



NVIDIA Quadro Professional Drivers ***Release 190 Notes***

Version 190.38

For Windows XP / 2000

Windows XP Professional x64 Edition

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CHAPTER

1

INTRODUCTION TO *RELEASE 190 NOTES*

This edition of *Release 190 Notes* describes the Release 190 Quadro Professional Graphics Drivers for Microsoft® Windows® XP. 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:

- [“Changes in the Release 190 Driver for Windows XP” on page 3](#) gives a summary of changes, and fixed and open issues in this version.
- [“The Release 190 Driver for Windows XP” on page 25](#) 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 33](#) lists the default resolutions supported by the driver.

Changes in this Edition

This edition of the *Release 190 Notes* for Windows XP includes information about NVIDIA Quadro Professional graphics driver version 190.38, and lists changes made to the driver since version 186.30. These changes are discussed beginning with the chapter [“Changes in the Release 190 Driver for Windows XP” on page 3](#).

CHAPTER

2

CHANGES IN THE RELEASE 190 DRIVER FOR WINDOWS XP

This chapter describes open issues for version 190.38, and resolved issues and driver enhancements for versions of the Release 190 driver up to version 190.38. The chapter contains these sections:

- “Version 190.38 Highlights” on page 4
- “Special Instructional Notes for this Release” on page 7
- “Changes in Version 190.38” on page 9
- “Open Issues in Version 190.38” on page 10
- “Not NVIDIA Issues” on page 14
- “Known Product Limitations” on page 16

Version 190.38 Highlights

This section provides highlights of version 190.38 of the NVIDIA Release 190 Driver.

- [What's New in Release 190](#)
- [What's New in Version 190.38](#)

What's New in Release 190

The section summarizes the following driver changes in Release 190:

- [NVIDIA Control Panel Updates](#)
- [Display Driver Updates](#)
- [CUDA Updates](#)
- [OpenGL Updates](#)

NVIDIA Control Panel Updates

Display Settings Pages

- The following pages have been revised to include TV settings controls:
 - **Adjust Desktop Color Settings**
Now includes controls to adjust TV color settings.
 - **Change Resolution**
Now includes controls to adjust TV and HDTV signal formats and resolution.
 - **Adjust Desktop Size and Position**
Now includes controls to adjust the TV screen size and position, and to resize the HDTV desktop.
- After resizing the HDTV desktop, the new 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.
- The controls in the Manage Custom Resolutions page are now located in the **Change Resolution** page.

Video & Television Pages

- The following television-related pages and controls have been moved to the Display category:
 - **Adjust Television Color Settings** page (see Display->Adjust Desktop Color Settings)
 - **Change the signal or HD format** page (see Display->Change Resolution)
 - **Select Digital color format** page (see Display->Change Resolution)
 - **Adjust screen size and position** page (see Display->Adjust Desktop Size and Position)
 - **Resize HDTV desktop** page (see Display->Adjust Desktop Size and Position)
 - **HDCP Status** page
 - **Digital Audio** page
 - **Run Television Setup wizard** link

Display Driver Updates

- Added support for hardware overlays on both Clone mode displays. Previously, the driver supported only one hardware overlay, so only one Clone mode display could present the video overlay.

CUDA Updates

- Added support for 64-bit video encoding.
- Added support to make all GPUs within an SLI group available for CUDA applications to use.

OpenGL Updates

- Added support for OpenGL 3.1

What's New in Version 190.38

- See [“Changes in Version 190.38”](#) on page 9 for a list of resolved issues in this release.

Special Instructional Notes for this Release

This section clarifies certain features and controls.

Turning Off V-Sync to Boost Performance

To get the best benchmark and application performance measurements, turn V-Sync off as follows:

- 1 Open the NVIDIA Control Panel and make sure that *Advanced Settings* is selected from the control panel tool bar.
- 2 From the *Select a Task* pane, under 3D Settings, click **Manage 3D Settings**, then click the Global Settings tab.
- 3 From the Global presets pulldown menu, select **Base profile**.
- 4 From the Settings listbox, select **Vertical sync** and change its value to **Force off**, then click **Apply**.
- 5 From the Global presets pulldown menu, select **3D App - Default Global Settings** (the driver's default profile) or use the application profile that matches the application you are testing, then click **Apply**.

