



# Release 185 Graphics Drivers ***Release Notes***

**Version 185.81**

**For Windows 7 32-bit  
and Windows 7 64-bit**

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## CHAPTER

## 1

# INTRODUCTION TO *RELEASE NOTES*

This edition of *Release Notes* describes the Release 185 Graphics Drivers for Microsoft® Windows® 7. NVIDIA provides these notes to describe performance improvements and bug fixes in each documented version of the driver.

**This is a reference driver that can be installed on supported NVIDIA GeForce and Quadro NVS notebook GPUs.** However, please note that your notebook original equipment manufacturer (OEM) provides certified drivers for your specific notebook on their website. NVIDIA recommends that you check with your notebook OEM about recommended software updates for your notebook. OEMs may not provide technical support for issues that arise from the use of this driver.

## Structure of the Document

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This document is organized in the following sections:

- [“Release 185 Driver Changes” on page 2](#) gives a summary of changes, and fixed and open issues in this version.
- [“The Release 185 Driver” on page 15](#) describes the NVIDIA products and languages supported by this driver, the system requirements, and how to install the driver.
- [“Mode Support for Windows” on page 21](#) lists the default resolutions supported by the driver.

## Changes in this Edition

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This edition of the *Release Notes* for Windows 7 includes information about NVIDIA graphics driver version 185.81. These changes are discussed beginning with the chapter [“Release 185 Driver Changes” on page 2](#).

## CHAPTER

## 2

# RELEASE 185 DRIVER CHANGES

This chapter describes open issues for version 185.81, and resolved issues and driver enhancements for versions of the Release 185 driver up to version 185.81. The chapter contains these sections:

- “Version 185.81 Highlights” on page 3
- “Open Issues in Version 185.81” on page 7
- “Not NVIDIA Issues” on page 9
- “Known Product Limitations” on page 13

## Version 185.81 Highlights

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This section provides highlights of version 185.81 of the NVIDIA Release 185 Driver for Windows Vista.

- [What's New in Release 185](#)
- [What's New in Version 185.81](#)
- [Limitations in This Release](#)

### What's New in Release 185

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- This is a beta driver for Quadro FX Series, NVS series, GeForce 200M, 100M, 8M, and 9M series notebook GPUs.

Some notebooks are not supported by this release. Refer to the [“Supported NVIDIA Products” on page 16](#) for the list of supported GPUs and notebooks.

### OS Support

Release 185 introduces support for the Microsoft Windows 7 operating system.

### NVIDIA Control Panel Updates

#### 3D Settings Pages

- **Ambient Occlusion** setting (*new* in the Manage 3D Settings page)  
Ambient occlusion enhances depth perception and adds realism to 3D scenes by providing a soft shadow effect to objects based on their placement in the scene.
- **SLI Antialiasing** (*new* in the Manage 3D Settings page)  
Now available under Windows 7 as well as Windows XP.
- **Workstation/Quad-buffered 3D Stereo** (*new* Stereo-Display mode settings in the Manage 3D Settings page )  
Added support for the following stereoscopic 3D hardware and modes:
  - GeForce 3D Vision hardware—generic active stereo, via on-board DIN connector, passive (Clone mode) modes, and 3D DLP display
  - Generic active stereo
  - Horizontal interlaced stereo displays
  - Sub-field stereo displays
  - Side-field stereo displays
  - SeeFront Autostereoscopic LCD

- Texas Instruments 3D Ready DLP® (Digital Light Processing technology) displays
- Tridexterity Multi-View and Single-Viewer displays
- Planar StereoMirror™ displays

## Display Pages

- **Set up Multiple Displays** (*revised* under Windows Vista and applicable to Windows 7)

In Release 185, when SLI mode is enabled, users can now select a display from different GPUs as long as the GPUs are in the same SLI group.

- Displays must still be connected to the same GPU under Clone mode.
- Quad SLI: When using GeForce X2, Quadro X2, or the GeForce GTX 295 graphics cards, only GPUs that have two display connectors can be used to drive displays. Typically, display connectors lined up on the same slot position are connected to the same GPU.
- NVIDIA recommends connecting displays to the same GPU to shorten the driver reload time on the initial setup.
- **Adjust Desktop Color Settings** page (*revised* under Windows Vista and applicable to Windows 7)

Applications now have the option of controlling the desktop color settings.

