



Release 180 Graphics Drivers ***Release Notes***

Version 180.48

**For Windows Vista 32-bit
and Windows Vista 64-bit**

**NVIDIA Corporation
November 19, 2008**

Published by
NVIDIA Corporation
2701 San Tomas Expressway
Santa Clara, CA 95050

Notice

ALL NVIDIA DESIGN SPECIFICATIONS, REFERENCE BOARDS, FILES, DRAWINGS, DIAGNOSTICS, LISTS, AND OTHER DOCUMENTS (TOGETHER AND SEPARATELY, "MATERIALS") ARE BEING PROVIDED "AS IS." NVIDIA MAKES NO WARRANTIES, EXPRESSED, IMPLIED, STATUTORY, OR OTHERWISE WITH RESPECT TO THE MATERIALS, AND EXPRESSLY DISCLAIMS ALL IMPLIED WARRANTIES OF NONINFRINGEMENT, MERCHANTABILITY, AND FITNESS FOR A PARTICULAR PURPOSE.

Information furnished is believed to be accurate and reliable. However, NVIDIA Corporation assumes no responsibility for the consequences of use of such information or for any infringement of patents or other rights of third parties that may result from its use. No license is granted by implication or otherwise under any patent or patent rights of NVIDIA Corporation. Specifications mentioned in this publication are subject to change without notice. This publication supersedes and replaces all information previously supplied. NVIDIA Corporation products are not authorized for use as critical components in life support devices or systems without express written approval of NVIDIA Corporation.

Trademarks

NVIDIA, the NVIDIA logo, 3DFX, 3DFX INTERACTIVE, the 3dfx Logo, STB, STB Systems and Design, the STB Logo, the StarBox Logo, NVIDIA nForce, GeForce, NVIDIA Quadro, NVDVD, NVIDIA Personal Cinema, NVIDIA Soundstorm, Vanta, TNT2, TNT, RIVA, RIVA TNT, VOODOO, VOODOO GRAPHICS, WAVEBAY, Accuviv Antialiasing, the Audio & Nth Superscript Design Logo, CineFX, the Communications & Nth Superscript Design Logo, Detonator, Digital Vibrance Control, DualNet, FlowFX, ForceWare, GIGADUDE, Glide, GOFORCE, the Graphics & Nth Superscript Design Logo, Intellisample, M-BUFFER, nfiniteFX, NV, NVChess, nView, NVKeystone, NVOptimizer, NVPinball, NVRotate, NVSensor, NVSync, the Platform & Nth Superscript Design Logo, PowerMizer, Quincunx Antialiasing, Sceneshare, See What You've Been Missing, StreamThru, SuperStability, T-BUFFER, The Way It's Meant to be Played Logo, TwinBank, TwinView and the Video & Nth Superscript Design Logo are registered trademarks or trademarks of NVIDIA Corporation in the United States and/or other countries. Other company and product names may be trademarks or registered trademarks of the respective owners with which they are associated.

Intel, Indeo, and Pentium are registered trademarks of Intel Corporation. Microsoft, Windows, Windows NT, Windows Vista, Direct3D, DirectDraw, and DirectX are trademarks or registered trademarks of Microsoft Corporation. OpenGL is a registered trademark of Silicon Graphics Inc. PCI Express, PCI-SIG, and the PCI-SIG design marks are registered trademarks and/or service marks of PCI-SIG. DisplayPort is a trademark of the Video Electronics Standards Association (VESA).

Other company and product names may be trademarks or registered trademarks of the respective owners with which they are associated.

Copyright

© 2008 by NVIDIA Corporation. All rights reserved.



Table of Contents



1. Introduction to *Release Notes*

Structure of the Document	1
Changes in this Edition	1

2. Release 180 Driver Changes

Version 180.48 Highlights	4
What's New in Release 180	4
What's New in Version 180.48	4
Limitations in This Release.	5
Changes in Version 180.48	6
Fixed Issues—Windows Vista 64-bit	6
Open Issues in Version 180.48	7
Windows Vista 32-bit Issues	7
Windows Vista 64-bit Issues	9
Not NVIDIA Issues	11
Windows Vista Limitations	11
Unsupported Features	12
OpenGL Application Issues	14
Application Issues	15
Operating System Issues	18
Known Product Limitations	19
Image Sharpening Control not Available with GeForce 8 Series and later GPUs	19
Gigabyte GA-6BX Motherboard	19

3. The Release 180 Driver

Hardware and Software Support	21
Supported Operating Systems	21
Supported NVIDIA Products	22
Supported Languages	22
Driver Installation	23
Minimum Hard Disk Space	23
Before You Begin.	23
Installation Instructions.	23
NVIDIA Driver History	24

A. Mode Support for Windows

General Mode Support Information	28
Default Modes Supported by GPU	29
Understanding the Mode Format.	29
GeForce 9 Series and GeForce 8 Series GPUs 30	
GeForce 200 Series of GPUs	33
GeForce 9400/9300/9200 Series	35
Modes Supported by TV Encoders	37