Be sure to close the NVIDIA Control Panel completely —leaving it open will affect benchmark and application performance.

NVIDIA Application Configuration Engine (ACE)

This driver includes the NVIDIA Application Configuration Engine (ACE), which automatically detects the workstation application and configures the appropriate profile settings in the NVIDIA Control Panel.

See the *NVIDIA Quadro Professional Drivers: NVIDIA Control Panel Quick Start Guide* for more information about this feature.

SLI Multi-OS – GPU Assignment in System Virtualization

On systems with two supported graphics cards installed, this driver supports a system virtualization tool's ability to directly assign a GPU to a guest virtual machine (VM). This direct assignment allows the host and guest VM to each run on their own operating system and with their own GPU and driver.

- **Supported Virtualization Software:** Parallels Workstation Extreme

- **Supported Graphics Cards**

Up to two different models can be used in a system, from among the following:

- Quadro FX 5800
- Quadro FX 4800
- Quadro FX 3800

- **Video BIOS Requirement**

- The graphics card assigned to the guest VM needs video BIOS version 62.00.39.00.00 or later.

For a list of SLI Multi-OS certified workstations, virtualization software, and OS combinations, please see http://www.nvidia.com/object/sli_multi_os.html.

Changes in Version 190.38

The following sections list the changes made and issues resolved since driver version 186.30.

Fixed Issues—Windows XP 32-bit

Single-GPU Fixed Issues

- Application profile created for BrainLAB applications.
- SOCET Set and RemoteView should use the same global profile.
- Quadro FX 5600: The API call `NvCplGetDataInt(NVCPL_API_CURRENT_AA_VALUE)` does not work.
- Quadro FX 3500: There are flashing artifacts when opening an OpenGL application. [559176]

Fixed Issues—Windows XP 64-bit

Single-GPU Fixed Issues

- Application profile created for BrainLAB applications.
- Quadro FX 3700: ProductView—there is a reduction in performance when using multiple graphics cards and multiple displays.
- Quadro FX 3700: Vital Images—Downloading small textures using `glTexSubImage3D` is slower on the Quadro FX 3700 compared to the Quadro FX 3500.

Open Issues in Version 190.38

As with every released driver, version 190.38 of the Release 190 driver has open issues and enhancement requests associated with it. This section includes lists of issues that are either not fixed or not implemented in this version. Some problems listed may not have been thoroughly investigated and, in fact, may not be NVIDIA issues. Others will have workaround solutions.

They are listed in the following sections:

- “NVIDIA Recommendations” on page 10
- “Windows XP x86 Issues” on page 11
- “Windows XP x64 Issues” on page 12

NVIDIA Recommendations

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

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

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

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

- If you perform a clean driver installation (no previous NVIDIA drivers installed), **you must reboot your computer**. If you do not reboot, the predefined application profiles will not be activated and you may experience application stability problems.

Windows XP x86 Issues

This section includes issues that occur under the Windows XP or Windows 2000:

Single-GPU Issues

- nView Desktop Manager: Minimized applications cannot be restored when the application taskbar icon is clicked.

You can work around this bug using either of the following methods:

- *Right-click the application taskbar icon and then click Restore, or*
- *Disable all title bar buttons from the nView Desktop Manager User Interface tab.*
- The online Help does not include information about workstation features.
- NVIDIA Control Panel->Workstation-> Frame Sync: The View Status Page does not detect which is the first and which is the second display attached to the GPU.
- Video color-space range for DVI-only¹ outputs is erroneously set to standard mode (16-235) instead of extended mode (0-255).

A new detection feature to apply Standard CSC mode to TV outputs (including NTSC, PAL, 480i, and 576i), included DVI-only outputs by mistake.

