



Release 285 Graphics Drivers for Windows - Version 285.38

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Windows Vista / Windows 7

Release Notes



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01 INTRODUCTION TO RELEASE NOTES

This edition of *Release Notes* describes the Release 285 family of graphics drivers (versions 285.xx to 289.xx) for Microsoft® Windows® Vista/Windows 7. NVIDIA provides these notes to describe performance improvements and bug fixes in each documented version of the driver.

Structure of the Document

This document is organized in the following sections:

- ▶ [“Release 285 Driver Changes”](#) on page 2 gives a summary of changes, and fixed and open issues in this version.
- ▶ [“The Release 285 Driver”](#) on page 33 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 46 lists the default resolutions supported by the driver.

Changes in this Edition

This edition of the *Release Notes* for Windows Vista/Windows 7 includes information about NVIDIA graphics driver version 285.38, and lists changes made to the driver since the Release 280 driver version 280.26. These changes are discussed beginning with the chapter [“Release 285 Driver Changes”](#) on page 2.

02 RELEASE 285 DRIVER CHANGES

This chapter describes open issues for version 285.38, and resolved issues and driver enhancements for versions of the Release 285 driver up to version 285.38. The chapter contains these sections:

- ▶ “Version 285.38 Highlights” on page 3
- ▶ “Changes in Version 285.38” on page 8
- ▶ “Changes in Version 285.27” on page 9
- ▶ “Open Issues in Version 285.38” on page 11
- ▶ “Not NVIDIA Issues” on page 15
- ▶ “Known Product Limitations” on page 24

Version 285.38 Highlights

This section provides highlights of version 285.38 of the NVIDIA Release 285 Driver for Windows Vista/Windows 7.

- ▶ [What's New in Release 285](#)
- ▶ [What's New in Version 285.38](#)
- ▶ [Limitations in This Release](#)
- ▶ [Advanced Driver Information](#)

What's New in Release 285

The section summarizes the following driver changes in Release 285:

Product Support

- ▶ Added support for the following GPUs:
 - GeForce GTX 460 v2
 - GeForce 405

3D Vision

- ▶ 3D Vision is now enabled by default in the NVIDIA Control Panel->*Set Up Stereoscopic 3D* page for notebooks that support 3D Vision.
- ▶ Added support for viewing 3DVisionLive.com and YouTube 3D with NVIDIA SLI PCs.

Please view [this knowledgebase article](#) for more information on 3D Vision Window Mode.

- ▶ Windowed mode is the default viewing option for 3D Vision Photo Viewer.
- ▶ Added the following 3D Vision game profiles:
 - Aion
 - Diablo 3
 - Dead Rising 2: Off The Record
 - From Dust
 - Harry Potter and the Deathly Hallows Part 2
 - Last Remnant Benchmark
 - Men of Assault Squad
 - Stock Car
- ▶ Updated the following 3D Vision game profiles

- Dirt 3 – updated the rating to Excellent.

OpenGL

- ▶ Support for OpenGL 4.2 for GeForce 400 series and 500 series GPUs

What's New in Version 285.38

- ▶ This driver package installs NVIDIA PhysX System Software v9.11.06.21.
NVIDIA GPU PhysX acceleration is available only on systems with GeForce 8-series and later GPUs with a minimum of 256MB dedicated graphics memory.
NVIDIA GPU PhysX acceleration is not available if there a non-NVIDIA graphics processor in the system, even if it is not used for rendering.
- ▶ This driver package installs the HD audio driver, version 1.2.24.0.
- ▶ This drive offers the following game performance improvements:
 - Increased performance in Battlefield 3 by up to 38%.
 - Improved overall stability and image quality in Battlefield 3.
 - Improved compatibility and performance for RAGE.
 - Added or updated SLI profiles for *Battlefield 3*, *Dead Island*, *Diablo III*, *Dragon Age 2*, *Need for Speed: The Run*, and *Saints Row: The Third*.
 - Fixed a performance regression in 285.27 beta running Crysis 2 (DirectX 9).
- ▶ See “[Changes in Version 285.38](#)” on page 8 for a list of other changes and resolved issues in this driver version.

Limitations in This Release

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

- ▶ **Surround Gaming with 3-way SLI**
Surround gaming is not supported on a 3-way SLI system using GeForce GTX 200 series GPUs.
- ▶ **NVIDIA Control Panel Display Category**
The Graph tab on the Adjust Desktop Color Settings page is not available.
- ▶ **Hybrid Power**
Support for Hybrid Power, a Hybrid SLI technology, is discontinued and not available with this driver.

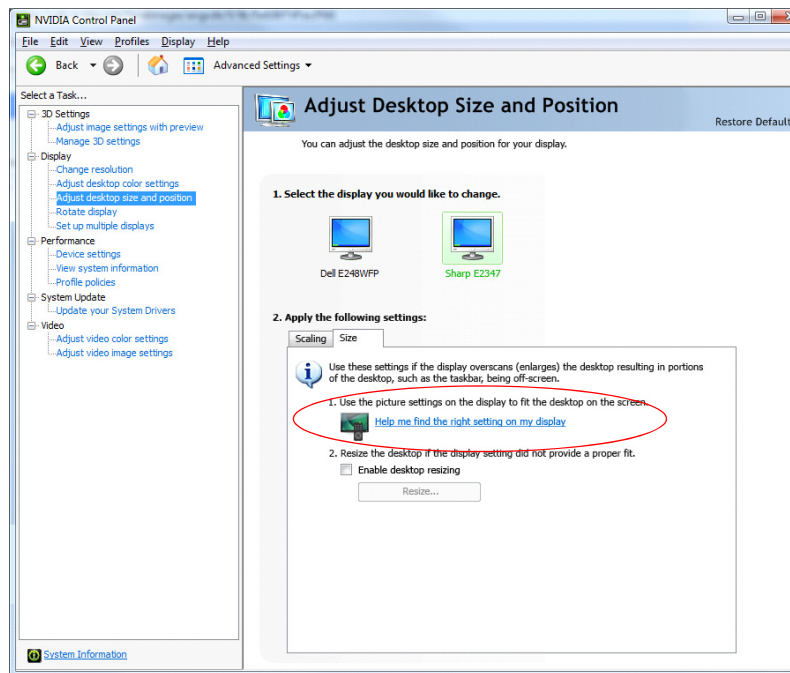
Advanced Driver Information

This section contains the following additional information about the driver:

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

Help for Resizing Your HDTV Desktop

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

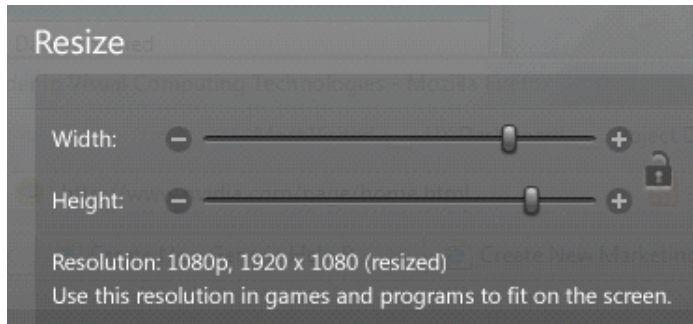


The resize controls on the NVIDIA Control Panel are provided in case satisfactory results cannot be achieved using the controls on the display.

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

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

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



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

Understanding Dynamic GPU Performance Mode

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

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

Changes in Version 285.38

The following sections list the important changes and the most common issues resolved since version 285.27. This list is only a subset of the total number of changes made in this driver version. The NVIDIA bug number is provided for reference.

Windows Vista/Windows 7 32-bit Issues Resolved

Single-GPU Issues

- ▶ GeForce 500 series: With ambient occlusion enabled in the NVIDIA Control Panel, the shadows of objects flicker in several 3D games, such as Company of Heroes: Tales of Valor; Half-Life 2: Episode 2; Need for Speed: Shift; Team Fortress 2; Unreal Tournament 3. [869561]

Windows Vista/Windows 7 64-bit Issues Resolved

Single-GPU Issues

- ▶ GeForce 500 series: With ambient occlusion enabled in the NVIDIA Control Panel, the shadows of objects flicker in several 3D games, such as Company of Heroes: Tales of Valor; Half-Life 2: Episode 2; Need for Speed: Shift; Team Fortress 2; Unreal Tournament 3. [869561]

Multi-GPU Issues

- ▶ [Quad-SLI], GeForce 500 series: With SLI disabled, the GPUs run at low clocks speed while idling. [877021]
- ▶ [SLI], GeForce 500 series: Crysis 2 (DirectX 11)–surface textures occasionally drop out while running the benchmark. [871890]
- ▶ [SLI], GeForce 500 series: World of Warcraft: Cataclysm–the game flickers when Shadow Quality is set to High, Triple Buffering is enabled, AA is set to 1x and all other settings set to low. [872469]
- ▶ [SLI], GeForce 400 series: Crysis 2 (DirectX 9)–after navigating to a light source, the in-game pause menu flickers when it is opened. [858865]

Changes in Version 285.27

The following sections list the important changes and the most common issues resolved since version 280.26. This list is only a subset of the total number of changes made in this driver version. The NVIDIA bug number is provided for reference.

Windows Vista/Windows 7 32-bit Issues Resolved

Single-GPU Issues

- ▶ Battle Realms—the mini-map is blank. [848578]
- ▶ GeForce 500 series: GPU power levels appear to fluctuate unnecessarily while navigating the Firefox browser. [857542]
See “Understanding Dynamic GPU Performance Mode” on page 7
- ▶ GeForce 500 Series: Stereoscopic 3D does not work in windowed mode if Aero is enabled after enabling 3D Stereo. [848879]

Multi-GPU Issues

- ▶ [SLI]: The Witcher –The game performs poorly when SLI is enabled. [828453]

Windows Vista/Windows 7 64-bit Issues Resolved

Single-GPU Issues

- ▶ GeForce 500/400 Series, NVIDIA Control Panel: Changes made on the Adjust Desktop Color Settings page are not preserved across a system reboot. [835894]
- ▶ GeForce 400 series, 3D Vision: Stereoscopic 3D cannot be disabled using the IR emitter button. [847831]
- ▶ GeForce 500 series: GPU power levels appear to fluctuate unnecessarily while navigating the Firefox browser. [857542]
See “Understanding Dynamic GPU Performance Mode” on page 7
- ▶ GeForce 500 series: Battlefield: Bad Company 2—the game stutters in certain maps after several minutes of gameplay. [860247]
- ▶ GeForce GTX 560 Ti: Battlefield: Bad Company 2 –there is corruption on the edges of some objects when Transparency AA is enabled. [780734]
- ▶ GeForce 400 Series: Company of Heroes—there are thin yellow lines of corruption when played in DirectX 10 mode with Transparency AA enabled. [679697]

Multi-GPU Issues

- ▶ [SLI], GeForce 400 series: Aion—the game performs poorly when SLI is enabled.
[823676]

Open Issues in Version 285.38

As with every released driver, version 285.38 of the Release 285 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.

For notebook computers, many of these issues are system-specific and may not be seen on your particular notebook.

- ▶ “Windows Vista/Windows 7 32-bit Issues” on page 11
- ▶ “Windows Vista/Windows 7 64-bit Issues” on page 12

Windows Vista/Windows 7 32-bit Issues

Single GPU Issues

GeForce 500 Series

- ▶ GeForce 500 Series: Homefront (DirectX 11)–the application crashes after switching from Windows mode to Full-screen mode. [842180]
- ▶ GeForce 500 Series: Metro 2033–light bloom increases and decreases throughout the game at light sources such as bulbs, lanterns, or fire. [846214]

GeForce 200 Series GPUs

- ▶ GeForce 200/200M series (notebook and desktop): DVD playback flickers and is not in stereoscopic 3D when using the NVIDIA 3D Vision player. [862445]

GeForce 8/7 Series GPUs

- ▶ GeForce 8600: HD resolutions higher than 720p are not available.[308627]
- ▶ GeForce 7900 GS: With an analog display connected in Composite mode, the signal format cannot be set to PAL. [848419]

Multi-GPU Issues

GeForce 400 Series GPUs

- ▶ [SLI], GeForce 400 series: After installing the driver over a previously installed driver, the resolution switches to 800x600. [768919]

Windows Vista/Windows 7 64-bit Issues

Single GPU Issues

- ▶ ION: The HDMI display turns blank after rotating the desktop. [667944]

