NVIDIA CAPTURE SDK 6.1 (WINDOWS)

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Release Notes

DOCUMENT CHANGE HISTORY

RN-07010-001_v04

Version	Date	Authors	Description of Change
01	February 8, 2016	SD	Initial draft
02	May 20, 2016	SD	Final draft
03	January 20, 2017	SD	Added information for the Capture SDK 6.0 release.
04	June 1, 2017	KS	Updated release notes for Capture SDK 6.1 release.

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NVIDIA CAPTURE SDK 6.1 (WINDOWS) RELEASE NOTES

1.1 SUPPORT

1.1.1 NVIDIA Capture SDK 6.1 Package Contents

- NVIDIA Capture SDK 6.1 installer
- **Debugging on GRID System.doc** : Guidelines for debugging on GRID Systems
- **DXG Kernel Memory Limit.zip:** Registry settings for increasing DXGKernel memory limit used by Windows runtime
- **NUMADXDemo.zip:** Sample code to illustrate how to detect and configure NUMA node settings for more efficient system usage

1.1.2 GPU Driver Support

The NVIDIA Capture SDK 6.1 is supported beginning with NVIDIA GPU driver version 385.05, referred to as the NVIDIA Capture SDK 6.1 RC driver in this document.

1.1.3 Backward Compatibility

- Applications built with GRID SDK versions 1.3 and later will work with NVIDIA Capture SDK 6.1 RC and later drivers.
- Applications built with NVIDIA Capture SDK 6.1 may not work with GPU drivers older than the NVIDIA Capture SDK 6.1 RC driver.

1.2 NVIDIA CAPTURE SDK 6.1 UPDATES

These are the changes to the GPU driver and SDK, with respect to the previous NVIDIA Capture SDK release.

- NVIDIA Capture SDK 6.0 added support for 16x16 block size for difference map feature. In addition to this, NVIDIA Capture SDK 6.1 adds difference map support for 32x32 and 64x64 block sizes.
- The *NVIDIA Capture SDK Samples Description Guide* document is now available in PDF format.

1.3 KNOWN ISSUES AND LIMITATIONS

- The NVIDIA Capture SDK package contains Visual Studio solutions for Visual Studio 2008, Visual Studio 2010, and Visual Studio 2013.

  Compilation of NVIDIA Capture SDK samples requires downloading and installing the CUDA SDK from the NVIDIA web site. However, due to certain dependencies, the Visual Studio 2008 solution can work only with CUDA SDK 6.0, whereas the Visual Studio 2010 and Visual Studio 2013 solutions will work with CUDA SDK 6.5.

- On Windows 10, NVFBC_SOURCEMODE_FULL always results in a frame grab corresponding to the native resolution of the display. Hence, for NvFBC applications that run on Windows 10, instead of using NVFBC_SOURCEMODE_FULL it is recommended to use NVFBC_SOURCEMODE_CROP with the same target dimensions as the current display dimensions reported by the OS.

- There may be a single corrupt image returned by NvFBC when initiating an NvFBC Capture session configured for 10-bit ARGB capture. Fixes have been made to reduce the probability of hitting this issue.

1.4 Supported Hardware

- Capture SDK can be only used on GRID, Tesla, or Quadro 2000+ hardware products. Other configurations are not permitted under the end user license agreement terms and conditions. Supported GPUs are listed below:

Board
QUADRO DESKTOP
Quadro K2000
Quadro K2000D
Quadro K4000

Quadro K4200
Quadro K5000
Quadro K5200
Quadro K6000
Quadro K2200
Quadro M4000
Quadro M5000
Quadro M6000
Quadro M2000
Quadro P2000
Quadro P4000
Quadro P5000
Quadro P6000
Quadro GP100
QUADRO MOBILE
Quadro K2000M
Quadro K2100M
Quadro K2200M
Quadro K3000M
Quadro K3100M
Quadro K4000M

Quadro K4100M
Quadro K5000M
Quadro K5100M
TESLA
Tesla K10
Tesla K20X
Tesla K40
Tesla K80
Tesla M4
Tesla M40
Tesla M6
Tesla M60
Tesla M10
Tesla P4
Tesla P6
Tesla P40
Tesla P100 SXM2
Tesla P100 PCIe

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