Note: *The driver correctly applies extended mode to analog outputs, and standard mode to TV outputs (including NTSC, PAL, 480i, and 576i).*

A future driver release will correct this and apply the extended-mode color space to DVI-only outputs.

You can work around this issue by forcing either standard or extended mode as follows:

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

HKey_Local_Machine\Hardware\DeviceMap\Video

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

"\device\video0".

- 2 Look in

HKey_Local_Machine\SYSTEM\CurrentControlSet\Control\Video\{GUID}\0000

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

1. "DVI-only" means only one display is connected, and it is to the DVI output.

- 3 Open the "0000" directory and create a new DWORD called **VMRCCSStatus** and give it a value of
 - 0x3** - to force use of the standard YUV range of 16-235
 - 0x1** - to force use of the extended YUV range of 0-255
- NVIDIA Control Panel Application profiles: CimatronE profile should not be automatically set.
 - The driver hangs when two applications run glFlush, glFinish, or glDrawArrays at the same time.
 - Vega Prime—the application consumes 100% of one CPU core.]
 - Quadro FX 5800: Simulator Software stutters.
 - Quadro FX 5600/4800: Redway3D Turbine Demonstration—the benchmark performance drops with Release 180 drivers.
 - Quadro FX 5600: The API call `NvCplGetDataInt(NVCPL_API_CURRENT_AA_VALUE)` does not work.
 - Quadro FX 5600: Vega Prime 2.2—fog is not rendered properly where it intersects the terrain.
 - Quadro FX 5600: OpenGL out-of-memory error occurs after creating and binding an FBO.
 - Quadro FX 5800/4600, CUDA 2.2: Catia—blue-screen crash occurs when rotating a model while viewing the DU meter stopwatch.
 - Quadro FX 4800: Redway Turbine Demonstration—performance regression occurs when running the benchmark.
 - Quadro FX 4700 X2: When four displays are enabled, one of the displays connected to the second GPU flashes.
 - Quadro FX 3800: DirectX UpdateTexture and LockTexture perform slowly.
 - Quadro FX 3500: ProductView Client—there is a performance drop compared to Release 185 drivers.
 - Quadro FX 3700: Avid NewsCutter and Avid PostDeko for Editors—OpenGL rendering slows down after 5 minutes wall time.
 - Quadro FX 1800: DisplayPort output is corrupted.
 - Quadro FX 1700, 3700 or 4600: There is video flickering, artifacts, and screen corruption when using VMR9 and GDI rendering simultaneously.[.]
 - Quadro FX 1700/3700: dCoder 2.0 - the application crashes when opening a QuickTime movie.

Windows XP x64 Issues

Single-GPU Issues

- CATIA V5R16/V5R18—test performance is inconsistent when using “shade” and “shade and wireframe” options.

- Animator4—the animation hangs when using unlit polygons.
- DeltaGen 9.0—there is a significant performance drop when performing GPU Raytracing.
- Memory accessing is non-coalesced for mapped PBOs.
- There are performance and memory issues when using the `glTexSubImage3D+Volatile` extension.
- Quadro FX 5800/1800: 3ds Max—artifacts fill the viewport when using hardware shading with shadows.
- Quadro FX 4500/3400: There is a drop in 3D application performance when the windows exceeds 1,920,000 pixels.
- Quadro FXS 3700/3500: MockUp—rendering is not smooth and performance varies.

Not NVIDIA Issues

This section lists issues that are not due to the NVIDIA driver.

