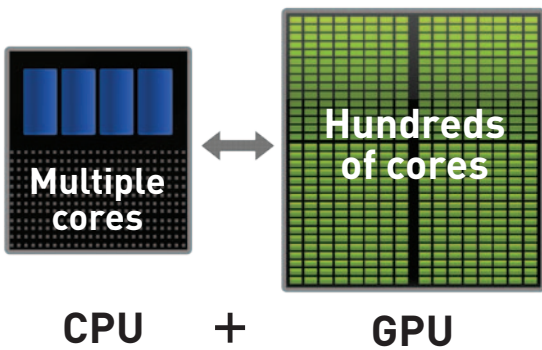


NVIDIA® PARALLEL NSIGHT™ POWER OF GPU COMPUTING SIMPLICITY OF VISUAL STUDIO



NVIDIA Parallel Nsight 1.5 for GPGPU Development

NVIDIA® Parallel Nsight™ software is the industry's first development environment for massively parallel computing integrated into Microsoft Visual Studio, the world's most popular development environment. Parallel Nsight is a powerful application that allows programmers to develop for both GPUs and CPUs within Microsoft Visual Studio.



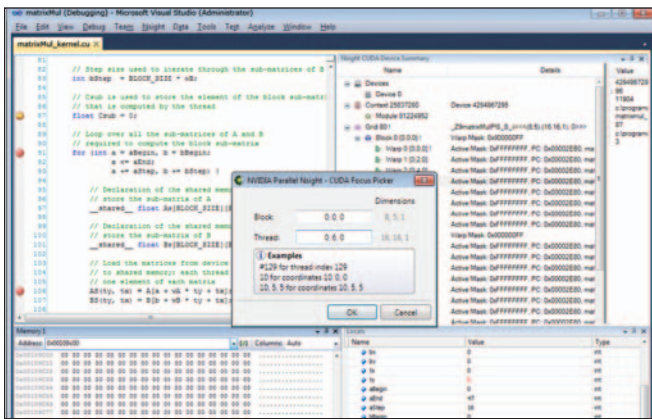
MASSIVELY PARALLEL COMPUTING

NVIDIA's Parallel Nsight in combination with Visual Studio 2010 provides developers with a highly productive, visual environment for building the best parallel applications available.

The power of GPU Computing is delivering Industry changing performance increases to the Medical, Finance, Energy, Consumer and Research fields. For over 1,000 customer stories visit www.nvidia.com/cuda

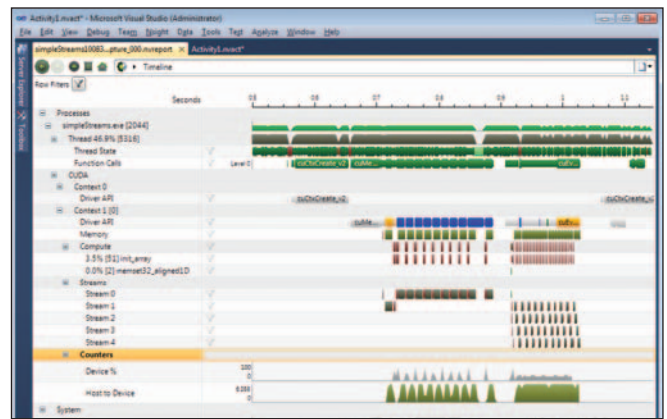
NEW FOR PARALLEL NSIGHT 1.5

- > Microsoft Visual Studio 2010 Support
- > Tesla Compute Cluster (TCC) Support
- > Single System Compute Debugging



DEBUGGER

- > Debug compute kernels directly on GPU hardware
- > Examine thousands of threads executing in parallel using the familiar Locals, Watch, Memory and Breakpoints windows in Visual Studio
- > View GPU memory directly using the standard Memory windows in Visual Studio
- > Use conditional breakpoints to quickly identify and correct errors in massively parallel code
- > Identify memory access violations using the CUDA C/C++ Memory Checker



ANALYZER (PROFESSIONAL VERSION ONLY)

