840 x 1080	32	30i	60 70 72 75 85
3840 x 1200	32		60 70 72 75 85
3840 x 1440	32		60 70 75
4096 x 1536	32		60

## Vertical Spanning Modes

640 x 960	8		60 70 72 75 85 100 120 140 144 150 170 200 240
800 x 1200	8		60 70 72 75 85 100 120 140 144 170 200 240
848 x 960	8		60 70 72 75 85 100 120 140 144 170 200 240
960 x 1200	8		60 70 72 75 85 100 120 140 144 170 200
1024 x 1536	8		60 70 72 75 85 100 120 140 144 150 170 200 240

1152 x 1728	8		60 70 72 75 85 100 120 140 144 150 170 200
1280 x 1440	8		60 70 72 75 85 100 120 140 144 150 170
1280 x 1536	8		60 70 72 75 85 100 120 140 144 150 170
1280 x 1600	8		60 70 72 75 85 100 120 140 144 150 170
1280 x 1920	8		60 70 72 75 85 100 120 140 144 150 170
1280 x 2048	8		60 70 72 75 85 100 120 140 144 150 170
1360 x 1536	8		60 70 72 75 85 100 120 140 144 150 170
1600 x 1800	8		60 70 72 75 85 100 120 140 144 150
1600 x 2048	8		60 70 72 75 85 100 120
1600 x 2400	8		60 70 72 75 85 100 120
1920 x 2160	8	30i	60 70 72 75 85 100
1920 x 2400	8		60 70 72 75 85 100
1920 x 2880	8		60 70 72 75 85
2048 x 3072	8		60 70 72 75
-----			
640 x 960	16		60 70 72 75 85 100 120 140 144 150 170 200 240
800 x 1200	16		60 70 72 75 85 100 120 140 144 170 200 240
848 x 960	16		60 70 72 75 85 100 120 140 144 170 200 240
960 x 1200	16		60 70 72 75 85 100 120 140 144 170 200
1024 x 1536	16		60 70 72 75 85 100 120 140 144 150 170 200 240
1152 x 1728	16		60 70 72 75 85 100 120 140 144 150 170 200
1280 x 1440	16		60 70 72 75 85 100 120 140 144 150 170
1280 x 1536	16		60 70 72 75 85 100 120 140 144 150 170
1280 x 1600	16		60 70 72 75 85 100 120 140 144 150 170
1280 x 1920	16		60 70 72 75 85 100 120 140 144 150 170
1280 x 2048	16		60 70 72 75 85 100 120 140 144 150 170
1360 x 1536	16		60 70 72 75 85 100 120 140 144 150 170
1600 x 1800	16		60 70 72 75 85 100 120 140 144 150
1600 x 2048	16		60 70 72 75 85 100 120
1600 x 2400	16		60 70 72 75 85 100 120
1920 x 2160	16	30i	60 70 72 75 85 100
1920 x 2400	16		60 70 72 75 85 100
1920 x 2880	16		60 70 72 75 85
2048 x 3072	16		60 70 72 75
-----			
640 x 960	32		60 70 72 75 85 100 120 140 144 150 170 200 240
800 x 1200	32		60 70 72 75 85 100 120 140 144 170 200 240
848 x 960	32		60 70 72 75 85 100 120 140 144 170 200 240
960 x 1200	32		60 70 72 75 85 100 120 140 144 170 200

1024 x 1536	32		60 70 72 75 85 100 120 140 144 150 170 200
1152 x 1728	32		60 70 72 75 85 100 120 140 150 170
1280 x 1440	32		60 70 72 75 85 100 120 140 150
1280 x 1536	32		60 70 72 75 85 100 120 140 150
1280 x 1600	32		60 70 72 75 85 100 120 140 150
1280 x 1920	32		60 70 72 75 85 100 120 140 150
1280 x 2048	32		60 70 72 75 85 100 120 140 150
1360 x 1536	32		60 70 72 75 85 100 120 140 150
1600 x 1800	32		60 70 72 75 85 100 120
1600 x 2048	32		60 70 72 75 85 100
1600 x 2400	32		60 70 72 75 85 100
1920 x 2160	32	30i	60 70 72 75 85
1920 x 2400	32		60 70 72 75 85
1920 x 2880	32		60 70 75
2048 x 3072	32		60