- AutoCAD 2009 SP2/SP3—the application crashes with recent OpenGL drivers.
- Linear interpolation on a 3D texture with format GL_RGBA32F_ARB produces banding.
This is not an NVIDIA driver bug, but a normal result of the filtering methods used by the hardware.
- CATIA V5R18—there are no "Enable OpenGL Shader" options.
This is not an NVIDIA bug, but rather an issue with Windows XP SP2.
- Windows Vista 64-bit: XSI - the application viewport doesn't refresh properly.
This is not an NVIDIA bug, but rather an issue with the application.
- CATIAV5R18– Draft Analysis images are displayed incorrectly.
This is not an NVIDIA bug, but rather an issue with the application.
- CATIA V5 R17/18—the text in the Tool tree is not visible.
This is a limitation in the application with some systems.
- NVIDIA Quadro FX 570/1700: Catnap corrupts the projection matrix for the Reflect OpenGL Demo.
*This is not a NVIDIA bug, but an issue with the OS—see [Microsoft KB 934198](#).
To work around this problem, do not put the computer into standby when it is running a program that performs intense floating-point calculations.*
- SolidEdge (32-bit)—the application cannot determine the driver version under a non-administrator account.
- Dual Quadro FX 3700: MicroStation—when both cards are set up in Spanning mode, an application runtime error occurs.
- Quadro FX 5600/1700: System crashes or hangs when running Catia application.
- Quadro FX 4800: SPEC UG NX4—performance degradation is seen.
The variation is within expected range.
- Quadro FX 4500: GL_LUMINANCE32F_ARB is not supported with glTexImage2D.
NVIDIA recommends using OpenGL 3.0 and Quadro FX 5600 cards or later for red channel format support.
- Quadro FX 570: Solidworks 2009—lines are covered when moving parts.
- Quadro FX 570, FX 1700 does not operate as secondary VGA.

- Quadro FX 1400: Cadence Allegro 16.0–UI performance is slow when using OpenGL.
- Quadro FX 3500: Large FBOs are not drawn properly when using low-memory graphics cards.
- Quadro FX 1700: 3ds max–fuzzy black shading appears on object faces at certain camera angles and orientation.
- Quadro FX 1700: CATIA 64-bit –error reposting does not work.
- Quadro FX 1700: CATIA– an update binding error occurs.
- Quadro FX 1700: CATIA V5 R18–the application crashes.
- Quadro FX 1700: Yamaha ESPRi CAD–When testing dots and line, dots disappear intermittently.
- Quadro FX 3700/1700/570: The graphics cards do not work as the secondary GPUs.

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:

- “SLI Connector Requirement on NVIDIA Quadro SLI Cards” on page 17
- “1280x1024 @ 60 Hz not Available on BenQ FP241W Monitors” on page 17
- “Image Sharpening Control not Available with Quadro FX 4600 and later GPUs” on page 17
- “DVD Playback Issues with Dual NVIDIA Quadro NVS Cards” on page 17
- “PowerDVD 5.0 Does Not Display Correctly in nView Span Mode” on page 17
- “DirectX Fails When Detaching/Reattaching Displays in Dualview Mode” on page 18
- “OpenGL Viewport Scaling Problem in Horizontal Span Mode” on page 18
- “Video Playback in nView Clone and Span Modes” on page 19
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- “Windows XP/2000 Issue with Settings Tab Monitor Positioning” on page 22
- “Antialiasing Problems With Certain Applications” on page 22
- “Poor Quality S-Video Output on Some TVs” on page 22
- “AGP and PCI-E Programs May Hang With AMD K7 and K8 Processors” on page 23
- “Desktop Manager Does Not Re-Center Logon Screen” on page 23

SLI Connector Requirement on NVIDIA Quadro SLI Cards

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

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 Quadro FX 4600 and later GPUs

With Quadro FX 4600 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 Quadro FX 4600 and later GPUs.

DVD Playback Issues with Dual NVIDIA Quadro NVS Cards

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

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

PowerDVD 5.0 Does Not Display Correctly in nView Span Mode

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

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

DirectX Fails When Detaching/Reattaching Displays in Dualview Mode

This problem can be duplicated as follows:

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

DirectX runtime fails on monitor 1.

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

OpenGL Viewport Scaling Problem in Horizontal Span Mode

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

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

Video Playback in nView Clone and Span Modes

- **Problem**

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

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

- **Explanation**

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

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

Monitor Ordering in the Windows Settings Page

Monitor Ordering on a Single GPU

- **Issue**

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

- **Explanation**

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

Monitor Ordering on a Multiple GPU System

- **Issue**

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

Connector Position	Monitor Number
Primary GPU—Output 1	1
Primary GPU—Output 2	2

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

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

- **Explanation**

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

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

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

Applying Workstation Application Profiles

- **Application Profiles Should be Used**

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

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

- **Applying Application Profiles**

If you make a configuration change while the application is open, you must exit and then re-open the application for the change to take effect.