GeForce 500 Series

- ▶ GeForce 500 series: Deus Ex: Human Revolution—some objects have a grainy texture when in-game antialiasing is set to MLLAA. [861713]
- ▶ GeForce 500 series: Deus Ex—there is corruption on the ground in later levels of the game. [871486]
- ▶ GeForce 500 Series: Metro 2033—light bloom increases and decreases throughout the game at light sources such as bulbs, lanterns, or fire. [846214]
- ▶ GeForce 500/400 series, 3D Vision: Windows Aero cannot be turned ON if windowed stereoscopic 3D is ON. [812662]
- ▶ GeForce 500/400 series, 3DVision: Homefront Heaven (DirectX 11) benchmark—stereoscopic 3D cannot be enabled in windowed mode. [812600]
- ▶ GeForce GTX 580: HAWX—during the game, an outline of an air plane appears in the upper left corner of the screen after pressing Alt+Tab. [746186]

GeForce 400 Series

- ▶ GeForce 400M series, 3DTV: F1 2011—stereoscopic 3D is not rendered properly on text within the game story and on mirrors of cars during gameplay. [879628]
- ▶ GeForce 400 series: Total War: Shogun 2 —the sun and surrounding area within the game flickers. [807036]
- ▶ GeForce 400 Series: DualView mode is not set automatically after hotplugging a second display.[712892]

GeForce 200 Series

- ▶ GeForce 200/200M series (notebook and desktop): DVD playback flickers and is not in stereoscopic 3D when using the NVIDIA 3DVision player. [862445]
- ▶ GeForce 200M series (notebook), Stereoscopic 3D: With stereoscopic 3D enabled, there flickering occurs while playing the photo slide show from 3dvisionlive.com using the Firefox or Chrome browsers. [869256]
- ▶ GeForce GTX 280: With DualView mode enabled, after attempting to set the resolution to 1080p HD resolution, the PC resolution (1920x1080) gets applied instead. [724778]

GeForce 9 Series

- ▶ GeForce 9800 GTX: 1080p resolution is not listed in the HD, SD section of the NVIDIA Control Panel *Change Resolution* page. [848805]
- ▶ GeForce 7900 GS: With an analog display connected in Composite mode, the signal format cannot be set to PAL. [848419]

NVS Series

- ▶ NVS 4200M, Optimus: F1 2011—the game hangs while selecting "Quit To Main Menu" during gameplay. [879537]

Multi-GPU Issues

- ▶ [Optimus], NVS 3100M: Audio stops working while switching 1080p and 480p resolutions. [848454]
- ▶ [3D Surround] With four displays connected, the displays used for Surround may not match what the Wizard depicts. [816579]
- ▶ [3D Surround, 4-way SLI]: The NVIDIA Control Panel->*Configure Displays for Surround* user-assistance screen does not show the correct GPUs to connect the displays on a 4-way SLI system. [865376]

GeForce 500 Series

- ▶ [SLI], 3DTV Play, GeForce 500 series: With SLI enabled using 3DTV Play, the mouse cursor flickers and shakes on the main menu of various 3D games, such as Crysis 2, Battlefield Company 2, Dues X, and Civilization 5. [869715]
- ▶ [3D Surround, SLI], GeForce 500 series: Only one display remains active after switching from Surround to Maximize 3D performance. [805322]
- ▶ [3D Surround], GeForce 500 series: With 3D Surround enabled, the resolution list in the NVIDIA Control Panel changes when using bezel correction. [801586]
- ▶ [3D Surround], 3xGeForce 500/400 Series: When hotplugging a fourth display outside of the GPU Surround group, the Surround resolution (3-wide) switches to a non-Surround resolution (single display). [736859]
- ▶ [SLI], GeForce 500 Series: Dirt 3—the game stutters within the menu and occasionally during a race. [834048]
- ▶ [SLI], GeForce 500 series: World of Warcraft Cataclysm—when a character dies, the character's face flickers in the health indicator and bottom menu. [845733]
- ▶ [SLI], GeForce 500 Series: Dragon Age II (DirectX 11)—shadows flicker in the cutscene when SLI is enabled. [849235]
- ▶ [SLI], GeForce GTX 580: Call of Duty: Black Ops—with SLI and AA enabled, high frequency flickering occurs when viewing the in-game sun. [760596]

GeForce 400 Series

- ▶ [3D Surround], GeForce 400 series: With three displays connected and enabled, the established display ordering changes after enabling Surround. [762387]
- ▶ [SLI], GeForce 400 series: After enabling SLI, the desktop wallpaper re-sizes and some parts of the screen are not accessible. [861194]
- ▶ [SLI], GeForce 400 series, Surround gaming: Dragon Age Origins—the game does not render single monitor resolutions correctly when Surround gaming is enabled. [663802]

- ▶ [SLI], GeForce 400 Series, 3D Vision Surround gaming: Switching from *Span display with Surround* mode to *Maximum 3D Performance* sets displays to Clone mode instead of Extend (Dualview) mode. [700863]

GeForce 200 Series

- ▶ [SLI], GeForce 200 Series, Surround gaming: Medusa—the game doesn't span completely across the monitors if any resolution other than the native resolution is set. [670390]
- ▶ [SLI], GeForce GTX 285M: After enabling SLI mode, the NVIDIA Control Panel - >Adjust Desktop Size and Position page does not show the connected display images to select. [724229]

Not NVIDIA Issues

This section lists issues that are not due to the NVIDIA driver as well as features that are not meant to be supported by the NVIDIA driver for Windows Vista/Windows 7.

- ▶ “Windows Vista Considerations” on page 15
- ▶ “Windows 7 Considerations” on page 15
- ▶ “Unsupported Features” on page 16
- ▶ “OpenGL Application Issues” on page 17
- ▶ “Application Issues” on page 18
- ▶ “Operating System Issues” on page 23

Windows Vista Considerations

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

▶ NVIDIA TurboCache

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

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

Windows 7 Considerations

Hotplug Action

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

NVIDIA Control Panel Rotate Display Page

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

Table 2.1 NVIDIA Control Panel Rotation Page Radio Buttons

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

Limitation

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

Unsupported Features

The following are features and functionality that were available in driver releases supporting Windows XP, but are not—and will not be—available in driver releases for Windows Vista/Windows 7:

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

This is an operating system limitation.

