



NVIDIA CAPTURE SDK 7.1 (WINDOWS)

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Release Notes

DOCUMENT CHANGE HISTORY

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Version	Date	Authors	Description of Change
01	September 24, 2018	SD	Initial draft
02	November 5, 2019	Manoj Gupta	Update the Supported Hardware

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NVIDIA CAPTURE SDK 7.1 (WINDOWS) RELEASE NOTES

1.1 SUPPORT

1.1.1 NVIDIA Capture SDK 7.1 Package Contents

- ▶ NVIDIA Capture SDK 7.1 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 7.1 is supported beginning with NVIDIA GPU driver version 391.03, referred to as the NVIDIA Capture SDK 7.1 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 7.1 RC and later drivers.
- ▶ Applications built with NVIDIA Capture SDK 7.1 may not work with GPU drivers older than the NVIDIA Capture SDK 7.1 RC driver.

1.2 NVIDIA CAPTURE SDK 7.1 UPDATES

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

- ▶ NVIDIA Capture SDK 7.1 removes all header files, sample applications, documentation related to NVIFR interfaces. These were deprecated in NVIDIA Capture SDK 7.0.
- ▶ NVIDIA Capture SDK 7.1 removes all header files, sample applications, documentation related to NVFBCHWEnc interface. This was deprecated in NVIDIA Capture SDK 5.0.
- ▶ Applications built using the above interfaces will continue to work with Capture SDK 7.1 RC drivers, on the supported GPUs. Please refer to section 1.4 of the NVIDIA Capture SDK 7.1 Release notes for list of supported GPUs.

1.3 KNOWN ISSUES AND LIMITATIONS

- ▶ The NVIDIA Capture SDK package contains Visual Studio solutions for Visual Studio 2008 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 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.

Consequently, for NvFBC applications that run on Windows 10, it is recommended to always use `SDC_NO_OPTIMIZATIONS` flag when calling `SetDisplayConfig()` OS API to set the desktop resolution.

- ▶ Using `NVFBC_SOURCEMODE_CROP` with the same target dimensions as the current display dimensions reported by the OS may not work well under Windows 10 Fall Creators Update.

A previous recommendation to use `NVFBC_SOURCEMODE_CROP` in this way works well for Windows 10 Creators Update but may result in incorrect crop `RECT` on Windows 10 Fall Creators Update due to OS-introduced virtual mode display scaling.

- ▶ There is a remote probability of a single corrupt image returned by NvFBC when initiating an NvFBC Capture session configured for 10-bit ARGB capture.
- ▶ NvFBC does not support display topologies that include displays attached to a display-only driver or a KMDOD.

The NvFBC output may contain images grabbed from the KMDOD display in such cases.

1.4 SUPPORTED HARDWARE

- ▶ Capture SDK can be only used on GRID, Tesla, or Quadro X2000+ (X = K/M/P/RTX etc) hardware products. Other configurations are not permitted under the end user license agreement terms and conditions.
- ▶ Please refer the driver related documentation if a particular GPU is supported or not for the driver in use.

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