NVIDIA Parallel Nsight 1.0.10200 July 2010 Final Release Readme

Supported Hardware/Software Configurations

The table below describes which Parallel Nsight components are available/supported in each hardware configuration.

Hardware Configurations	Single Machine, Single GPU	Single Machine, Multiple GPUs	Single Machine, SLI MultiOS	Two machines, Connected over TCP/IP network	
				Host	Target
Parallel Nsight Tools					
CUDA C Source Debugger	No	Yes	Yes	Yes	
D3D Shader Debugger	No	No	Yes	Yes	
D3D Graphics Inspector	Yes	Yes	Yes	Yes	
Analyzer	Yes	Yes	Yes	Yes	
Requirements					
Operating Systems	Windows 7, Windows Vista SP1, or Windows Server 2008 R2 32 and 64-bit flavors both supported				
.NET	.NET framework 3.5 with Service Pack 1				
Visual Studio	Visual Studio 2008 Standard or better, with Visual Studio Service Pack 1			**Host:** Visual Studio 2008 Standard or better, with Visual Studio Service Pack 1	**Target:** No Visual Studio requirement
GPU Required	**GeForce:** 9 series or better **Quadro:** 3800, 4800, 5800 **Tesla:** C1060/S1070 C2050/2070	Two (2) or more GPUS, with at least one: **GeForce:** 9 series or better **Quadro:** 3800, 4800, 5800 **Tesla:** C1060/S1070 C2050/2070	Two (2) Quadro 3800, 4800, 5800 GPUs	Any DirectX 10 capable GPU	**GeForce:** 9 series or better **Quadro:** 3800, 4800, 5800 **Tesla:** C1060/S1070 C2050/2070

- **A full list of supported GPUs is located in the Knowledge Base on the Support site:**
  http://nsight.nvidia.com/ics/support/default.asp?deptID=4639
- **Optional Components:** Optional: CUDA SDK, DirectX SDK (Mar 2009 or Aug 2009)

Downloading and Installing Parallel Nsight 1.0

1. Go to http://developer.nvidia.com/parallelnsight
2. Click on the **Downloads** page.
3. Download a **host installer.** You will install this installer on the machine that has Visual Studio on it.
4. Download a **monitor installer**. The monitor is the debug 'server' you will connect to, either on another machine or on your existing machine.
5. Download the **258.96 driver** required by Parallel Nsight 1.0 from that page or from NVIDIA.com.
6. **Install the driver** on the 'target' machine but **do not reboot.**
7. **Install the Parallel Nsight Monitor** installer on the same 'target' machine in **Step 4,** where you will run your application.
8. **Install the Parallel Nsight Host** on the 'host' machine, where Visual Studio 2008 SP1 is installed.
9. **Read the release notes** by choosing Start | All Programs | NVIDIA Parallel Nsight 1.0 | Release Notes
10. **Open the User Guide** by choosing Start | All Programs | NVIDIA Parallel Nsight 1.0 | User Guide. This contains documentation and walkthroughs for the product.

Changes in the 1.0.10200 (July 2010) build

- Bug fixes throughout the product.

Changes in the 1.0.10172 (June 2010 RC) build

- **CUDA C Debugger**
    - Improved source code stepping
    - Mapped buffers now display correctly in the debugger
    - Other bug fixes to shader source debugging, especially on GF100 based GPUs
- **HLSL Shader Debugger**
    - Bug fixes to shader source debugging, especially on GF100 based GPUs
- **Graphics Inspector**
    - Synchronization improvements between the HUD and the host.
    - Unsupported DXGI formats are now handled gracefully.
    - Other minor bug fixes to DirectX 10 and DirectX 11 API debugging

- **See the Release Notes for more detailed information and known issues.**

Changes in the 1.0.10161 (June 2010 Beta) build

- **CUDA C Debugger**
    - CUDA C debugger now supports Fermi-based cards   (GTX480, GTX470)
    - Support for CUDA Toolkit 3.0 and 3.1
    - Support for debugging kernels that contain texref instructions
    - Improved stability when debugging large, complex kernels
- **Graphics Inspector**
    - Full support for Fermi-based cards (GTX480, GTX470)
    - Full support for Direct3D 11 and Direct3D 10.1 applications.
    - Improvements to the Frame Profiler
    - Pixel History support when viewing Render Targets
    - Improved compatibility with multithreaded applications
- **Analyzer**
    - Support for GeForce GTX480 and GTX470 cards.
    - Supports tracing OpenCL 1.0 applications, including API calls, memory transfers and GPU workloads.
    - Improved accuracy between GPU and CPU times on the timeline.
- **All components**
    - Large number of stability and compatibility fixes.
    - Numerous other improvements and bug fixes throughout the product.

Changes in the 1.0.10083.2 (March 2010 Beta) build

- Extended the expiration date of the build to June 9th, 2010.
- Fixed crash bugs seen when debugging DirectX 10 applications.
- Other minor stability improvements and bug fixes.

Changes in the 1.0.10013 (January 2010 Beta) build

- Fixed bug on some non-English operating systems, when opening the Nsight User Properties window would throw an exception.
- Other minor stability improvements and bug fixes

Other Notes

- **Samples:** Parallel Nsight ships with samples located (by default) in C:\ProgramData\NVIDIA Parallel Nsight 1.0.
- **Documentation:** Parallel Nsight includes a User Guide located on your machine (after installation) at Start | All Programs | NVIDIA Parallel Nsight 1.0 | User Guide.
- **Release Notes:** Choose Start | All Programs | NVIDIA Parallel Nsight 1.0 | Release Notes to view the full release notes.
- **Note:** If using Vista, you can check if you have Service Pack 1 installed by opening the Control Panel, clicking on the System icon, and looking for the words "Service Pack 1" in the "Windows edition" section.

- **Note:** Installer: Some commands are executed that bring up the command prompt during installation.