2048 x 1536	8		60	70 72 75	
-----					
320 x 200	16		60	70 72 75	
320 x 240	16		60	70 72 75	
400 x 300	16		60	70 72 75	
480 x 360	16		60	70 72 75	
512 x 384	16		60	70 72 75	
640 x 400	16		60	70 72 75	
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	60		
800 x 600	16		60	70 72 75 85 100 120 140 144	170 200 240
848 x 480	16		60	70 72 75 85 100 120 140 144	170 200 240
960 x 600	16		60	70 72 75 85 100 120 140 144	170 200 240
960 x 1200	16		61		
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	70 72 75 85 100 120 140 144 150 170	
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	
1920 x 1080	16	30i	60	70 72 75 85 100	
1920 x 1200	16		60	70 72 75 85 100	
1920 x 1440	16		60	70 72 75 85	
2048 x 1536	16		60	70 72 75	
-----					
320 x 200	32		60	70 72 75	
320 x 240	32		60	70 72 75	
400 x 300	32		60	70 72 75	
480 x 360	32		60	70 72 75	
512 x 384	32		60	70 72 75	
640 x 400	32		60	70 72 75	
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	60														
800 x 600	32			60	70	72	75	85	100	120	140	144	170	200	240			
848 x 480	32			60	70	72	75	85	100	120	140	144	170	200	240			
960 x 600	32			60	70	72	75	85	100	120	140	144	170	200	240			
960 x 1200	32																	61
1024 x 768	32			60	70	72	75	85	100	120	140	144	150	170	200			
1152 x 864	32			60	70	72	75	85	100	120	140		150	170				
1280 x 720	32			60	70	72	75	85	100	120	140		150					
1280 x 768	32			60	70	72	75	85	100	120	140		150					
1280 x 800	32			60	70	72	75	85	100	120	140		150					
1280 x 960	32			60	70	72	75	85	100	120	140		150					
1280 x 1024	32			60	70	72	75	85	100	120	140		150					
1360 x 768	32			60	70	72	75	85	100	120	140		150					
1600 x 900	32			60	70	72	75	85	100	120								
1600 x 1024	32			60	70	72	75	85	100									
1600 x 1200	32			60	70	72	75	85	100									
1920 x 1080	32	30i		60	70	72	75	85										
1920 x 1200	32			60	70	72	75	85										
1920 x 1440	32			60	70		75											
2048 x 1536	32			60														

## Horizontal Spanning Modes

1280 x 480	8			60	70	72	75	85	100	120	140	144	150	170	200	240		
1600 x 600	8			60	70	72	75	85	100	120	140	144	170	200	240			
1696 x 480	8			60	70	72	75	85	100	120	140	144	170	200	240			
1920 x 600	8			60	70	72	75	85	100	120	140	144	170	200	240			
1920 x 1200	8																	61
2048 x 768	8			60	70	72	75	85	100	120	140	144	150	170	200	240		
2304 x 864	8			60	70	72	75	85	100	120	140	144	150	170	200			
2560 x 720	8			60	70	72	75	85	100	120	140	144	150	170				
2560 x 768	8			60	70	72	75	85	100	120	140	144	150	170				
2560 x 800	8			60	70	72	75	85	100	120	140	144	150	170				
2560 x 960	8			60	70	72	75	85	100	120	140	144	150	170				
2560 x 1024	8			60	70	72	75	85	100	120	140	144	150	170				
2720 x 768	8			60	70	72	75	85	100	120	140	144	150	170				
3200 x 900	8			60	70	72	75	85	100	120	140	144	150					
3200 x 1024	8			60	70	72	75	85	100	120								

3200 x 1200	8		60	70 72 75 85 100 120
3840 x 1080	8	30i	60	70 72 75 85 100
3840 x 1200	8		60	70 72 75 85 100
3840 x 1440	8		60	70 72 75 85
4096 x 1536	8		60	70 72 75