List of Tables



Table 3.1	Supported NVIDIA Products	22
Table 3.1	NVIDIA Drivers for Windows Vista	24
Table A.1	Modes Supported for High Resolution Displays	28
Table A.2	Non-standard Modes Supported	28
Table A.3	Mode Support for S-Video and Composite Out	37
Table A.4	Mode Support for Component YPrPb Out and DVI Out	37

CHAPTER

1

INTRODUCTION TO *RELEASE NOTES*

This edition of *Release Notes* describes the Release 180 Graphics Drivers for Microsoft® Windows® Vista. 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:

- “[Release 180 Driver Changes](#)” on page 3 gives a summary of changes, and fixed and open issues in this version.
- “[The Release 180 Driver](#)” on page 21 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 27 lists the default resolutions supported by the driver.

Changes in this Edition

This edition of the *Release Notes* for Windows Vista includes information about NVIDIA graphics driver version 180.48, and lists changes made to the driver since version 178.24. These changes are discussed beginning with the chapter “[Release 180 Driver Changes](#)” on page 3.

CHAPTER

2

RELEASE 180 DRIVER CHANGES

This chapter describes open issues for version 180.48, and resolved issues and driver enhancements for versions of the Release 180 driver up to version 180.48. The chapter contains these sections:

- “Version 180.48 Highlights” on page 4
- “Changes in Version 180.48” on page 6
- “Open Issues in Version 180.48” on page 7
- “Not NVIDIA Issues” on page 11
- “Known Product Limitations” on page 19

Version 180.48 Highlights

This section provides highlights of version 180.48 of the NVIDIA Release 180 Driver for Windows Vista.

- [What's New in Release 180](#)
- [What's New in Version 180.48](#)
- [Limitations in This Release](#)

What's New in Release 180

- Added support for NVIDIA SLI technology on SLI-certified Intel X58-based motherboards with the following GPUs: GeForce GTX 280, GeForce GTX 260, GeForce 9800 GX2, GeForce 9800 GTX+, and GeForce 9800 GTX.
- Added NVIDIA SLI Multi-monitor support, giving you the ability to use two monitors with your GeForce graphics cards in SLI mode.

What's New in Version 180.48

- This driver version includes support for NVIDIA PhysX acceleration on all GeForce 8-series, 9-series and 200-series GPUs with a minimum of 256MB dedicated graphics memory (this driver package installs NVIDIA PhysX System Software v8.10.13).
- Added support for NVIDIA SLI technology on SLI-certified Intel X58-based motherboards with the following GPUs: GeForce GTX 280, GeForce GTX 260, GeForce 9800 GX2, GeForce 9800 GTX+, and GeForce 9800 GTX.
- Added NVIDIA SLI Multi-monitor support, giving you the ability to use two monitors with your GeForce graphics cards in SLI mode.
- See [“Changes in Version 180.48”](#) on page 6 for a list of resolved issues.

Limitations in This Release

The following are features that are not currently supported or have limited support in this driver release:

- **NVIDIA SLI Antialiasing**
- **INF Support for Restricted Timings**

This driver version does not support the use of Restricted Timing settings (R&T strings) in the INF to control mode validation and/or mode setting for custom mode/adaptor/monitor combinations. This capability is planned for a later driver release.

NVIDIA Control Panel features that are Not Yet Available

Support for the following control panel features is under development and not yet available under Windows Vista:

- **Display Category**
 - The Graph tab on the Adjust Desktop Color Settings page is not available.

Changes in Version 180.48

The following sections list the changes made and issues resolved since driver version 178.24.

- [“Fixed Issues–Windows Vista 64-bit”](#) on page 6

The NVIDIA bug number and driver module are provided for reference.

Fixed Issues–Windows Vista 64-bit

Multi-GPU Issues

- [SLI], GeForce 9800 GTX: World of Warcraft 3.0.2—shadows are flickering with SLI enabled.

Open Issues in Version 180.48

As with every released driver, version 180.48 of the Release 180 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 may have workaround solutions.

- [“Windows Vista 32-bit Issues”](#) on page 7
- [“Windows Vista 64-bit Issues”](#) on page 9

Windows Vista 32-bit Issues

Single GPU Issues

All GPUs

- When installing the driver, the last page of the InstallShield Wizard states that “the system has not been modified” and that you must run the installation again.

*You do not need to run the installation again. Instead, click **Finish** and then reboot your computer to complete the installation.*

- Half Life 2: Episode 2—the in-game brightness is greatly reduced if Enhanced or Override AA is enabled from the NVIDIA Control Panel. [429254]
- Counter Strike—the application crashes to the desktop if the resolution or bit-depth is changed from the in-game video options menu.

The problem does not occur if you change the resolution or bit-depth from the game’s main menu and not while in a game.

GeForce 200 Series

- [SLI], GeForce GTX 280/260: At 2560x1600 resolution, the GPU clock speeds do not change when switching from single-display to Dualview display mode.