When an application is running it does not receive notification of configuration changes.

No Antialiasing of 3DMark03 Image Quality Screen Captures

- **Problem**

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

- **Explanation**

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

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

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

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

Windows XP/2000 Issue with Settings Tab Monitor Positioning

- **Problem**

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

- **When the Problem Occurs**

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

- **Cause and Workaround**

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

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

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

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

Antialiasing Problems With Certain Applications

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

Poor Quality S-Video Output on Some TVs

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

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

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

AGP and PCI-E Programs May Hang With AMD K7 and K8 Processors

- **Issue**

Microsoft® Windows® 2000 and Windows XP systems using AMD K7 and K8 processors can hang when an AGP or PCI-E program is used.

- **Root Cause**

There is a known problem with Microsoft® Windows® 2000 and Windows XP systems using AMD K7 and K8 CPUs that results in the Microsoft operating system allocating overlapping 4M cached pages with 4k write-combined pages. This condition results in undefined behavior and data corruption, and is explicitly disallowed by the AMD CPU manual.

This problem can affect any device driver in the system that allocates write-combined system memory, but is usually most easily reproduced with graphics drivers since graphics drivers generally make heavy use of write-combined system memory for performance reasons.

- **Resolution**

Microsoft has a knowledge base article on the issue, the text of which is unfortunately quite outdated. While the article only mentions Windows 2000, AGP, and K7, both the root cause and resolution also apply to Windows 2000 or Windows XP, AGP or PCI-E, and AMD K7 or K8. The article can be found at <http://support.microsoft.com/?id=270715>.

The issue is resolved by applying an operating system registry key as described in the referenced article that instructs the Microsoft operating system to not use the 4M pages, thus avoiding the conflict.

The registry key is automatically applied by installation of the latest NVIDIA nForce platform driver package (including 4.57 SMBUS or later). It is imperative for the package to be installed or for the registry key to be applied before the NVIDIA graphics driver or any other device drivers are installed. The registry key takes effect only after an operating system reboot.

Desktop Manager Does Not Re-Center Logon Screen

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

CHAPTER

3

THE RELEASE 190 DRIVER FOR WINDOWS XP

This chapter covers the following main topics:

- “Hardware and Software Support” on page 25
- “Driver Installation” on page 29

Hardware and Software Support

Supported Operating Systems

This Release 190 driver includes drivers designed for the following Microsoft® operating systems:

- Microsoft Windows® XP
 - Windows XP Professional
 - Windows XP Home Edition
 - Windows XP Professional x64 Edition
- Microsoft Windows 2000

Supported NVIDIA Products

Table 3.1 through Table 3.2 lists the NVIDIA workstation products supported by this Release 190 driver.

Table 3.1 Supported NVIDIA Workstation Products

Product	Windows XP 32-bit Windows 2000	Windows XP Professional x64
NVIDIA Quadro FX 5800	X	X
NVIDIA Quadro FX 5600	X	X
NVIDIA Quadro FX 5500	X	X
NVIDIA Quadro FX 4800	X	X
NVIDIA Quadro FX 4700 X2	X	X
NVIDIA Quadro FX 4600	X	X
NVIDIA Quadro FX 4500 X2	X	X
NVIDIA Quadro FX 4500	X	X
NVIDIA Quadro FX 4400	X	X
NVIDIA Quadro FX 4000	X	X
NVIDIA Quadro FX 3800	X	X
NVIDIA Quadro FX 3700	X	X
NVIDIA Quadro FX 3500	X	X
NVIDIA Quadro FX 3450	X	X
NVIDIA Quadro FX 3400	X	X
NVIDIA Quadro FX 1800	X	X
NVIDIA Quadro FX 1700	X	X
NVIDIA Quadro FX 1500	X	X
NVIDIA Quadro FX 1400	X	X
NVIDIA Quadro FX 580	X	X
NVIDIA Quadro FX 570	X	X
NVIDIA Quadro FX 560	X	X
NVIDIA Quadro FX 550	X	X
NVIDIA Quadro FX 540	X	X
NVIDIA Quadro FX 470	X	X
NVIDIA Quadro FX 380	X	X
NVIDIA Quadro FX 370	X	X
NVIDIA Quadro FX 370 low profile	X	X
NVIDIA Quadro FX 350	X	X
NVIDIA Quadro CX	X	X
NVIDIA Quadro VX 200	X	X
NVIDIA Quadro NVS 450	X	X
NVIDIA Quadro NVS 440	X	X
NVIDIA Quadro NVS 420	X	X
NVIDIA Quadro NVS 295	X	X