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

- ▶ **Overclocking**

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

- ▶ **GPU Temperature Monitoring**

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

- ▶ **AGP Settings Adjustment**
- ▶ **Video Zoom**
- ▶ **Pan & Scan** - the process of panning across the desktop in order to display a desktop on a monitor with lower resolution
- ▶ **Per-display Desktop Color Setting Adjustments**
For Clone mode, the desktop color setting adjustments through the NVIDIA Control Panel can only be made across all displays in a system, and not on a per-display basis.
- ▶ **Per-display Video Color Setting Adjustments**
For Dualview mode, the video color setting adjustments through the NVIDIA Control Panel can only be made across all displays in a system, and not on a per-display basis.
- ▶ **Edge Blending**
- ▶ **Run display optimization wizard**
- ▶ **Run multiple display wizard**
- ▶ **Run television setup wizard**
- ▶ **nView Horizontal and Vertical Span Modes**
Due to architectural changes in the new Windows Vista Window Display Driver Model (WDDM), span mode cannot be supported in NVIDIA graphics drivers. NVIDIA recommends using the built-in Windows Vista multi-display modes.
- ▶ **Display/Connection Wizard** (such as was provided with Windows Media Center Edition)
- ▶ **DVD/MPEG Extensions** (such as was provided with Windows Media Center Edition)
- ▶ **Audio Extensions** (such as was provided with Windows Media Center Edition)
- ▶ **NVIDIA nView Desktop Manager**
The nView Desktop Manager will not be included in drivers for GeForce products.

OpenGL Application Issues

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

- ▶ **Mixed GDI and OpenGL rendering does not work.**
A number of applications use GDI to render UI components and object highlighting. This is not supported in the Windows Vista driver model.
NVIDIA recommends converting GDI rendering to OpenGL.
The following are some applications that are known to have this issue:
 - Maya 7.01
- ▶ **Applications, Tools, and Benchmarks not Supported Under Windows Vista**
 - GLperf

- 3ds max 8 (later releases may be supported)
 - CATIA V5R15 (V5R16 is supported)
 - PTC's CDRS 2001
- ▶ Front buffered rendering may be slow, especially when DWM is enabled.
- Flushing the rendering queue while rendering to the front buffer may cause the window manager to recomposite. Applications should therefore minimize the frequency with which they flush the rendering queue.

Application Issues

- ▶ Adobe Flash 10.x/11.x–1080p video content stutters during browser playback in full-screen mode.
- The issue is resolved with Flash 11.0.1.83 and later.*
- ▶ GeForce 500 Series: Crysis 2 (DirectX 11 mode)–with 16x Anisotropic filtering set using the NVIDIA Control Panel, there is LOD distortion and other issues with AF. [848406]
- ▶ GeForce 400 Series: Dirt 2–the game does not show any 3D-rendered objects when multisample antialiasing is increased to 16xCSSAA or higher. [644651]
- ▶ GeForce 400 Series: Aliens vs Predator (DirectX 11)–there is ghosting in the sky textures.[660817]
- ▶ GeForce 400 Series: S.T.A.L.K.E.R Clear Sky–there is flickering in the background when Sun Shadow is enabled. [667627]
- ▶ Dirt2–distant terrain is clipped. [644821]
- ▶ Dark Void–if you experience issues playing Dark Void, NVIDIA recommends the following steps:
- a Install all game patches.

Retail box owners can get the patch here:http://download.nvidia.com/downloads/nZone/patches/DarkVoid_PhysX_Update_Patch.exe
 - b From the Windows Control Panel->Add/Remove programs, uninstall **NVIDIA Game System Software 2.8.1**.
 - c From the Windows Control Panel->Add/Remove programs, right-click **NVIDIA PhysX** and then click **Repair**.
- If you still experience problems after performing these steps, then either enable V-Sync or skip the cut-scenes by pressing [**Enter**] twice at the cut-scene.
- ▶ Operation Flashpoint:Dragon Rising–the game crashes to the desktop when it starts to load.
- This is an issue in the application–the problem does not occur if you disconnect your internet cable.*
- ▶ World of Warcraft–if you have run the 3D Vision setup wizard, then the game automatically enables 3D stereo even after you disable it.

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

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

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

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

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

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

NVIDIA is working with the developer to resolve this issue.

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

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

NVIDIA is pursuing a fix with the application developer.

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

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

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

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

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

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

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

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

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

This is an issue with the application under Windows Vista.

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

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

NVIDIA is pursuing a fix with the application developer

- ▶ Age of Empires III—the game has rendering artifacts, such as textured squares for smoke. [258036]

- ▶ Flight Simulator X—pressing Alt+Tab to switch to the desktop does not work. [293729]

- ▶ Everquest 2– with NVIDIA driver versions 100.xx, the following error message appears: [273346]

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

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

NVIDIA is pursuing a fix with the application developer.
- ▶ Windows Vista 64-bit, [PhysX]: TheGameCreators PhysX Screen Saver doesn't get installed properly. [491613]

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

Note: *PhysXscreensaver.scr is located in \windows\SysWOW64.*
- ▶ GeForce 9800 GTX: Flight Simulator Acceleration (DirectX 10) - the sky box does not render correctly when zoomed all the way out. [436158]

This is not an NVIDIA bug, but rather an application issue.
- ▶ GeForce 9800 GTX: Flight Simulator Acceleration (DirectX 10) - there is no antialiasing preview window. [436156]
- ▶ GeForce 9800 GX2: Fury (DirectX 10)–the character names flicker. [384917]

This is not an NVIDIA bug, but rather an application issue.
- ▶ GeForce 9600 GT, GeForce 9800 GX2, GeForce 8800 GTX/Ultra/GTS/GT: Assassin's Creed: Directors Cut - the shadow flickers. [400541]

This is not an NVIDIA bug, but rather an application issue.
- ▶ GeForce 9600 GT: Crysis (DirectX 9) - there is corruption in the game. [399261]

This is not an NVIDIA bug, but rather an issue with the application issue. To avoid this issue, use the DirectX 10 option of the game.
- ▶ GeForce 8800 GTX: Tabula Rasa–there is ghosting on the game character while standing below the drop ship after enabling refraction from the game control panel. [357271]