GeForce 9 Series

- GeForce 9 Series: Changes to the NVIDIA Control Panel “Change flat panel scaling” option are not applied with DVI+HDTV connected in Clone mode. [439308]
- GeForce 9800 GTX: Flight Simulator Acceleration (DirectX 10) - the sky box does not render correctly when zoomed all the way out. [436158]
- GeForce 9800 GTX: Flight Simulator Acceleration (DirectX 10) - there is no antialiasing preview window. [436156]
- GeForce 9600 GT/8800 GTX: Far Cry 2—Override AA control from the NVIDIA Control Panel does not work in the game. [486104]

GeForce 8 Series GPUs

- GeForce 8 Series: After installing the driver over version 169.25, an attempt to uninstall the driver from Vista Programs and Features might fail with an 'Error in NVCPL.DLL' message.

You must uninstall the driver a second time to successfully remove the driver.

- GeForce 8800: Default custom resolutions cannot be created when using the DVI connection. [446476]
- GeForce 8800 GT/GTX: Gears of War—there is tearing in the application, even when V-Sync is turned on from the in-game menu. [438689]
- GeForce 8800 GTX/Ultra: OpenGL applications experience a drop in performance with in-game 8x antialiasing set.
- GeForce 8800 GT/GTX: Crysis (DirectX 10) - game performance drops after switching to a higher resolution and then switching back to the lower resolution. [368740]
- GeForce 8800 GTX: Tabula Rasa—there is ghosting on the game character while standing below the drop ship after enabling refraction from the game control panel. [357271]
- GeForce 8600: HD resolutions higher than 720p are not available.[308627]

Multi-GPU Issues

- [SLI]: "SLI Focus Display" cannot be switched to a second monitor and then back to the first monitor without disabling and then re-enabling SLI mode. [476395]

GeForce 200 Series GPUs

- [3-way SLI], GeForce GTX 280/260: The display turns blank when enabling SLI after adjusting the screen using the "Move CRT Screen Position" page. [479764]

GeForce 9 Series GPUs

- [SLI], GeForce 9800 GX2: The NVIDIA Control Panel "Set PhysX GPU acceleration" option switches to "Disabled" after enabling SLI [486093]
- [3-way SLI], GeForce 9800 GTX/nForce 750/780a SLI: Portal —there are white lines at the borders of the textures when the game is launched with default settings. [441377]
- [SLI], GeForce 9800 GTX: Mass Effect—there is a band of corruption on the edge of the screen when switching from a high resolution to a lower resolution. [433929]
- [Quad SLI], GeForce 9800 GX2: Test Driver Unlimited—there is pausing/hitching during the cut scene transitions. [395207]

GeForce 8 Series GPUs

- [3xSLI], GeForce 8800 GTX/Ultra: Installing the driver on a 3-way SLI system takes a minimum of 3–4 minutes, and possibly longer if drivers have been previously installed on the system. [354847]

The installation does complete in time—NVIDIA recommends that you do not interrupt the installation process, but wait for it to complete.

- [SLI], GeForce 8800 GTX: Test Drive Unlimited—the intro cut scene pauses during transitions when SLI mode is enabled. [301655]

Windows Vista 64-bit Issues

Single GPU Issues

- When installing the driver, the last page of the InstallShield Wizard states that “the system has not been modified” and that you must run the installation again.

*You do not need to run the installation again. Instead, click **Finish** and then reboot your computer to complete the installation.*

- NVIDIA Control Panel: Adding a custom profile with an open bracket in the name results in an error. [437056]
- Half Life 2: Episode 2—the in-game brightness is greatly reduced if Enhanced or Override AA is enabled from the NVIDIA Control Panel. [429254]

GeForce 9 Series

- 3xGeForce 9800 GTX: Saved profile does not load properly. [477263]
- GeForce 9800 GTX: Flight Simulator Acceleration (DirectX 10) - the sky box does not render correctly when zoomed all the way out. [436158]
- GeForce 9800 GTX: Flight Simulator Acceleration (DirectX 10) - there is no antialiasing preview window. [436156]
- GeForce 8 Series: After installing the driver over version 169.25, an attempt to uninstall the driver from Vista Programs and Features might fail with an 'Error in NVCPL.DLL' message.

You must uninstall the driver a second time to successfully remove the driver.

- GeForce 8800 GT/GTX: Default custom resolution cannot be created when using the DVI connection. [446476]
- GeForce 8800 GTX, NVIDIA Control Panel: The user is unable to select Resize my Desktop while playing an HD DVD. [357674]
- GeForce 8800 GT/GTX: Crysis (DirectX 10) - game performance drops after switching to a higher resolution and then switching back to the lower resolution. [368740]

Multi-GPU Issues

- [3-way SLI]: The driver fails to install correctly when installing the driver over a previous version. [459180]

You must first uninstall the previous NVIDIA graphics driver from the Windows control panel under Programs (uninstall a program).