---

1280 x 480	16		60	70 72 75 85 100 120 140 144 150 170 200 240
1600 x 600	16		60	70 72 75 85 100 120 140 144 170 200 240
1696 x 480	16		60	70 72 75 85 100 120 140 144 170 200 240
1920 x 600	16		60	70 72 75 85 100 120 140 144 170 200 240
1920 x 1200	16		61	
2048 x 768	16		60	70 72 75 85 100 120 140 144 150 170 200 240
2304 x 864	16		60	70 72 75 85 100 120 140 144 150 170 200
2560 x 720	16		60	70 72 75 85 100 120 140 144 150 170
2560 x 768	16		60	70 72 75 85 100 120 140 144 150 170
2560 x 800	16		60	70 72 75 85 100 120 140 144 150 170
2560 x 960	16		60	70 72 75 85 100 120 140 144 150 170
2560 x 1024	16		60	70 72 75 85 100 120 140 144 150 170
2720 x 768	16		60	70 72 75 85 100 120 140 144 150 170
3200 x 900	16		60	70 72 75 85 100 120 140 144 150
3200 x 1024	16		60	70 72 75 85 100 120
3200 x 1200	16		60	70 72 75 85 100 120
3840 x 1080	16	30i	60	70 72 75 85 100
3840 x 1200	16		60	70 72 75 85 100
3840 x 1440	16		60	70 72 75 85
4096 x 1536	16		60	70 72 75

---

1280 x 480	32		60	70 72 75 85 100 120 140 144 150 170 200 240
1600 x 600	32		60	70 72 75 85 100 120 140 144 170 200 240
1696 x 480	32		60	70 72 75 85 100 120 140 144 170 200 240
1920 x 600	32		60	70 72 75 85 100 120 140 144 170 200 240
1920 x 1200	32		61	
2048 x 768	32		60	70 72 75 85 100 120 140 144 150 170 200
2304 x 864	32		60	70 72 75 85 100 120 140 150 170
2560 x 720	32		60	70 72 75 85 100 120 140 150
2560 x 768	32		60	70 72 75 85 100 120 140 150
2560 x 800	32		60	70 72 75 85 100 120 140 150
2560 x 960	32		60	70 72 75 85 100 120 140 150
2560 x 1024	32		60	70 72 75 85 100 120 140 150

2720 x 768	32		60	70	72	75	85	100	120	140	150
3200 x 900	32		60	70	72	75	85	100	120		
3200 x 1024	32		60	70	72	75	85	100			
3200 x 1200	32		60	70	72	75	85	100			
3840 x 1080	32	30i	60	70	72	75	85				
3840 x 1200	32		60	70	72	75	85				
3840 x 1440	32		60	70		75					
4096 x 1536	32		60								

## Vertical Spanning Modes

640 x 960	8		60	70	72	75	85	100	120	140	144	150	170	200	240
800 x 1200	8		60	70	72	75	85	100	120	140	144		170	200	240
848 x 960	8		60	70	72	75	85	100	120	140	144		170	200	240
960 x 1200	8		60	70	72	75	85	100	120	140	144		170	200	240
1024 x 1536	8		60	70	72	75	85	100	120	140	144	150	170	200	240
1152 x 1728	8		60	70	72	75	85	100	120	140	144	150	170	200	
1280 x 1440	8		60	70	72	75	85	100	120	140	144	150	170		
1280 x 1536	8		60	70	72	75	85	100	120	140	144	150	170		
1280 x 1600	8		60	70	72	75	85	100	120	140	144	150	170		
1280 x 1920	8		60	70	72	75	85	100	120	140	144	150	170		
1280 x 2048	8		60	70	72	75	85	100	120	140	144	150	170		
1360 x 1536	8		60	70	72	75	85	100	120	140	144	150	170		
1600 x 1800	8		60	70	72	75	85	100	120	140	144	150			
1600 x 2048	8		60	70	72	75	85	100	120						
1600 x 2400	8		60	70	72	75	85	100	120						
1920 x 2160	8	30i	60	70	72	75	85	100							
1920 x 2400	8		60	70	72	75	85	100							
1920 x 2880	8		60	70	72	75	85								
2048 x 3072	8		60	70	72	75									

---

640 x 960	16		60	70	72	75	85	100	120	140	144	150	170	200	240
800 x 1200	16		60	70	72	75	85	100	120	140	144		170	200	240
848 x 960	16		60	70	72	75	85	100	120	140	144		170	200	240
960 x 1200	16		60	70	72	75	85	100	120	140	144		170	200	240
1024 x 1536	16		60	70	72	75	85	100	120	140	144	150	170	200	240
1152 x 1728	16		60	70	72	75	85	100	120	140	144	150	170	200	
1280 x 1440	16		60	70	72	75	85	100	120	140	144	150	170		