## Video & Television Pages

- **HDCP Status**

*New* page for verifying whether the system is HDCP-capable

- **Adjust TV Color Settings** page (*revised* under Windows Vista and applicable to Windows 7)

Applications now have the option of controlling the TV color settings.

## Display Driver Updates

Added support for EDID-like devices.

## Video Updates

- Compute-based DVD upscaling
- CUDA Video Encoder 1.1: Added support for CUDA-enabled GPUs with less than 32 cores to the NVIDIA Video Encoding library.

## CUDA Updates

- CUDA 2.2

- CUDA Video Encoder V1.1: Added support for CUDA-enabled GPUs with less than 32 cores to the NVIDIA Video Encoding library.

## **OpenGL Updates**

- Support for OpenGL 3.0
- Implemented NVX\_shader\_buffer\_load (OpenGL Shading Language).

## **What's New in Version 185.81**

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- Supports NVIDIA PhysX hardware acceleration on GeForce 8M and 9M GPUs with a minimum of 256MB dedicated graphics memory (this driver package installs NVIDIA PhysX System Software v9.09.0203).

## Limitations in This Release

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

### **NVIDIA Control Panel features that are Not Yet Available**

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

- **Display Category**
  - The Graph tab on the Adjust Desktop Color Settings page is not available.

## Open Issues in Version 185.81

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As with every released driver, version 185.81 of the Release 185 driver has open issues and enhancement requests associated with it. This section includes lists of issues that are either not fixed or not implemented in this version. Some problems listed may not have been thoroughly investigated and, in fact, may not be NVIDIA issues. Others may have workaround solutions. *Many of these issues are system-specific and may not be seen on your particular notebook.*

- “Windows 7 32-bit Issues” on page 7
- “Windows 7 64-bit Issues” on page 8

### Windows 7 32-bit Issues

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#### Single GPU Issues

- Quadro FX 2700M: The display turns blank when starting any application in Clone mode.[514878]
- GeForce G 110M: Using the ‘Set up multiple displays” page, Composite/Component/S-Video connections in Dualview mode cannot be switched to Clone mode.[537531]
- GeForce 9600M GT: Hot keys (keyboard shortcut) for selecting the 'color' option in the 'Adjust video color setting' page do not work.[515450]

#### Multi-GPU Issues

- [SLI], GeForce 8800M GTX: The PhysX option is disabled by default after driver installation. [544945]
- [SLI], GeForce 8700M GT: The internal panel resolution switches from native resolution to 1024x768 after hot-unplugging the VGA while in Dualview or Clone mode. [519046]
- [SLI], GeForce 8800M GTX: Crysis: Warhead—the screen stutters when V-Sync is ON and the scaling option is set to “Do not scale”. [522792]
- [SLI], GeForce 8800M GTX: Crysis: Warhead—the screen flashes several times after switching the game to full-screen mode by pressing "Alt+Enter". [522913]

## Windows 7 64-bit Issues

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### Single GPU Issues

- GeForce G 110M: Using the ‘Set up multiple displays’ page, Composite/Component/S-Video connections in Dualview mode cannot be switched to Clone mode. [537531]
- GeForce 9800M: World in Conflict: Soviet Assault—there is flickering in the game when played with ambient occlusion enabled. [547967]
- GeForce 9800M: Lost Planet: Extreme Condition Colonies Edition (DirectX 10)—there is flickering in the game when played with the default settings. [546599]

### Multi-GPU Issues

- [SLI], GeForce 8700M GT: The desktop on the external display, when set as the primary display, disappears after enabling SLI mode. [537232]
- [SLI], GeForce 8800M GTX: Multi-display mode is not preserved between users after performing a Fast User Switch. [541252]
- [SLI], GeForce 8700M GT: The TV blanks out when hot-key switching to all display devices with SLI mode enable. [544779]

## Not NVIDIA Issues

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

- “Windows Vista Limitations” on page 9
- “Unsupported Features” on page 10
- “OpenGL Application Issues” on page 12

### Windows Vista Limitations

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

- **NVIDIA TurboCache**

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

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

## Unsupported Features

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

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

This is an operating system limitation.