GeForce 200 Series

- [Hybrid SLI], GeForce GTX 260/280+nForce 760/780a SLI: Fraps does not run if set to run at Windows launch in Hybrid SLI performance or save power modes. [443794]
- [3-way SLI], GeForce GTX 280/260: The display turns blank when enabling SLI after adjusting the screen using the "Move CRT Screen Position" page. [479764]

GeForce 9 Series

- [SLI], GeForce 9800 GX2: The NVIDIA Control Panel "Set PhysX GPU acceleration" option switches to "Disabled" after enabling SLI [486093]
- [3-way SLI], GeForce 9800 GTX: Crysis (64-bit)(DirectX 9)– there is a lengthy pause or the system freezes when firing a weapon.

This issue does not occur with the DirectX 10 version of the game, which is recommended.

- [Quad SLI], GeForce 9800 GX2: Test Driver Unlimited–there is pausing/hitching during the cut scene transitions. [395207]

GeForce 8 Series

- [3xSLI], GeForce 8800 GTX/Ultra: Frame drops occur during HD-DVD video playback in the PIP window using PowerDVD. [356445]

Not NVIDIA Issues

This section lists issues that are not due to the NVIDIA driver as well as features that are not meant to be supported by the NVIDIA driver for Windows Vista.

- “Windows Vista Limitations” on page 11
- “Unsupported Features” on page 12
- “OpenGL Application Issues” on page 14
- “Application Issues” on page 15
- “Operating System Issues” on page 18

Windows Vista Limitations

These are behaviors that may be different from Windows XP and are related directly to the Windows Vista operating system.

- **NVIDIA TurboCache**

Windows Vista now controls the allocation of system memory to the GPU for TurboCache functions. The Windows Vista Display Properties pages show the shared system memory (SSM), or how much memory is allocated for NVIDIA GPUs to use for TurboCache.

For more information on graphics memory reporting under Windows Vista, visit <http://www.microsoft.com/whdc/device/display/graphicsmemory.mspx>.

Unsupported Features

The following are features and functionality that were available in driver releases supporting Windows XP, but are not—and will not be—available in driver releases for Windows Vista:

- **High resolution scaling desktop (HRSD)**
- **MultiView Display Mode** (for NVIDIA Quadro NVS graphics cards)
- **NVKeystone**
- **Unified back buffer (UBB) controls**
- **OpenGL Video Overlays**

This is an operating system limitation.

Vista window manager features will provide new ways of accomplishing overlays, but will require application porting.

- **Overclocking**

GPU overclocking is no longer supported in the default GPU driver control panel. This feature is available in the NVIDIA System Tools software, which you can download from NVIDIA.com.

- **GPU Temperature Monitoring**

Temperature monitoring is no longer supported in the default GPU driver control panel. This feature is available in the NVIDIA System Tools software, which you can download from NVIDIA.com.

- **AGP Settings Adjustment**

- **Video Zoom**

- **Pan & Scan** - the process of panning across the desktop in order to display a desktop on a monitor with lower resolution

- **Per-display Desktop Color Setting Adjustments**

For Clone mode, the desktop color setting adjustments through the NVIDIA Control Panel can only be made across all displays in a system, and not on a per-display basis.

- **Per-display Video Color Setting Adjustments**

For Dualview mode, the video color setting adjustments through the NVIDIA Control Panel can only be made across all displays in a system, and not on a per-display basis.

- **Edge Blending**
- **Run display optimization wizard**
- **Run multiple display wizard**

- **Run television setup wizard**
- **nView Horizontal and Vertical Span Modes**

Due to architectural changes in the new Windows Vista Window Display Driver Model (WDDM), span mode cannot be supported in NVIDIA graphics drivers. NVIDIA recommends using the built-in Windows Vista multi-display modes.

- **Display/Connection Wizard** (such as was provided with Windows Media Center Edition)
- **DVD/MPEG Extensions** (such as was provided with Windows Media Center Edition)
- **Audio Extensions** (such as was provided with Windows Media Center Edition)
- **Windowed quad-buffered stereo**
This is an operating system limitation.
- **NVIDIA nView Desktop Manager**

The nView Desktop Manager will not be included in drivers for GeForce products.

OpenGL Application Issues

The following are known compatibility issues for OpenGL applications developed under Windows XP:

- Mixed GDI and OpenGL rendering does not work.

A number of applications use GDI to render UI components and object highlighting. This is not supported in the Windows Vista driver model.

NVIDIA recommends converting GDI rendering to OpenGL.

The following are some applications that are known to have this issue:

- Maya 7.01
- OneSpace Designer Modeling
- Applications, Tools, and Benchmarks not Supported Under Windows Vista
 - GLperf
 - 3ds max 8 (later releases may be supported)
 - CATIA V5R15 (V5R16 is supported)
 - PTC's CDRS 2001
- Front buffered rendering may be slow, especially when DWM is enabled.