1280 x 1536	16		60	70	72	75	85	100	120	140	144	150	170
1280 x 1600	16		60	70	72	75	85	100	120	140	144	150	170
1280 x 1920	16		60	70	72	75	85	100	120	140	144	150	170
1280 x 2048	16		60	70	72	75	85	100	120	140	144	150	170
1360 x 1536	16		60	70	72	75	85	100	120	140	144	150	170
1600 x 1800	16		60	70	72	75	85	100	120	140	144	150	
1600 x 2048	16		60	70	72	75	85	100	120				
1600 x 2400	16		60	70	72	75	85	100	120				
1920 x 2160	16	30i	60	70	72	75	85	100					
1920 x 2400	16		60	70	72	75	85	100					
1920 x 2880	16		60	70	72	75	85						
2048 x 3072	16		60	70	72	75							

---

640 x 960	32		60	70	72	75	85	100	120	140	144	150	170	200	240
800 x 1200	32		60	70	72	75	85	100	120	140	144		170	200	240
848 x 960	32		60	70	72	75	85	100	120	140	144		170	200	240
960 x 1200	32		60	70	72	75	85	100	120	140	144		170	200	240
1024 x 1536	32		60	70	72	75	85	100	120	140	144	150	170	200	
1152 x 1728	32		60	70	72	75	85	100	120	140		150	170		
1280 x 1440	32		60	70	72	75	85	100	120	140		150			
1280 x 1536	32		60	70	72	75	85	100	120	140		150			
1280 x 1600	32		60	70	72	75	85	100	120	140		150			
1280 x 1920	32		60	70	72	75	85	100	120	140		150			
1280 x 2048	32		60	70	72	75	85	100	120	140		150			
1360 x 1536	32		60	70	72	75	85	100	120	140		150			
1600 x 1800	32		60	70	72	75	85	100	120						
1600 x 2048	32		60	70	72	75	85	100							
1600 x 2400	32		60	70	72	75	85	100							
1920 x 2160	32	30i	60	70	72	75	85								
1920 x 2400	32		60	70	72	75	85								
1920 x 2880	32		60	70		75									
2048 x 3072	32		60												

## NVIDIA Quadro FX Family and NVIDIA Quadro NVS Series GPUs

---

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

- NVIDIA Quadro FX 2000
- NVIDIA Quadro FX 1000
- NVIDIA Quadro NVS 280 PCI / Quadro PCI-E Series
- NVIDIA Quadro FX 500
- NVIDIA Quadro FX 600
- NVIDIA Quadro FX 1100

### Standard Modes

320 x 200	8	60	70 72 75	
320 x 240	8	60	70 72 75	
400 x 300	8	60	70 72 75	
480 x 360	8	60	70 72 75	
512 x 384	8	60	70 72 75	
640 x 400	8	60	70 72 75	
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 60		
800 x 600	8	60	70 72 75 85 100 120 140 144 150 170 200 240	
848 x 480	8	60	70 72 75 85 100 120 140 144 150 170 200 240	
960 x 600	8	60	70 72 75 85 100 120 140 144 150 170 200 240	
960 x 1200	8	61		
1024 x 768	8	60	70 72 75 85 100 120 140 144 150 170 200 240	
1088 x 612	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	70 72 75 85 100 120 140 144 150 170	
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	

1920 x 1080	8	30i	60	70 72 75 85 100
1920 x 1200	8		60	70 72 75 85 100
1920 x 1440	8		60	70 72 75 85
2048 x 1536	8		60	70 72 75 85
-----				
320 x 200	16		60	70 72 75
320 x 240	16		60	70 72 75
400 x 300	16		60	70 72 75
480 x 360	16		60	70 72 75
512 x 384	16		60	70 72 75
640 x 400	16		60	70 72 75
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	60	
800 x 600	16		60	70 72 75 85 100 120 140 144 150 170 200 240
848 x 480	16		60	70 72 75 85 100 120 140 144 150 170 200 240
960 x 600	16		60	70 72 75 85 100 120 140 144 150 170 200 240
960 x 1200	16		61	
1024 x 768	16		60	70 72 75 85 100 120 140 144 150 170 200 240
1088 x 612	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	70 72 75 85 100 120 140 144 150 170
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
1920 x 1080	16	30i	60	70 72 75 85 100
1920 x 1200	16		60	70 72 75 85 100
1920 x 1440	16		60	70 72 75 85
2048 x 1536	16		60	70 72 75 85
-----				
320 x 200	32		60	70 72 75
320 x 240	32		60	70 72 75
400 x 300	32		60	70 72 75
480 x 360	32		60	70 72 75