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

- **Overclocking**

GPU overclocking is no longer supported in the default GPU driver control panel. This feature is available in the NVIDIA System Tools software, which you can download from [NVIDIA.com](http://NVIDIA.com).

- **GPU Temperature Monitoring**

Temperature monitoring is no longer supported in the default GPU driver control panel. This feature is available in the NVIDIA System Tools software, which you can download from [NVIDIA.com](http://NVIDIA.com).

- **AGP Settings Adjustment**

- **Video Zoom**

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

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

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

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

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

- **Edge Blending**
- **Run display optimization wizard**
- **Run multiple display wizard**

- **Run television setup wizard**
- **nView Horizontal and Vertical Span Modes**

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

- **Display/Connection Wizard** (such as was provided with Windows Media Center Edition)
- **DVD/MPEG Extensions** (such as was provided with Windows Media Center Edition)
- **Audio Extensions** (such as was provided with Windows Media Center Edition)
- **NVIDIA nView Desktop Manager**

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

## Feature Differences from Windows Vista

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### Hotplug Action

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

### NVIDIA Control Panel Rotate Display Page

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

**Table 2.1** NVIDIA Control Panel Rotation Page Radio Buttons

<b>Clockwise Rotation</b>	<b>Windows 7 Label</b>	<b>Windows Vista Label</b>
0 degrees	Landscape	No rotation (Landscape)
90 degrees	Portrait	90 degrees to the right (Inverted Portrait)
180 degrees	Landscape (flipped)	180 degree rotation (Inverted landscape)
270 degrees	Portrait (flipped)	90 degrees to the left (Portrait)

## OpenGL Application Issues

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

- Mixed GDI and OpenGL rendering does not work.

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

NVIDIA recommends converting GDI rendering to OpenGL.

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

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

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

## Known Product Limitations

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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:

- “Image Sharpening Control not Available with GeForce 8 Series and later GPUs” on page 13
- “Gigabyte GA-6BX Motherboard” on page 13

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

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

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

### Gigabyte GA-6BX Motherboard

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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.



## CHAPTER

## 3

# THE RELEASE 185 DRIVER

This chapter covers the following main topics:

- “Hardware and Software Support” on page 15
- “Driver Installation” on page 19

## Hardware and Software Support

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### Supported Operating Systems

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The Release 185 driver, version 185.81, has been tested with Microsoft Windows® 7 RC build version 7100, and supports both 32-bit and 64-bit versions.

## Supported NVIDIA Products

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- “Supported GeForce GPUs” on page 16
- “Supported NVIDIA Quadro NVS GPUs” on page 17
- “Supported NVIDIA Quadro FX GPUs” on page 18

## Supported GeForce GPUs

Table 3.1 lists the NVIDIA products supported by the Release 185 driver, version 185.81

**Table 3.1** Supported NVIDIA GeForce GPUs

### Consumer Products

GeForce GTX 280M  
GeForce GTX 260M  
GeForce GTS 160M  
GeForce GT 130M  
GeForce GT 120M  
GeForce G 102M  
GeForce G 110M  
GeForce G 107M  
GeForce G 105M  
GeForce G 103M  
GeForce 9800M GTX  
GeForce 9800M GTS  
GeForce 9800M GT  
GeForce 9800M GS  
GeForce 9700M GTS  
GeForce 9700M GT  
GeForce 9650M GT  
GeForce 9650M GS  
GeForce 9600M GT  
GeForce 9600M GS  
GeForce 9500M GS  
GeForce 9500M G  
GeForce 9400M G  
GeForce 9400M  
GeForce 9300M GS  
GeForce 9300M G  
GeForce 9200M GS  
GeForce 9200M GE  
GeForce 9100M G  
GeForce 8800M GTX  
GeForce 8800M GTS  
GeForce 8800M GS  
GeForce 8700M GT