Table 3.1 Supported NVIDIA Workstation Products (continued)

Product	Windows XP 32-bit Windows 2000	Windows XP Professional x64
NVIDIA Quadro NVS 290	X	X
NVIDIA Quadro NVS 285	X	X

Table 3.2 Supported NVIDIA Quadro Blade/Embedded Graphics Board Series

Product	Windows Vista 32-bit	Windows Vista 64-bit
NVIDIA Quadro FX 3600M	X	X
NVIDIA Quadro FX 1600M	X	X
NVIDIA Quadro FX 770M	X	X
NVIDIA Quadro FX 560M	X	X
NVIDIA Quadro FX 370M	X	X
NVIDIA Quadro NVS 120M	X	X

Supported Languages

The Release 190 Quadro Professional Drivers supports the following languages in the main driver Control Panel:

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

Driver Installation

System Requirements

The hard disk space requirement for 32 bit is minimum 120 MB for English-only, and 172 MB for International.

The hard disk space requirement for 64 bit is minimum 140 MB for English-only, and 186 MB for International.

Installation Instructions

Before You Begin

- **If NVIDIA nTune is already installed**

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 nTune.

- If you do not have System Administrator access privileges, it is assumed that the appropriate person with System Administrator access in your organization will set up and install the NVIDIA graphics driver software on your computer.
- The installation process copies all necessary files for operation into the appropriate directories.
- The nView system files are copied to your **Windows\System** directory.
- nView Desktop Manager Profile files (*.tvp) are saved in the **Windows\Nview** directory.

Depending on the version of the NVIDIA driver previously installed, profiles may also be located in the **Documents and Settings\All Users\Application Data\nView_Profiles** directory.

- As part of the install process, an uninstall is registered in your system.
- Under Windows XP, the NVIDIA driver is installed in “Dualview mode” display. However, note that the second display is not activated by default, but must be enabled.

Preserving Settings Before Upgrading Your Software

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

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

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

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

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

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

Note: nView Desktop Manager profile (.tvp) files are saved in the **Windows\nView** directory. Depending on the version of the NVIDIA driver previously installed, profiles may also be saved in the **Documents and Settings\All Users\Application Data\ nView_Profiles** directory.

- 6 Now you can uninstall your current driver for a driver upgrade.
- 7 After you restart your computer following an NVIDIA new driver install, you can easily load the saved profile from the Profiles page of nView Desktop Manager.

About Using Saved Profiles in Another Computer

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

this profile can be loaded from another computer from the nView Desktop Manager Profiles page just as it can from your original computer.

Uninstalling the NVIDIA Display Driver Software

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

To uninstall the nView software, follow these steps:

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

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

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

Your system now restarts.

Installing the NVIDIA ForceWare Graphics Drivers

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

APPENDIX



MODE SUPPORT FOR WINDOWS

This chapter details the Windows modes supported by the Release 190 driver for NVIDIA products. It contains these sections:

- “General Mode Support Information” on page 34
- “Default Modes Supported by GPU for Windows XP” on page 35
- “TV-Out Modes Supported by TV Encoders” on page 41

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 for Windows XP](#)” on page 35.