This is not an NVIDIA bug, but rather an application issue.
- ▶ GeForce 8800 GT: Company of Heroes DirectX10 - the application crashes when MSAA is enabled. [346495]

This is a Fraps 2.9.2 issue.
- ▶ GeForce 8 Series: Quake 4–there are white flashing artifacts. [273476]
- ▶ GeForce 8800: City of Heroes–there are corrupted textures in certain missions.[290659]

This has been fixed with the latest patch for the game.
- ▶ GeForce 8800: Ghost Recon - Advanced Warfighter–the gadget side bar bleeds through on the right side of the screen during game play. [281304]

- ▶ GeForce 8800 GTX: Star Wars Battle front 2–screen corruption occurs at 2560x1600 resolution. [325457]
- ▶ GeForce 8800 GTX, GeForce 7900 GTX: Neverwinter Nights 2–the mini map loses its background when the resolution is changed. [273788]
- ▶ GeForce 8800 GTX: Civilization 4–setting in-game 16x antialiasing AA disables all antialiasing.[303283]
- ▶ GeForce 8800 GTX: Flight Simulator–the terrain changes to low resolution when switching from Air Traffic-controlled to player-controlled airplane.[304840]
- ▶ GeForce 8800 GTX: Scarface–corruption during the game.[290007]
- ▶ GeForce 8800 GTX: Neverwinter Nights 2–only overlays render when switching to 2560x1600 using 8xAA. [302061, 314148]
- ▶ GeForce 8800 GTX: Command & Conquer:Tiberium Wars–the game crashes at 2560x1600 resolution, with 8x antialiasing enabled, and when in-game settings are set to the highest levels. [308248/316633]
- ▶ GeForce 8800 GT/GTX: Crysis (DirectX 10) - game performance drops after switching to a higher resolution and then switching back to the lower resolution. [368740]
- ▶ GeForce 7900: Flight Simulator X – rendering becomes corrupted after pressing the Windows key. [293727 296232]
- ▶ GeForce 7600: Rainbow Six Vegas – antialiasing is not applied when setting antialiasing override mode in the NVIDIA Control Panel. [294215]

Antialiasing is supported in this application only on GeForce 8 series and higher GPUs.

- ▶ GeForce 8500/8400/8300: Corruption occurs while running MicroSoft SDK Basic HLSL sample application. [302209]
- ▶ GeForce 8500/8400/8300: Dark Messiah of Might and Magic–an application error occurs when quitting the game. [300980]

This is an issue with the application.

- ▶ GeForce 8500/8400/8300: Elder Scrolls IV: Oblivion–the game crashes after restoring from minimization. [296725]
- ▶ GeForce 7900 GTX: CPU usage is extremely high during H.264 playback of Blu-ray disc, resulting in dropped frames. [304480]
- ▶ GeForce 7300GS: Rainbow Six Vegas–the display turns black at 1600x1200 resolution.[302319]
- ▶ GeForce 7300 GT: Far Cry–geometry is corrupted during rendering of blood.[304348]
- ▶ GeForce 7300 GT: Company Of Heroes–the shadows are corrupt at the default game settings with SLI mode enabled. [346746]

This is an issue with the application.

- ▶ GeForce 8600 GT: Battlefield 2–the game crashes to desktop when set to 1900x1440 resolution 8x antialiasing. [322008]

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

- ▶ 316403 GeForce 8 Series, GeForce 7 Series: NV SDK 9.5 *Mandelbrot* set fails to render fractal.
This is an issue with the NV SDK and will be fixed in a newer build.
- ▶ GeForce 8 Series: *Prince of Persia*—half the screen turns black and the other half turns white during resolution changes. [299484]
This is an issue with the application.
- ▶ GeForce 8800 GTX: *Company of Heroes (DirectX 10)*—the game crashes when the maximum settings are applied at 2560x1600 with 8xAA enabled. [321631]
This is an issue with the application.
- ▶ GeForce 7 Series: *Risen [GM]*—there is fog corruption. [606532]
This is an issue with the application.
- ▶ GeForce 7950 GX2: *Flight SimX* – water has artifacts. [292168]
- ▶ GeForce 6600: *Stars Wars Battlefront2*—blue-screen crash occurs when High settings are used.[302213]
- ▶ GeForce 6200: *Call of Juarez*—there is corruption at all resolutions. [356711]
- ▶ GeForce 6100/6150: *Gothic*—there is flickering with a white screen when using the default settings.[303552]
- ▶ GeForce 6200: *Star Wars Empire at War*—the game menu buttons are corrupt. [357713]
- ▶ GeForce 8600M GT: *Warmonger 2.1*—the game intermittently stops responding after changing in-game resolution. [482889]
- ▶ GeForce 8600M GT: *Dead Space* - a “your graphics card does not meet *Dead Space* minimum requirement” error message appears after launching the game. [491410]
This is a limitation of the application, and only occurs if your monitor does not support 60 Hz refresh rate.
- ▶ GeForce 8600M GT: MPEG1 and MPEG2 playback using iTunes is choppy. [537550]
The application does not use hardware acceleration.

Application Issues Under SLI Mode

- ▶ [SLI], GeForce 200 series, Surround gaming: *Pacific Fighters*—the game fails to switch to Surround gaming resolutions even though they are listed in the game menu. [670389]
- ▶ [SLI], GeForce 200 Series: *BioShock 2*—artifacts appear in the game when SLI mode is enabled. [653303]
This is an application multi-GPU compatibility issue.
- ▶ [SLI]: NVIDIA SLI scaling on some applications under Windows Vista may not be as much as under Windows XP. Some applications include "S.T.A.L.K.E.R., *Half-Life 2: Lost Coast*, *Company of Heroes*, *Battlefield 2142*, *Call of Duty 2*, *Hitman: Blood Money*, and *Far Cry*. [302534 290803]
This is an application issue which has been resolved with the latest Steam patch.