Flushing the rendering queue while rendering to the front buffer may cause the window manager to recomposite. Applications should therefore minimize the frequency with which they flush the rendering queue.

Application Issues

- Star Wars: Knights Of The Old Republic 2—the game fails to launch, and an “application has stopped working” error message appears. [420115]
This occurs because the application is not able to interpret the driver version correctly.
- Tiger Woods PGA Tour 2007—Fly-by shot before each hole blacks-out textures. [274697]
NVIDIA is working with the developer to resolve this issue.
- City of Heroes—The mouse cursor does not display. [259256]
*This is an application issue that can be worked around in full-screen mode by adding “compatiblecursors 1” to the City of Heroes desktop shortcut.
NVIDIA is pursuing a fix with the application developer.*
- Sims 2—“Smooth Edges (AA)” option is not available with Release 100 drivers. [272477]
*This occurs because of an incorrect driver version check in the application.
NVIDIA has worked around this issue in the operating system by changing the way the driver version is reported to this application.*
- Warhammer 40k Dawn of War (all versions) does not run with Release 100 drivers. [273154]
*This occurs because of an incorrect driver version check in the application.
NVIDIA has worked around this issue in the operating system by changing the way the driver version is reported to this application.*
- Need for Speed Carbon—After upgrading with patch 1.3, the game crashes when launched. [290506]
This is an issue with the application patch under Windows Vista.
- Nascar Simracing—the game crashes when launched. [270792]
This is an issue with the application under Windows Vista.
- Call of Duty 2—Only solid colors render during game play when 4xAA is enabled. [257454]
*The application is not applying antialiasing properly. Please try selecting 2x AA, disabling antialiasing, or using NVIDIA Enhanced application or Override antialiasing modes.
NVIDIA is pursuing a fix with the application developer*
- Age of Empires III—the game has rendering artifacts, such as textured squares for smoke. [258036]
- Flight Simulator X—pressing Alt+Tab to switch to the desktop does not work. [293729]

- Everquest 2– with NVIDIA driver versions 100.xx, the following error message appears: [273346]

"You currently have a (7.15.11.120) video card installed. We recommend that you download version 7772 drivers before playing Everquest."

This occurs because the application is not checking the driver version correctly, but this does not affect game play. Please select "Continue Anyway" to launch the game. The problem does not occur with a previous Release 95 driver (xx.xx format).

NVIDIA is pursuing a fix with the application developer.

- GeForce 9800 GX2: Fury (DirectX 10)–the character names flicker. [384917]

This is not an NVIDIA bug, but rather an application issue.

- GeForce 9600 GT, GeForce 9800 GX2, GeForce 8800 GTX/Ultra/GTS/GT: Assassin's Creed: Directors Cut - the shadow flickers. [400541]

This is not an NVIDIA bug, but rather an application issue.

- GeForce 9600 GT: Crysis (DirectX 9) - there is corruption in the game. [399261]

This is not an NVIDIA bug, but rather an issue with the application issue. To avoid this issue, use the DirectX 10 option of the game.

- GeForce 8800 GT: Company of Heroes DirectX10 - the application crashes when MSAA is enabled. [346495]

This is a Fraps 2.9.2 issue.

- GeForce 8 Series: Quake 4–there are white flashing artifacts. [273476]

- GeForce 8800: City of Heroes–there are corrupted textures in certain missions.[290659]

This has been fixed with the latest patch for the game.

- GeForce 8800: Ghost Recon - Advanced Warfighter–the gadget side bar bleeds through on the right side of the screen during game play. [281304]

- GeForce 8800 GTX: Star Wars Battle front 2–screen corruption occurs at 2560x1600 resolution. [325457]

- GeForce 8800 GTX, GeForce 7900 GTX: Neverwinter Nights 2–the mini map loses its background when the resolution is changed. [273788]

- GeForce 8800 GTX: Civilization 4–setting in-game 16x antialiasing AA disables all antialiasing.[303283]

- GeForce 8800 GTX: Flight Simulator–the terrain changes to low resolution when switching from Air Traffic-controlled to player-controlled airplane.[304840]

- GeForce 8800 GTX: Scarface–corruption during the game.[290007]

- GeForce 8800 GTX: Neverwinter Nights 2–only overlays render when switching to 2560x1600 using 8xAA. [302061, 314148]

- GeForce 8800 GTX: Command & Conquer:Tiberium Wars—the game crashes at 2560x1600 resolution, with 8x antialiasing enabled, and when in-game settings are set to the highest levels. [308248/316633]
- 316403 GeForce 8 Series, GeForce 7 Series: NV SDK 9.5 *Mandelbrot* set fails to render fractal.

This is an issue with the NV SDK and will be fixed in a newer build.

- GeForce 8 Series: Prince of Persia—half the screen turns black and the other half turns white during resolution changes. [299484]

This is an issue with the application.

- GeForce 8800 GTX: Company of Heroes (DirectX 10)—the game crashes when the maximum settings are applied at 2560x1600 with 8xAA enabled. [321631]

This is an issue with the application.