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
HP LP3065 Flat Panel Monitor (Dual-link DVI)	2560×1600 @ 60 Hz	<ul style="list-style-type: none"> All high-end NVIDIA Quadro FX graphic solutions.
Apple 30" Cinema HD Display (Dual link DVI)	2560x1600 @ 60 Hz	
Dell WFP 3007 (Dual Link DVI)	2560x1600 @ 60 Hz	

Table A.2 Non-standard Modes Supported

Resolution
1680 x 1050
1366 x 768

Default Modes Supported by GPU for Windows XP

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

- “NVIDIA Quadro FX/CX/VX and Quadro NVS Family of GPUs” on page 36

Understanding the Mode Format

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

Resolution	Color Depth	Refresh Rates
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.

NVIDIA Quadro FX/CX/VX and Quadro NVS Family of GPUs

This sections lists the supported display resolutions, color depths, and refresh rates for the products listed in [Table 3.1 on page 26](#) and [Table 3.2 on page 27](#):

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	60
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	60
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 60
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

Horizontal Spanning Modes

1280 x 480	8	60 70 72 75 85 100 120 140 144 150 170 200 240
1600 x 600	8	60 70 72 75 85 100 120 140 144 150 170 200 240
2048 x 768	8	60 70 72 75 85 100 120 140 144 150 170 200 240
2304 x 864	8	60 70 72 75 85 100 120 140 144 150 170 200

APPENDIX A: Mode Support for Windows Default Modes Supported by GPU for Windows

2560 x 720	8	60	
2560 x 768	8	60 70 72 75 85 100 120 140 144 150 170	
2560 x 800	8	60 70 72 75 85 100 120 140 144 150 170	
2560 x 960	8	60 70 72 75 85 100 120 140 144 150 170	
2560 x 1024	8	60 70 72 75 85 100 120 140 144 150 170	
2720 x 768	8	60 70 72 75 85 100 120 140 144 150 170	
3200 x 900	8	60 70 72 75 85 100 120 140 144 150	
3200 x 1024	8	60 70 72 75 85 100 120	
3200 x 1200	8	60 70 72 75 85 100 120	
3360 x 1050	8	60	
3840 x 1080	8	60	
3840 x 1200	8	60 70 72 75 85 100	
3840 x 1440	8	60 70 72 75 85	
4096 x 1536	8	60	

1280 x 480	16	60 70 72 75 85 100 120 140 144 150 170 200 240	
1600 x 600	16	60 70 72 75 85 100 120 140 144 150 170 200 240	
2048 x 768	16	60 70 72 75 85 100 120 140 144 150 170 200 240	
2304 x 864	16	60 70 72 75 85 100 120 140 144 150 170 200	
2560 x 720	16	60	
2560 x 768	16	60 70 72 75 85 100 120 140 144 150 170	
2560 x 800	16	60 70 72 75 85 100 120 140 144 150 170	
2560 x 960	16	60 70 72 75 85 100 120 140 144 150 170	
2560 x 1024	16	60 70 72 75 85 100 120 140 144 150 170	
2720 x 768	16	60 70 72 75 85 100 120 140 144 150 170	
3200 x 900	16	60 70 72 75 85 100 120 140 144 150	
3200 x 1024	16	60 70 72 75 85 100 120	
3200 x 1200	16	60 70 72 75 85 100 120	
3360 x 1050	16	60	
3840 x 1080	16	60	
3840 x 1200	16	60 70 72 75 85 100	
3840 x 1440	16	60 70 72 75 85	
4096 x 1536	16	60	

1280 x 480	32	60 70 72 75 85 100 120 140 144 150 170 200 240	
1600 x 600	32	60 70 72 75 85 100 120 140 144 150 170 200 240	
2048 x 768	32	60 70 72 75 85 100 120 140 144 150 170 200 240	
2304 x 864	32	60 70 72 75 85 100 120 140 144 150 170 200	
2560 x 720	32	60	