**Table 3.1** Supported NVIDIA GeForce GPUs**Consumer Products**

GeForce 8600M GT  
 GeForce 8600M GS  
 GeForce 8400M GT  
 GeForce 8400M GS  
 GeForce 8400M G  
 GeForce 8200M G

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The driver supports notebooks based on the GPUs listed in [Table 3.1](#). However, the following notebooks are *not* supported in this release:

- Hybrid SLI notebooks:
  - Acer Aspire 7530
  - BenQ Joybook S42
  - Fujitsu Siemens Amilo Xi 3650
  - MSI EX630
  - Qosmio X305-Q706
  - Qosmio X305-Q708
- **Fujitsu** notebooks (please contact the notebook OEM for driver support for these notebooks)
- **Lenovo ThinkPad** notebooks (please contact the notebook OEM for driver support for these notebooks)
- **Sony VAIO** notebooks (please contact the notebook OEM for driver support for these notebooks)
- Any notebook that is launched after the release of this driver version.

**Supported NVIDIA Quadro NVS GPUs**

[Table 3.2](#) lists the NVIDIA products supported by the Release 185 driver, version 185.81

**Table 3.2** Supported NVIDIA Quadro NVS GPUs**Consumer Products**

Quadro NVS 320  
 Quadro NVS 160M  
 Quadro NVS 150M  
 Quadro NVS 140M  
 Quadro NVS 135M  
 Quadro NVS 130M

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The driver supports notebooks based on the GPUs listed in [Table 3.2](#). However, the following notebooks are *not* supported in this release:

- **Lenovo ThinkPad** notebooks (please contact the notebook OEM for driver support for these notebooks)
- Any notebook that is launched after the release of this driver version.

## Supported NVIDIA Quadro FX GPUs

[Table 3.3](#) lists the NVIDIA products supported by the Release 185 driver, version 185.81

**Table 3.3** Supported NVIDIA Quadro FX GPUs

### Consumer Products

Quadro FX 3700M  
 Quadro FX 3600M  
 Quadro FX 2700M  
 Quadro FX 1700M  
 Quadro FX 1600M  
 Quadro FX 770M  
 Quadro FX 570M  
 Quadro FX 370M  
 Quadro FX 360M

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## Supported Languages

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The Release 185 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

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## Minimum Hard Disk Space

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The hard disk space requirement is minimum 200 MB.

## Before You Begin

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- If you have previously installed NVIDIA nTune, NVIDIA recommends that you uninstall nTune before installing this driver. After the driver install is complete, you can reinstall NVIDIA nTune.
- Check to make sure that your notebook has a supported GPU and is not listed in the exclusion list (see “[Supported NVIDIA Products](#)” on page 16).
- It is recommended that you back up your current system configuration.
- If you own a Dell Inspiron 1420, Dell XPS M1330, Dell XPS M1530, Dell latitude D630 or D630c, it is highly recommended that you first install this [Dell software update](#).

## Installation Instructions

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

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



## APPENDIX



## MODE SUPPORT FOR WINDOWS

This chapter details the Windows modes supported by the Release 185 driver for NVIDIA products. It contains these sections:

- “General Mode Support Information” on page 22
- “Default Modes Supported by GPU” on page 23
- “Modes Supported by TV Encoders” on page 27

## 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 23.

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

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

**Table A.1** Modes Supported for High Resolution Displays

Display	Maximum Resolution	Hardware Requirements
Apple 30" Cinema HD Display (Dual link DVI)	2560x1600 @ 60 Hz	<ul style="list-style-type: none"> <li>• All GeForce 7 series GPUs and later</li> <li>• GeForce 6800 Ultra 512</li> <li>• GeForce 6800 with 512 MB</li> </ul>
Dell WFP 3007 (Dual Link DVI)	2560x1600 @ 60 Hz	
HP LP3065 dual-link DVI flat panel	2560x1600 @ 60Hz.	