Application Issues Under SLI Mode

- [SLI]: NVIDIA SLI scaling on some applications under Windows Vista may not be as much as under Windows XP. Some applications include "S.T.A.L.K.E.R., Half-Life 2: Lost Coast, Company of Heroes, Battlefield 2142, Call of Duty 2, Hitman: Blood Money, and Far Cry. [302534 290803]

This is an application issue which has been resolved with the latest Steam patch.

- [SLI], GeForce 9800 GX2: The Witcher—a blooming light shines through objects with SLI mode enabled. [396736]

This is not an NVIDIA bug, but rather an application issue.

- [SLI], GeForce 8800 GTX, GeForce 8600, GeForce 6 Series: Company of Heroes—there is corruption in the ground textures. [294118]

This is an application issue, and has been fixed with the latest patch for the game.

- [SLI], GeForce 8800 GTX: Battlefield 2 and Battlefield 2142—the games crash when exiting back to the menu after being played at 2048x1536 using 8xAA or higher. [301985]

This is an issue with the application.

- [SLI], GeForce 8800: While uninstalling driver the driver, the error message "Windows host process (Rundll32) has stopped working" appears. [294219 280920]
- [SLI], GeForce 8800: Splinter Cell Double Agent – the game crashes when minimized and then invoked again. [294205]
- [SLI], GeForce 8800: Battlefield 2142 – 8xAA cannot be set from the game control panel.[294231]

Operating System Issues

- World of Warcraft – there is a 60% drop in performance when running the game in windowed mode with SLI or multi-GPU mode enabled. [289427]

This is due to a limitation of the Windows Vista operating system and affects all multi-GPU systems. NVIDIA is investigating a workaround for this performance problem.

- GeForce 8800 GTS 320MB: The driver reports incorrect video memory (256 MB) in the Windows Vista Display Properties panel. [290811]

However, the NVIDIA Control Panel properly reports the dedicated video memory as 320 MB.

- GeForce 8800 GTX, GeForce 7900 GTX: Company of Heroes crashes when trying to load the Cherbourg level.[284273]

This is an issue with the operating system. A QFE (software patch) from Microsoft is being worked on to fix this issue.

This is an issue with the operating system.

- [SLI], GeForce 8800 GTX: While installing the graphics driver, the message "Incompatible display adapter has been disabled" appears and the display turns blank. [318173]

This is an issue with the operating system.

- When S-video and DVI displays are set up in Clone mode and rotated 90 degrees, the screen turns black.[304267, 283546]

This is an issue with the operating system.

- GeForce 8800 GTX: DreamScene–running the application results in a "Display driver has stopped responding" error message. [295017]

This is an issue with the OS.

- GeForce 8300 GS: With Aero-glass enabled, the screen flickers after rotating the display 90 degrees with S-Video as the primary display. [317347]

This is an issue with the OS.

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:

- “Image Sharpening Control not Available with GeForce 8 Series and later GPUs” on page 19
- “Gigabyte GA-6BX Motherboard” on page 19

Image Sharpening Control not Available with GeForce 8 Series and later GPUs

With GeForce 8 Series 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 GeForce 8 series and later GPUs.

Gigabyte GA-6BX Motherboard

This motherboard uses a Linfinity regulator on the 3.3-V rail that is rated to only 5 A—less than the AGP specification, which requires 6 A. When diagnostics or applications are running, the temperature of the regulator rises, causing the voltage to the NVIDIA chip to drop as low as 2.2 V. Under these circumstances, the regulator cannot supply the current on the 3.3-V rail that the NVIDIA chip requires.

This problem does not occur when the graphics board has a switching regulator or when an external power supply is connected to the 3.3-V rail.

CHAPTER

3

THE RELEASE 180 DRIVER

This chapter covers the following main topics:

- “Hardware and Software Support” on page 21
- “Driver Installation” on page 23
- “NVIDIA Driver History” on page 24

Hardware and Software Support

Supported Operating Systems

The Release 180 driver, version 180.48, has been tested with Microsoft Windows® Vista RTM OS builds version 6000 or higher, and supports both 32-bit and 64-bit versions of Windows Vista Editions:

- Windows Vista Home Basic
- Windows Vista Home Premium
- Windows Vista Business
- Windows Vista Enterprise Edition
- Windows Vista Ultimate

Supported NVIDIA Products

Table 3.1 lists the NVIDIA products supported by the Release 180 driver, version 180.48

Table 3.1 Supported NVIDIA Products

Consumer Products

GeForce GTX 280
 GeForce GTX 260
 GeForce 9800 GX2
 GeForce 9800 GTX+
 GeForce 9800 GTX
 GeForce 9800 GT
 GeForce 9600 GT
 GeForce 9600 GSO
 GeForce 9500 GT
 GeForce 9500 GS
 GeForce 9400 GT
 GeForce 9300 GS
 GeForce 9300 GE
 GeForce 9400
 GeForce 9300
 GeForce 9200
 GeForce 8800 Ultra
 GeForce 8800 GTX
 GeForce 8800 GTS 512
 GeForce 8800 GTS
 GeForce 8800 GT
 GeForce 8800 GS

Supported Languages

The Release 180 Graphics 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

Minimum Hard Disk Space

The hard disk space requirement for 32-bit is minimum 73.1 MB for English-only, and 102 MB for International.