- > Capture CPU and GPU level events, including: API calls, kernel launches, memory transfers and custom application annotations
- > Single correlated timeline displays all captured events
- > Timeline inspection tools allow for the examination of workload dependencies
- > Filter and sort captured events using specialized reporting views
- > Profile CUDA kernels using GPU performance counters
- > *NEW* DirectCompute profiling

To learn more: www.nvidia.com/ParallelNsight

To join NVIDIA's Parallel Developer Program: www.nvidia.com/paralleldeveloper

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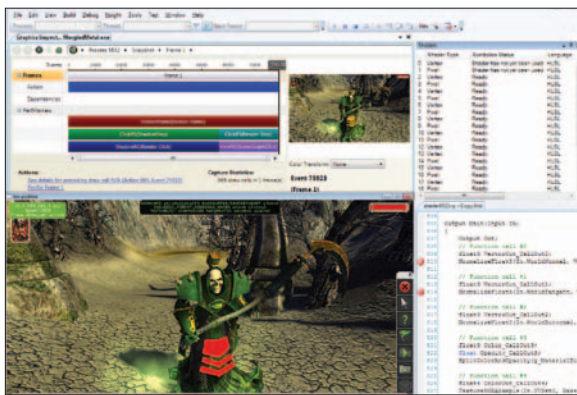


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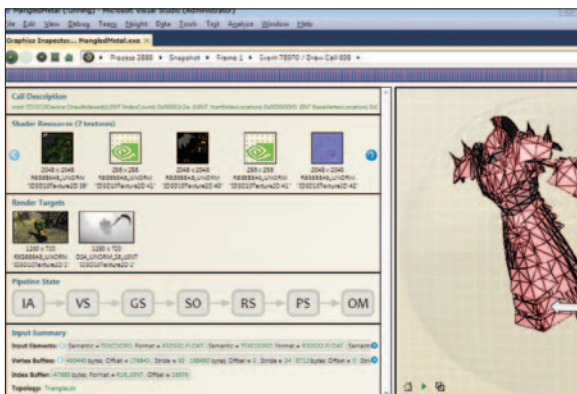
NVIDIA Parallel Nsight 1.5 for GPU Graphics Development

NVIDIA® Parallel Nsight™ software is the world's first graphics development environment integrated into Microsoft Visual Studio, the world's most popular development environment, enabling DirectX 10 and DirectX 11 graphics development, debugging, and optimization.



GRAPHICS DEBUGGING

- > Debug all HLSL graphics shaders directly on GPU hardware
- > Examine shaders executing in parallel using the familiar Locals, Watch, Memory and Breakpoints windows in Visual Studio View and interact at the source code level with all shaders loaded by the application
- > Identify shaders that affect any given primitive or pixel using conditional breakpoints
- > Instantly debug any shader or graphics application



GRAPHICS INSPECTOR

- > Real-time examination of DirectX rendering
- > Interactive examination of GPU pipeline state, including visualization of bound textures, geometry and compute buffers
- > Pixel History shows all operations that affect a given pixel
- > Frame Profiler identifies performance bottlenecks and GPU utilization
- > Save frame captures for offline collaboration and analysis

NEW GRAPHICS FEATURES IN 1.5:

- > Direct3D draw call workload trace
- > Additional Direct3D texture formats

All Parallel Nsight Professional features are available to all Visual Studio 2008 and 2010 developers, free of charge.

- > Fully integrated into Visual Studio 2008 SP1 and VS2010
- > CUDA C/C++ and Microsoft DirectCompute Debugger
- > Graphics Debugger and Graphics Inspector
- > Graphics supporting: DirectX 10, DirectX 11 and all HLSL shader types, including: vertex, pixel, geometry, hull and domain (for DX11 tessellation)
- > Remote debugging and analysis over TCP/IP

- > System Analysis, supporting GPU command trace of CUDA and OpenCL, user events and thread trace
- > API trace of CUDA, OpenCL, DirectX 10 and 11 and OpenGL 4.0
- > Tesla Compute Cluster (TCC) Support
- > Data breakpoints for CUDA C/C++ code
- > Forum support

To learn more: www.nvidia.com/ParallelN Sight

To join NVIDIA's Parallel Developer Program: www.nvidia.com/paralleld eveloper

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