512 x 384	32		60	70 72 75
640 x 400	32		60	70 72 75
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	60	
800 x 600	32		60	70 72 75 85 100 120 140 144 150 170 200 240
848 x 480	32		60	70 72 75 85 100 120 140 144 150 170 200 240
960 x 600	32		60	70 72 75 85 100 120 140 144 150 170 200 240
960 x 1200	32		61	
1024 x 768	32		60	70 72 75 85 100 120 140 144 150 170 200
1088 x 612	32		60	70 72 75 85 100 120 140 144 150 170 200
1152 x 864	32		60	70 72 75 85 100 120 140 144 150 170
1280 x 720	32		60	70 72 75 85 100 120 140 144 150
1280 x 768	32		60	70 72 75 85 100 120 140 144 150
1280 x 800	32		60	70 72 75 85 100 120 140 144 150
1280 x 960	32		60	70 72 75 85 100 120 140 144 150
1280 x 1024	32		60	70 72 75 85 100 120 140 144 150
1360 x 768	32		60	70 72 75 85 100 120 140 144 150
1600 x 900	32		60	70 72 75 85 100 120
1600 x 1024	32		60	70 72 75 85 100
1600 x 1200	32		60	70 72 75 85 100
1920 x 1080	32	30i	60	70 72 75 85
1920 x 1200	32		60	70 72 75 85
1920 x 1440	32		60	70 72 75 85
2048 x 1536	32		60	70 72 75 85

## Horizontal Spanning Modes

1280 x 480	8		60	70 72 75 85 100 120 140 144 150 170 200 240
1600 x 600	8		60	70 72 75 85 100 120 140 144 150 170 200 240
1696 x 480	8		60	70 72 75 85 100 120 140 144 150 170 200 240
1920 x 600	8		60	70 72 75 85 100 120 140 144 150 170 200 240
1920 x 1200	8		61	
2048 x 768	8		60	70 72 75 85 100 120 140 144 150 170 200 240
2176 x 612	8		60	70 72 75 85 100 120 140 144 150 170 200 240
2304 x 864	8		60	70 72 75 85 100 120 140 144 150 170 200
2560 x 720	8		60	70 72 75 85 100 120 140 144 150 170
2560 x 768	8		60	70 72 75 85 100 120 140 144 150 170

2560 x 800	8		60	70	72	75	85	100	120	140	144	150	170
2560 x 960	8		60	70	72	75	85	100	120	140	144	150	170
2560 x 1024	8		60	70	72	75	85	100	120	140	144	150	170
2720 x 768	8		60	70	72	75	85	100	120	140	144	150	170
3200 x 900	8		60	70	72	75	85	100	120	140	144	150	
3200 x 1024	8		60	70	72	75	85	100	120				
3200 x 1200	8		60	70	72	75	85	100	120				
3840 x 1080	8	30i	60	70	72	75	85	100					
3840 x 1200	8		60	70	72	75	85	100					
3840 x 1440	8		60	70	72	75	85						
4096 x 1536	8		60	70	72	75	85						

---

1280 x 480	16		60	70	72	75	85	100	120	140	144	150	170	200	240
1600 x 600	16		60	70	72	75	85	100	120	140	144	150	170	200	240
1696 x 480	16		60	70	72	75	85	100	120	140	144	150	170	200	240
1920 x 600	16		60	70	72	75	85	100	120	140	144	150	170	200	240
1920 x 1200	16			61											
2048 x 768	16		60	70	72	75	85	100	120	140	144	150	170	200	240
2176 x 612	16		60	70	72	75	85	100	120	140	144	150	170	200	240
2304 x 864	16		60	70	72	75	85	100	120	140	144	150	170	200	
2560 x 720	16		60	70	72	75	85	100	120	140	144	150	170		
2560 x 768	16		60	70	72	75	85	100	120	140	144	150	170		
2560 x 800	16		60	70	72	75	85	100	120	140	144	150	170		
2560 x 960	16		60	70	72	75	85	100	120	140	144	150	170		
2560 x 1024	16		60	70	72	75	85	100	120	140	144	150	170		
2720 x 768	16		60	70	72	75	85	100	120	140	144	150	170		
3200 x 900	16		60	70	72	75	85	100	120	140	144	150			
3200 x 1024	16		60	70	72	75	85	100	120						
3200 x 1200	16		60	70	72	75	85	100	120						
3840 x 1080	16	30i	60	70	72	75	85	100							
3840 x 1200	16		60	70	72	75	85	100							
3840 x 1440	16		60	70	72	75	85								
4096 x 1536	16		60	70	72	75	85								