The hard disk space requirement for 64-bit is minimum 90.9 MB for English-only, and 119 MB for International.

Before You Begin

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 NVIDIA nTune.

Installation Instructions

- 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.
 - 3 The license agreement dialog box appears.
 - 4 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.
 - 5 Extract the zip files to a temporary folder on your PC.
 - 6 Open the NVIDIA driver installation .EXE file to launch the NVIDIA InstallShield Wizard.
 - 7 Follow the instructions in the NVIDIA InstallShield Wizard to complete the installation.
 - The last page of the InstallShield Wizard states that “the system has not been modified” and that you must run the installation again.

*You do not need to run the installation again. Instead, click **Finish** and then reboot your computer to complete the installation.*
 - On some systems, the screen may turn black if you are installing the driver over a previous version.

Reboot the computer using the power or reset button to complete the installation.
- Note:** After the driver installation, Windows may default to 16-bpp color and disable the Desktop Window Manager (DWM). To work around this issue, set the color to 32-bpp and then reboot the PC.

NVIDIA Driver History

Release 180 is the latest NVIDIA driver available. [Table 3.1](#) contains a summary of some previous driver releases and the versions associated with them. Some versions listed may not have been released outside of NVIDIA.

Table 3.1 NVIDIA Drivers for Windows Vista

Windows Vista Build	NVIDIA ForceWare Driver
RTM OS Builds 6000 or higher	Release 180: Version 180.48
RTM OS Builds 6000 or higher	Release 178: Version 178.01, 178.13, 178.24
RTM OS Builds 6000 or higher	Release 177: Version 177.35, 177.39, 177.41, 177.79, 177.92, 177.98
RTM OS Builds 6000 or higher	Release 175: Version 175.12, 175.16, 175.19
RTM OS Builds 6000 or higher	Release 174: Version 174.16, 174.53, 174.74
RTM OS Builds 6000 or higher	Release 169: Version 169.02, 169.04, 169.09, 169.12, 169.13, 169.21, 169.25
RTM OS Builds 6000 or higher	Release 167: Version 167.35
RTM OS Builds 6000 or higher	Release 163: Version 163.11, 163.44, 163.67, 163.69, 163.71, 163.75
RTM OS Builds 6000 or higher	Release 162: Version 162.22
RTM OS Builds 6000 or higher	Release 158: Version 158.14, 158.18, 158.24, 158.42, 158.43, 158.45
RTM OS Builds 6000 or higher	Release 100: Version 100.53, 100.54, 100.59, 100.64, 100.65, 101.41 Release 95: Version 97.46
RC2 OS Builds 5744 or higher	Release 95: Version 96.85
RC1 OS Builds 5520.RC1_16384.060812-2235 or higher	Release 95: Version 96.33
Build 5472.WinMain_idx01_5.060713-1900 or higher	Release 95: Versions 95.60–96.00
Windows Vista Beta2	NVIDIA Driver version 88.61
February 06 CTP build 5308.FebCTP_Final.060217-2200 or higher	NVIDIA Drivers 87.15, 87.45

Table 3.1 NVIDIA Drivers for Windows Vista (continued)

Windows Vista Build	NVIDIA ForceWare Driver
July 05 Vista Beta1	NVIDIA Driver included 'in the box'.
December 05 CTP build 5270.Winmain.051214-1910	NVIDIA Driver included 'in the box'.

APPENDIX



MODE SUPPORT FOR WINDOWS

This chapter details the Windows modes supported by the Release 180 driver for NVIDIA products. It contains these sections:

- “General Mode Support Information” on page 28
- “Default Modes Supported by GPU” on page 29
- “Modes Supported by TV Encoders” on page 37

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](#)” on page 29.

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
Apple 30" Cinema HD Display (Dual link DVI)	2560x1600 @ 60 Hz
Dell WFP 3007 (Dual Link DVI)	2560x1600 @ 60 Hz
HP LP3065 dual-link DVI flat panel	2560x1600 @ 60Hz.