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

Resolution
1680 x 1050
1366 x 768

## Default Modes Supported by GPU

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

- “GeForce 9M, 8M, 100M, 200M and Quadro NVS and Quadro FX Notebook GPUs” on page 24

## Understanding the Mode Format

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

Resolution	Color Depth	Refresh Rates
-----	-----	-----
1024 x 768	32 60 70 72 75 85 100 120 140 144 150 170 200	

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

**Meaning:**

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

**Figure A.1** Mode Format

**Note:**

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

## GeForce 9M, 8M, 100M, 200M and Quadro NVS and Quadro FX Notebook GPUs

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This sections lists the supported display resolutions, color depths, and refresh rates for the products listed in [Table 3.1](#), [Table 3.2](#), and [Table 3.3](#).

### Standard Modes

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

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640 x 480	16	60 70 72 75 85 100 120 140 144 150 170 200 240
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
1280 x 768	16	60 70 72 75 85 100 120 140 144 150 170
1280 x 800	16	60 70 72 75 85 100 120 140 144 150 170

1280 x 960	16	60 70 72 75 85 100 120 140 144 150 170
1280 x 1024	16	60 70 72 75 85 100 120 140 144 150 170
1360 x 768	16	60 70 72 75 85 100 120 140 144 150 170
1600 x 900	16	60 70 72 75 85 100 120 140 144 150
1600 x 1024	16	60 70 72 75 85 100 120
1600 x 1200	16	60 70 72 75 85 100 120
1680 x 1050	16	60
1920 x 1080	16	60
1920 x 1200	16	60 70 72 75 85 100
1920 x 1440	16	60 70 72 75 85
2048 x 1536	16	60

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640 x 480	32	60 70 72 75 85 100 120 140 144 150 170 200 240
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 85 100 120 140 144 150 170 200 240
1088 x 612	32	60 70 72 75 85 100 120 140 144 150 170 200 240
1152 x 864	32	60 70 72 75 85 100 120 140 144 150 170 200
1280 x 720	32	60
1280 x 768	32	60 70 72 75 85 100 120 140 144 150 170
1280 x 800	32	60 70 72 75 85 100 120 140 144 150 170
1280 x 960	32	60 70 72 75 85 100 120 140 144 150 170
1280 x 1024	32	60 70 72 75 85 100 120 140 144 150 170
1360 x 768	32	60 70 72 75 85 100 120 140 144 150 170
1600 x 900	32	60 70 72 75 85 100 120 140 144 150
1600 x 1024	32	60 70 72 75 85 100 120
1600 x 1200	32	60 70 72 75 85 100 120
1680 x 1050	32	60
1920 x 1080	32	60
1920 x 1200	32	60 70 72 75 85 100
1920 x 1440	32	60 70 72 75 85
2048 x 1536	32	60

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640 x 480	64	60 70 72 75 85 100 120 140 144 150 170 200 240
800 x 600	64	60 70 72 75 85 100 120 140 144 150 170 200 240
848 x 480	64	60 70 72 75 85 100 120 140 144 150 170 200 240
960 x 600	64	60 70 72 75 85 100 120 140 144 150 170 200 240
1024 x 768	64	60 70 72 75 85 100 120 140 144 150 170 200 240

1088 x	612	64	60	70	72	75	85	100	120	140	144	150	170	200	240
1152 x	864	64	60	70	72	75	85	100	120	140	144	150	170	200	
1280 x	720	64	60												
1280 x	768	64	60	70	72	75	85	100	120	140	144	150	170		
1280 x	800	64	60	70	72	75	85	100	120	140	144	150	170		
1280 x	960	64	60	70	72	75	85	100	120	140	144	150	170		
1280 x	1024	64	60	70	72	75	85	100	120	140	144	150	170		
1360 x	768	64	60	70	72	75	85	100	120	140	144	150	170		
1600 x	900	64	60	70	72	75	85	100	120	140	144	150			
1600 x	1024	64	60	70	72	75	85	100	120						
1600 x	1200	64	60	70	72	75	85	100	120						
1680 x	1050	64	60												
1920 x	1080	64	60												
1920 x	1200	64	60	70	72	75	85	100							
1920 x	1440	64	60	70	72	75	85								
2048 x	1536	64	60												

## Modes Supported by TV Encoders

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

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

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

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

Resolution	Comments
480i (SDTV)	Supported on graphics boards with Conexant 875 or Philips 7108 TV encoders and compatible connectors, and compatible GeForce 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.