2560 x 768	32	60 70 72 75 85 100 120 140 144 150 170
2560 x 800	32	60 70 72 75 85 100 120 140 144 150 170
2560 x 960	32	60 70 72 75 85 100 120 140 144 150 170
2560 x 1024	32	60 70 72 75 85 100 120 140 144 150 170
2720 x 768	32	60 70 72 75 85 100 120 140 144 150 170
3200 x 900	32	60 70 72 75 85 100 120 140 144 150
3200 x 1024	32	60 70 72 75 85 100 120
3200 x 1200	32	60 70 72 75 85 100 120
3360 x 1050	32	60
3840 x 1080	32	60
3840 x 1200	32	60 70 72 75 85 100
3840 x 1440	32	60 70 72 75 85
4096 x 1536	32	60

Vertical Spanning Modes

640 x 960	8	60 70 72 75 85 100 120 140 144 150 170 200 240
800 x 1200	8	60 70 72 75 85 100 120 140 144 150 170 200 240
1024 x 1536	8	60 70 72 75 85 100 120 140 144 150 170 200 240
1152 x 1728	8	60 70 72 75 85 100 120 140 144 150 170 200
1280 x 1440	8	60
1280 x 1536	8	60 70 72 75 85 100 120 140 144 150 170
1280 x 1600	8	60 70 72 75 85 100 120 140 144 150 170
1280 x 1920	8	60 70 72 75 85 100 120 140 144 150 170
1280 x 2048	8	60 70 72 75 85 100 120 140 144 150 170
1360 x 1536	8	60 70 72 75 85 100 120 140 144 150 170
1600 x 1800	8	60 70 72 75 85 100 120 140 144 150
1600 x 2048	8	60 70 72 75 85 100 120
1600 x 2400	8	60 70 72 75 85 100 120
1680 x 2100	8	60
1920 x 2160	8	60
1920 x 2400	8	60 70 72 75 85 100
1920 x 2880	8	60 70 72 75 85
2048 x 3072	8	60

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

APPENDIX A: Mode Support for Windows Default Modes Supported by GPU for Windows

1152 x 1728	16	60 70 72 75 85 100 120 140 144 150 170 200
1280 x 1440	16	60
1280 x 1536	16	60 70 72 75 85 100 120 140 144 150 170
1280 x 1600	16	60 70 72 75 85 100 120 140 144 150 170
1280 x 1920	16	60 70 72 75 85 100 120 140 144 150 170
1280 x 2048	16	60 70 72 75 85 100 120 140 144 150 170
1360 x 1536	16	60 70 72 75 85 100 120 140 144 150 170
1600 x 1800	16	60 70 72 75 85 100 120 140 144 150
1600 x 2048	16	60 70 72 75 85 100 120
1600 x 2400	16	60 70 72 75 85 100 120
1680 x 2100	16	60
1920 x 2160	16	60
1920 x 2400	16	60 70 72 75 85 100
1920 x 2880	16	60 70 72 75 85
2048 x 3072	16	60

640 x 960	32	60 70 72 75 85 100 120 140 144 150 170 200 240
800 x 1200	32	60 70 72 75 85 100 120 140 144 150 170 200 240
1024 x 1536	32	60 70 72 75 85 100 120 140 144 150 170 200 240
1152 x 1728	32	60 70 72 75 85 100 120 140 144 150 170 200
1280 x 1440	32	60
1280 x 1536	32	60 70 72 75 85 100 120 140 144 150 170
1280 x 1600	32	60 70 72 75 85 100 120 140 144 150 170
1280 x 1920	32	60 70 72 75 85 100 120 140 144 150 170
1280 x 2048	32	60 70 72 75 85 100 120 140 144 150 170
1360 x 1536	32	60 70 72 75 85 100 120 140 144 150 170
1600 x 1800	32	60 70 72 75 85 100 120 140 144 150
1600 x 2048	32	60 70 72 75 85 100 120
1600 x 2400	32	60 70 72 75 85 100 120
1680 x 2100	32	60
1920 x 2160	32	60
1920 x 2400	32	60 70 72 75 85 100
1920 x 2880	32	60 70 72 75 85
2048 x 3072	32	60

TV-Out 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.