- ▶ [SLI], GeForce 9800 GX2: The Witcher—a blooming light shines through objects with SLI mode enabled. [396736]
This is not an NVIDIA bug, but rather an application issue.
- ▶ [Quad SLI], GeForce 9800 GX2: Test Driver Unlimited—there is pausing/hitching during the cut scene transitions. [395207]
- ▶ [SLI], GeForce 8800 GTX, GeForce 8600, GeForce 6 Series: Company of Heroes—there is corruption in the ground textures. [294118]
This is an application issue, and has been fixed with the latest patch for the game.
- ▶ [SLI], GeForce 8800 GTX: Battlefield 2 and Battlefield 2142—the games crash when exiting back to the menu after being played at 2048x1536 using 8xAA or higher. [301985]
This is an issue with the application.
- ▶ [SLI], GeForce 7900 GTX: Chess Titans—with Aero-glass enabled, there is blanking when resizing the game window. [346775]
This is an issue with the application.
- ▶ [SLI], GeForce 8800: While uninstalling driver the driver, the error message "Windows host process (Rundll32) has stopped working" appears. [294219 280920]
- ▶ [SLI], GeForce 8800: Splinter Cell Double Agent – the game crashes when minimized and then invoked again. [294205]
- ▶ [SLI], GeForce 8800: Battlefield 2142 – 8xAA cannot be set from the game control panel.[294231]
- ▶ [SLI], GeForce 7900:Microsoft Flight simulator X – corruption and flickering occur while flying close to land objects. [293882]

Operating System Issues

- ▶ Direct-X diagnostics tool (DXDIAG) may report an unexpected value for the display adapter's memory. [673360]
See the Microsoft KB article <http://support.microsoft.com/kb/2026022>.
- ▶ [SLI], GeForce 8800 GTX: While installing the graphics driver, the message "Incompatible display adapter has been disabled" appears and the display turns blank. [318173]
This issue is resolved in Windows 7.
- ▶ When S-video and DVI displays are set up in Clone mode and rotated 90 degrees, the screen turns black.[304267, 283546]
This is an issue with DirectX.
- ▶ GeForce 8300 GS: With Aero-glass enabled, the screen flickers after rotating the display 90 degrees with S-Video as the primary display. [317347]
This issue is resolved in Windows 7.

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:

- ▶ “No PhysX Acceleration Using the GPU” on page 25
- ▶ “NVIDIA PhysX System Software Cannot be Installed or Uninstalled in Windows Safe Mode” on page 25
- ▶ “3DMark 11 Does not Run in Stereoscopic 3D Mode” on page 25
- ▶ “Previous Driver Files Remain After Overinstalling with Release 256 or Earlier Drivers” on page 26
- ▶ “Do not Use Windows Rollback for Graphics Drivers” on page 26
- ▶ “Uninstalling Drivers Using Device Manager is not Supported” on page 27
- ▶ “Changing the Primary Display Across SLI GPUs Takes Longer than Expected” on page 28
- ▶ “Understanding the DirectX Version Shown in the NVIDIA System Information Window” on page 28
- ▶ “Using HDMI Audio with Displays that have a High Native Resolution” on page 29
- ▶ “Using HDMI/DisplayPort Displays that do not Support Audio” on page 29
- ▶ “Using HDMI/DisplayPort Audio in Dualview or Clone Mode Configurations” on page 30
- ▶ “Flat Panel Scaling Controls are Non-functional for Some TV Modes for Some Displays” on page 30
- ▶ “GPU Runs at a High Performance Level (full clock speeds) in Multi-display Modes” on page 31
- ▶ “GeForce GTX 295 Fan Control Does not Function With NVIDIA Control Panel Performance Group version 6.03.06.00” on page 31
- ▶ “1280x1024 @ 60 Hz not Available on BenQ FP241W Monitors” on page 31
- ▶ “Image Sharpening Control not Available with GeForce 8 Series and later GPUs” on page 31
- ▶ “Gigabyte GA-6BX Motherboard” on page 32

No PhysX Acceleration Using the GPU

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

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

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

Issue

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

Explanation

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

3DMark 11 Does not Run in Stereoscopic 3D Mode

Issue

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

Explanation

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

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

Issue

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

Workaround

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

Do not Use Windows Rollback for Graphics Drivers

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

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

Uninstalling Drivers Using Device Manager is not Supported

Issue

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

Explanation

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

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

Changing the Primary Display Across SLI GPUs Takes Longer than Expected

Issue

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

Explanation

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

Understanding the DirectX Version Shown in the NVIDIA System Information Window

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

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

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

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

Using HDMI Audio with Displays that have a High Native Resolution

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

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

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

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

Using HDMI/DisplayPort Displays that do not Support Audio

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

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

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

Corrupted video and no audio

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

With a different display connected in order to establish video, disable audio for the HDMI display using the NVIDIA Control Panel-> Change Resolution page. From the connector list, select **HDMI-HDTV (Audio Disabled)**.

Video but no audio

► Check the connector list on the NVIDIA Control Panel->Change Resolution page.

- ▶ If **HDMI-HDTV (Audio Disabled)** is selected and you want to test whether your HDMI audio does, in fact, work, then select **HDMI-HDTV (Audio Enabled)** and the driver will prompt you with instructions for testing HDMI audio with the display.
- ▶ If **HDMI-HDTV (Audio Enabled)** is selected, then the driver has not successfully detected that an incompatible display is connected.
Future drive versions will properly identify such displays and disable audio.
- ▶ If there is no HDMI connector option in the NVIDIA Control Panel->Change Resolution page, the display does not support audio and has properly reported this to the NVIDIA driver.

Using HDMI/DisplayPort Audio in Dualview or Clone Mode Configurations

Two Audio-enabled Ports

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

One Audio-enabled Port

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

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

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

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

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

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

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

This is a hardware limitation and not a software bug. Even when no 3D programs are running, the driver will operate the GPU at a high performance level in order to efficiently drive multiple displays.

When multiple displays are connected and active, the GPU will always operate with full clock speeds in order to efficiently drive multiple displays. Today, all hardware from all GPU vendors have this limitation.

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

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

1280x1024 @ 60 Hz not Available on BenQ FP241W Monitors

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

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

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

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

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

Gigabyte GA-6BX Motherboard

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

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

03 THE RELEASE 285 DRIVER

This chapter covers the following main topics:

- ▶ “About the Release 285 Driver” on page 33
- ▶ “Hardware and Software Support” on page 34
- ▶ “Driver Installation” on page 43

About the Release 285 Driver

This driver release is from the Release 285 family of drivers (versions 285.xx to 289.xx). This driver package supports GeForce 6, 7, 8, 9, 100, 200, 300, 400, and 500-series desktop GPUs as well as ION desktop GPUs. See “[Supported NVIDIA Desktop Products](#)” on [page 34](#) for the list of specific products supported in this release.