---

1280 x 480	32		60	70	72	75	85	100	120	140	144	150	170	200	240
1600 x 600	32		60	70	72	75	85	100	120	140	144	150	170	200	240
1696 x 480	32		60	70	72	75	85	100	120	140	144	150	170	200	240
1920 x 600	32		60	70	72	75	85	100	120	140	144	150	170	200	240
1920 x 1200	32			61											

2048 x 768	32		60	70	72	75	85	100	120	140	144	150	170	200
2176 x 612	32		60	70	72	75	85	100	120	140	144	150	170	200
2304 x 864	32		60	70	72	75	85	100	120	140	144	150	170	
2560 x 720	32		60	70	72	75	85	100	120	140	144	150		
2560 x 768	32		60	70	72	75	85	100	120	140	144	150		
2560 x 800	32		60	70	72	75	85	100	120	140	144	150		
2560 x 960	32		60	70	72	75	85	100	120	140	144	150		
2560 x 1024	32		60	70	72	75	85	100	120	140	144	150		
2720 x 768	32		60	70	72	75	85	100	120	140	144	150		
3200 x 900	32		60	70	72	75	85	100	120					
3200 x 1024	32		60	70	72	75	85	100						
3200 x 1200	32		60	70	72	75	85	100						
3840 x 1080	32	30i	60	70	72	75	85							
3840 x 1200	32		60	70	72	75	85							
3840 x 1440	32		60	70	72	75	85							
4096 x 1536	32		60	70	72	75	85							

## Vertical Spanning Modes

640 x 960	8		60	70	72	75	85	100	120	140	144	150	170	200	240
800 x 1200	8		60	70	72	75	85	100	120	140	144	150	170	200	240
848 x 960	8		60	70	72	75	85	100	120	140	144	150	170	200	240
960 x 1200	8		60	70	72	75	85	100	120	140	144	150	170	200	240
1024 x 1536	8		60	70	72	75	85	100	120	140	144	150	170	200	240
1088 x 1224	8		60	70	72	75	85	100	120	140	144	150	170	200	240
1152 x 1728	8		60	70	72	75	85	100	120	140	144	150	170	200	
1280 x 1440	8		60	70	72	75	85	100	120	140	144	150	170		
1280 x 1536	8		60	70	72	75	85	100	120	140	144	150	170		
1280 x 1600	8		60	70	72	75	85	100	120	140	144	150	170		
1280 x 1920	8		60	70	72	75	85	100	120	140	144	150	170		
1280 x 2048	8		60	70	72	75	85	100	120	140	144	150	170		
1360 x 1536	8		60	70	72	75	85	100	120	140	144	150	170		
1600 x 1800	8		60	70	72	75	85	100	120	140	144	150			
1600 x 2048	8		60	70	72	75	85	100	120						
1600 x 2400	8		60	70	72	75	85	100	120						
1920 x 2160	8	30i	60	70	72	75	85	100							
1920 x 2400	8		60	70	72	75	85	100							
1920 x 2880	8		60	70	72	75	85								