The notebook driver is part of the NVIDIA Verde Notebook Driver Program, and can be installed on supported NVIDIA 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.

Hardware and Software Support

- ▶ “Supported Operating Systems” on page 34
- ▶ “Supported NVIDIA Desktop Products” on page 34
- ▶ “Supported NVIDIA Notebook Products” on page 39
- ▶ “Supported Languages” on page 43

Supported Operating Systems

The Release 285 driver, version 285.38, has been tested with

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

Supported NVIDIA Desktop Products

The following table lists the NVIDIA products supported by the Release 285 driver, version 285.38:

Table 3.1 Supported NVIDIA Desktop GPUs

Consumer Products
ION
ION LE
GeForce GTX 590
GeForce GTX 580
GeForce GTX 570
GeForce GTX 560
GeForce GTX 560 Ti
GeForce GTX 550 Ti
GeForce GTX 480
GeForce GTX 470
GeForce GTX 465
GeForce GTX 460 SE and 460 SE v2
GeForce GTX 460 v2
GeForce GTX 295
GeForce GTX 285
GeForce GTX 280
GeForce GTX 275
GeForce GTX 260

Table 3.1 Supported NVIDIA Desktop GPUs

Consumer Products
GeForce GTS 450
GeForce GTS 250
GeForce GTS 240
GeForce GT 545
GeForce GT 530
GeForce GT 520
GeForce GT 430
GeForce GT 340
GeForce GT 330
GeForce GT 320
GeForce GT 240
GeForce GT 220
GeForce G210
GeForce 405
GeForce 210
GeForce 205
GeForce GT 140
GeForce GT 130
GeForce GT 120
GeForce G100
GeForce 9800 GX2
GeForce 9800 GTX+
GeForce 9800 GTX
GeForce 9800 GT
GeForce 9600 GT
GeForce 9600 GS
GeForce 9600 GSO
GeForce 9500 GT
GeForce 9500 GS
GeForce 9400 GT
GeForce 9400
GeForce 9300 GS
GeForce 9300 GE
GeForce 9300
GeForce 9200

Table 3.1 Supported NVIDIA Desktop GPUs

Consumer Products
GeForce 8800 Ultra
GeForce 8800 GTX
GeForce 8800 GTS 512
GeForce 8800 GTS
GeForce 8800 GT
GeForce 8800 GS
GeForce 8600 GTS
GeForce 8600 GT
GeForce 8600 GS
GeForce 8500 GT
GeForce 8400 GS
GeForce 8400 SE
GeForce 8400
GeForce 8300 GS
GeForce 8300
GeForce 8200
GeForce 8100 / nForce 720a
nForce 780a SLI
nForce 760i SLI
nForce 750a SLI
nForce 730a
GeForce 7950 GX2
GeForce 7950 GT
GeForce 7900 GTX
GeForce 7900 GT/GTO
GeForce 7900 GS
GeForce 7800 SLI
GeForce 7800 GTX
GeForce 7800 GT
GeForce 7800 GS
GeForce 7650 GS
GeForce 7600 GT
GeForce 7600 GS
GeForce 7600 LE
GeForce 7500 LE

Table 3.1 Supported NVIDIA Desktop GPUs

Consumer Products
GeForce 7350 LE
GeForce 7300 SE
GeForce 7300 LE
GeForce 7300 GT
GeForce 7300 GS
GeForce 7200 GS
GeForce 7100 GS
GeForce 7150 / NVIDIA nForce 630i
GeForce 7100 / NVIDIA nForce 630i
GeForce 7050 / NVIDIA nForce 620i
GeForce 7050 / NVIDIA nForce 610i
GeForce 7100 / NVIDIA nForce 620i
GeForce 7050 PV / NVIDIA nForce 630a
GeForce 7050 PV / NVIDIA nForce 630a
GeForce 7025 / NVIDIA nForce 630a
GeForce 6800 XT
GeForce 6800 XE
GeForce 6800 Ultra
GeForce 6800 Series GPU
GeForce 6800 LE
GeForce 6800 GT
GeForce 6800 GS/XT
GeForce 6800 GS
GeForce 6800
GeForce 6700 XL
GeForce 6610 XL
GeForce 6600 VE
GeForce 6600 LE
GeForce 6600 GT
GeForce 6600
GeForce 6500
GeForce 6250
GeForce 6200SE TurboCache™
GeForce 6200 TurboCache™
GeForce 6200 LE

Table 3.1 Supported NVIDIA Desktop GPUs

Consumer Products
GeForce 6200 A-LE
GeForce 6200
GeForce 6150SE nForce 430
GeForce 6150 LE
GeForce 6150
GeForce 6100 nForce 420
GeForce 6100 nForce 405
GeForce 6100 nForce 400
GeForce 6100

Supported NVIDIA Notebook Products

The following tables list the NVIDIA notebook products supported by the Release 285 driver, version 285.38:



Note:

Hybrid Power technology with Intel chipsets is not supported by this release.

The following Sony VAIO notebooks are supported: Sony VAIO F Series with NVIDIA GeForce 310M, GeForce GT 330M, GeForce GT 425M, GeForce GT 520M, or GeForce GT 540M. Other Sony VAIO notebooks are not supported at this time (please contact Sony for driver support).

Fujitsu notebooks are not supported by this release (Fujitsu Siemens notebooks are supported).

Table 3.2 Supported NVIDIA Notebook GPUs

Consumer Products
ION
ION LE
GeForce GTX 580M
GeForce GTX 560M
GeForce GT 555M
GeForce GT 550M
GeForce GT 540M
GeForce GT 525M
GeForce GT 520MX
GeForce GT 520M

Table 3.2 Supported NVIDIA Notebook GPUs

Consumer Products
GeForce GTX 485M
GeForce GTX 480M
GeForce GTX 470M
GeForce GTX 460M
GeForce GT 445M
GeForce GT 435M
GeForce GT 425M
GeForce GT 420M
GeForce GT 415M
GeForce 410M
GeForce GTS 360M
GeForce GTS 350M
GeForce GTS 250M
GeForce GT 335M
GeForce GT 330M
GeForce GT 325M
GeForce GT 320M
GeForce 320M
GeForce 315M
GeForce 310M
GeForce 305M
GeForce GTX 285M
GeForce GTX 280M
GeForce GTX 260M
GeForce GT 240M
GeForce GT 230M
GeForce GT 220M
GeForce GTS 160M
GeForce GT 130M
GeForce GT 120M
GeForce G 210M
GeForce G 110M
GeForce G 105M
GeForce G 103M
GeForce G 102M
GeForce 9800M GTX
GeForce 9800M GTS

Table 3.2 Supported NVIDIA Notebook GPUs

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

Table 3.3 Supported NVIDIA NVS and Quadro NVS M GPUs

Consumer Products
NVS 5100M
NVS 4200M
NVS 3100M
NVS 2100M

Table 3.3 Supported NVIDIA NVS and Quadro NVS M GPUs

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

Table 3.4 Supported NVIDIA Quadro M and Quadro FX M GPUs

Consumer Products
Quadro 5010M
Quadro 5000M
Quadro 4000M
Quadro 3000M
Quadro 2000M
Quadro 1000M
Quadro FX 3800M
Quadro FX 3700M
Quadro FX 3600M
Quadro FX 2800M
Quadro FX 2700M
Quadro FX 1800M
Quadro FX 1700M
Quadro FX 1600M
Quadro FX 880M
Quadro FX 770M
Quadro FX 570M
Quadro FX 380M
Quadro FX 370M
Quadro FX 360M

Supported Languages

The Release 285 Graphics Drivers supports the following languages in the main driver Control Panel:

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

Driver Installation

Minimum Hard Disk Space

The hard disk space requirement for 32-bit is minimum 150 MB for English-only, and 220 MB for International.

The hard disk space requirement for 64-bit is minimum 220 MB for English-only, and 250 MB for International.

Before You Begin

nTune

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

Notebooks

- ▶ Check to make sure that your notebook has a supported GPU and is not listed in the exclusion list (see “Supported NVIDIA Notebook Products” on page 39).
- ▶ It is recommended that you back up your current system configuration.
- ▶ If you own a Dell Inspiron 1420, Dell XPS M1330, or Dell XPS M1530, or Dell LatitudeD630 or D630c, it is highly recommended that you first install this [Dell software update](#).

Installation Instructions

- 1 Follow the instructions on the NVIDIA .com Web site driver download page to locate the appropriate driver to download, based on your hardware and operating system.
- 2 From the driver download page, click the **Download** button.
The *Download Confirmation* page appears.
- 3 If you agree to the "License For Customer Use of NVIDIA Software", click the **Agree & Download** button to begin the download.
The *File Download* dialog appears.
- 4 Either click **Save** to save the file and then run it from your PC, or click **Run**.
An extraction path dialog appears prompting you to specify where on your PC you want the driver files to be installed.
- 5 Click **OK** to use the default location, or click the folder icon and specify an alternate location to install the driver files.
The files are extracted and then the NVIDIA Installer is launched automatically.
- 6 At the *License Agreement* page of the Installer, click **Agree and Continue**.
- 7 Follow the instructions in the NVIDIA Installer to complete the installation.



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



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

See also the installation/uninstallation considerations explained in [“Known Product Limitations”](#) on page 24.

APPENDIX A MODE SUPPORT FOR WINDOWS

This chapter details the Windows modes supported by the Release 285 driver for NVIDIA products. It contains these sections:

- ▶ “General Mode Support Information” on page 47
- ▶ “Default Modes Supported by GPU” on page 48
- ▶ “Modes Supported by TV Encoders” on page 53

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 48.

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

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

Table A.1 Modes Supported for High Resolution Displays

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

Table A.2 Non-standard Modes Supported

Resolution		
1680 x 1050		
1366 x 768		

Default Modes Supported by GPU

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

- ▶ “GeForce 500 and 400 , 300, 200, 100, 9 Series, 8 Series, 7 Series, 6 Series, and nForce 7xx/6xx GPUs” on page 49
- ▶ “GeForce 9M, 8M, 100M, 200M, 300M, 400M, 500M Series, and Quadro NVS and Quadro FX Notebook GPUs” on page 51

Understanding the Mode Format

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

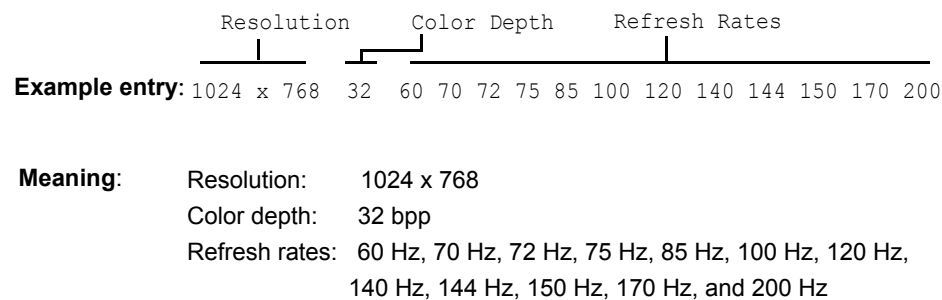


Figure A.1 Mode Format

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 500 and 400 , 300, 200, 100, 9 Series, 8 Series, 7 Series, 6 Series, and nForce 7xx/6xx GPUs

This sections lists the supported display resolutions, color depths, and refresh rates for the products listed in “Supported NVIDIA Desktop Products” on page 34.

Standard Modes

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

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

1920 x 1200	16		60 70 72 75 85 100
1920 x 1440	16		60 70 72 75 85
2048 x 1536	16		60

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

GeForce 9M, 8M, 100M, 200M, 300M, 400M, 500M Series, and Quadro NVS and Quadro FX Notebook GPUs

This sections lists the supported display resolutions, color depths, and refresh rates for the products listed in “Supported NVIDIA Notebook Products” on page 39.

Standard Modes

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

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

1920 x 1200	16	60 70 72 75 85 100
1920 x 1440	16	60 70 72 75 85
2048 x 1536	16	60

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

640 x 480	64	60 70 72 75 85 100 120 140 144 150 170 200 240
720 x 480	64	60
720 x 576	64	50
800 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
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 8 Series and later GPUs.
480p (EDTV)	
720p (HDTV)	
1080i (HDTV)	
576i (PAL)	
576p (PAL)	

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

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