2048 x 3072	8	60	70	72	75	85										
-----																
640 x 960	16	60	70	72	75	85	100	120	140	144	150	170	200	240		
800 x 1200	16	60	70	72	75	85	100	120	140	144	150	170	200	240		
848 x 960	16	60	70	72	75	85	100	120	140	144	150	170	200	240		
960 x 1200	16	60	70	72	75	85	100	120	140	144	150	170	200	240		
1024 x 1536	16	60	70	72	75	85	100	120	140	144	150	170	200	240		
1088 x 1224	16	60	70	72	75	85	100	120	140	144	150	170	200	240		
1152 x 1728	16	60	70	72	75	85	100	120	140	144	150	170	200			
1280 x 1440	16	60	70	72	75	85	100	120	140	144	150	170				
1280 x 1536	16	60	70	72	75	85	100	120	140	144	150	170				
1280 x 1600	16	60	70	72	75	85	100	120	140	144	150	170				
1280 x 1920	16	60	70	72	75	85	100	120	140	144	150	170				
1280 x 2048	16	60	70	72	75	85	100	120	140	144	150	170				
1360 x 1536	16	60	70	72	75	85	100	120	140	144	150	170				
1600 x 1800	16	60	70	72	75	85	100	120	140	144	150					
1600 x 2048	16	60	70	72	75	85	100	120								
1600 x 2400	16	60	70	72	75	85	100	120								
1920 x 2160	16	30i	60	70	72	75	85	100								
1920 x 2400	16	60	70	72	75	85	100									
1920 x 2880	16	60	70	72	75	85										
2048 x 3072	16	60	70	72	75	85										
-----																
640 x 960	32	60	70	72	75	85	100	120	140	144	150	170	200	240		
800 x 1200	32	60	70	72	75	85	100	120	140	144	150	170	200	240		
848 x 960	32	60	70	72	75	85	100	120	140	144	150	170	200	240		
960 x 1200	32	60	70	72	75	85	100	120	140	144	150	170	200	240		
1024 x 1536	32	60	70	72	75	85	100	120	140	144	150	170	200			
1088 x 1224	32	60	70	72	75	85	100	120	140	144	150	170	200			
1152 x 1728	32	60	70	72	75	85	100	120	140	144	150	170				
1280 x 1440	32	60	70	72	75	85	100	120	140	144	150					
1280 x 1536	32	60	70	72	75	85	100	120	140	144	150					
1280 x 1600	32	60	70	72	75	85	100	120	140	144	150					
1280 x 1920	32	60	70	72	75	85	100	120	140	144	150					
1280 x 2048	32	60	70	72	75	85	100	120	140	144	150					
1360 x 1536	32	60	70	72	75	85	100	120	140	144	150					
1600 x 1800	32	60	70	72	75	85	100	120								
1600 x 2048	32	60	70	72	75	85	100									
1600 x 2400	32	60	70	72	75	85	100									

1920 x 2160	32	30i	60	70	72	75	85
1920 x 2400	32		60	70	72	75	85
1920 x 2880	32		60	70	72	75	85
2048 x 3072	32		60	70	72	75	85



## Modes Supported by DACs and TV Encoders

This section lists the supported modes and formats for the following:

- “External DAC Mode Support” on page 115
- “TV-Out Mode Support” on page 116

### External DAC Mode Support

#### Fairchild FMS3815 Modes Supported

Table A.3 shows the refresh rates for various resolutions of the Fairchild FMS3815 external DAC, which is commonly used on GeForce2 MX and Quadro2 MXR boards to drive a secondary CRT.

**Table A.3** External DAC Modes (Fairchild FMS3815)

Resolution	Supported Rates (Hz)
640x480	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170
800x600	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170
1024x768	60, 70, 72, 75, 85, 100, 120
1152x864	60, 70, 72, 75, 85
1280x720	60, 70, 72, 75, 85, 100
1280x960	60, 70, 72, 75
1280x1024	60, 70, 72, 75
1360x768	60, 70, 72, 75, 85
1600x900	60, 70
1600x1200	—

#### Analog Devices ADV-7123 Modes Supported

Table A.4 shows the refresh rates for various resolutions of the Analog Devices ADV-7123 external DAC, which is commonly used on the GeForce2 MX and the Quadro2 MXR boards to drive a secondary CRT.

**Table A.4** External DAC Modes (Analog Devices ADV-7123)

Resolution	Supported Rates (Hz)
640x480	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170
800x600	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170
1024x768	60, 70, 72, 75, 85, 100, 120
1152x864	60, 70, 72, 75, 85, 100
1280x720	60, 70, 72, 75, 85, 100
1280x960	60, 70, 72, 75, 85, 90

**Table A.4** External DAC Modes (Analog Devices ADV-7123) (continued)

Resolution	Supported Rates (Hz)
1280x1024	60, 70, 72, 75, 85
1360x768	60, 70, 72, 75, 85, 100
1600x900	60, 70, 75
1600x1200	—

## TV-Out Mode Support

Table A.5 and Table A.6 list the NTSC, PAL, and HDTV TV-Out modes supported by the NVIDIA driver.

**Table A.5** 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.6** 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.