Table A.2 Non-standard Modes Supported

Resolution
1680 x 1050
1366 x 768

Default Modes Supported by GPU

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

- “GeForce 9 Series and GeForce 8 Series GPUs” on page 30
- “GeForce 200 Series of GPUs” on page 33
- “GeForce 9400/9300/9200 Series” on page 35

Understanding the Mode Format

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

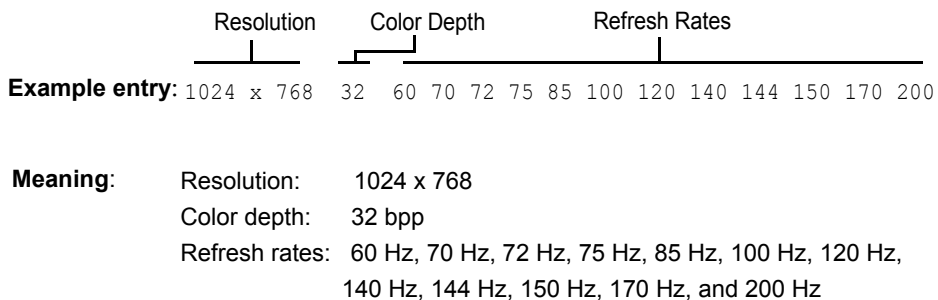


Figure A.1 Mode Format

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.

GeForce 9 Series and GeForce 8 Series GPUs

This sections lists the supported display resolutions, color depths, and refresh rates for the the following products:

- GeForce 9800 GTX+
- GeForce 9800 GTX
- GeForce 9800 GX2
- GeForce 9800 GT
- GeForce 9600 GT
- GeForce 9600 GSO
- GeForce 9500 GT
- GeForce 9400 GT
- GeForce 9300 GS
- GeForce 9300 GE
- GeForce 8800 Ultra
- GeForce 8800 GTX
- GeForce 8800 GTS 512
- GeForce 8800 GTS
- GeForce 8800 GT

Standard Modes

640 x 480	8	60	72	75	85	100												
720 x 480	8	60																
720 x 576	8	50	60															
800 x 600	8	60	72	75	85	100												
1024 x 768	8	60	70	72	75	85	100											
1152 x 864	8	60	70	72	75	85	100	120	140	144	150	170	200					
1280 x 720	8	60	70	72	75	85	100											
1280 x 768	8	60	70	72	75	85	100											
1280 x 800	8	60	70	72	75	85	100											
1280 x 960	8	60	70	72	75	85	100											
1280 x 1024	8	60	70	72	75	85	100											
1360 x 768	8	60	70	72	75	85	100											
1440 x 900	8	60																

1600 x 1200	8		60	70	72	75	85	100
1680 x 1050	8		60					
1920 x 1080	8	30i						
1920 x 1200	8		60		72	75	85	100
1920 x 1440	8		60	70	72	75	85	100
2048 x 1536	8		60	70	72	75	85	100

640 x 480	16		60		72	75	85	100
720 x 480	16		60					
720 x 576	16		50	60				
800 x 600	16		60		72	75	85	100
1024 x 768	16		60	70	72	75	85	100
1152 x 864	16		60	70	72	75	85	100
1280 x 720	16		60	70	72	75	85	100
1280 x 768	16		60	70	72	75	85	100
1280 x 800	16		60	70	72	75	85	100
1280 x 960	16		60	70	72	75	85	100
1280 x 1024	16		60	70	72	75	85	100
1360 x 768	16		60	70	72	75	85	100
1440 x 900	16		60					
1600 x 1200	16		60	70	72	75	85	100
1680 x 1050	16		60					
1920 x 1080	16	30i						
1920 x 1200	16		60		72	75	85	100
1920 x 1440	16		60	70	72	75	85	100
2048 x 1536	16		60	70	72	75	85	100

640 x 480	32		60		72	75	85	100
720 x 480	32		60					
720 x 576	32		50	60				
800 x 600	32		60		72	75	85	100
1024 x 768	32		60	70	72	75	85	100
1152 x 864	32		60	70	72	75	85	100
1280 x 720	32		60	70	72	75	85	100
1280 x 768	32		60	70	72	75	85	100
1280 x 800	32		60	70	72	75	85	100
1280 x 960	32		60	70	72	75	85	100
1280 x 1024	32		60	70	72	75	85	100
1360 x 768	32		60	70	72	75	85	100

1440 x 900	32		60						
1600 x 1200	32		60	70	72	75	85	100	
1680 x 1050	32		60						
1920 x 1080	32	30i							
1920 x 1200	32		60		72	75	85		
1920 x 1440	32		60	70		75	85	100	
2048 x 1536	32		60	70		75	85	100	

640 x 480	64		60		72	75	85	100	
720 x 480	64		60						
720 x 576	64	50	60						
800 x 600	64		60		72	75	85	100	
1024 x 768	64		60	70	72	75	85	100	
1152 x 864	64		60	70	72	75	85	100	120 140 144 150 170 200
1280 x 720	64		60	70	72	75	85	100	
1280 x 768	64		60	70	72	75	85	100	
1280 x 800	64		60	70	72	75	85	100	
1280 x 960	64		60	70	72	75	85	100	
1280 x 1024	64		60	70	72	75	85	100	
1360 x 768	64		60	70	72	75	85	100	
1440 x 900	64		60						
1600 x 1200	64		60	70	72	75	85	100	
1680 x 1050	64		60						
1920 x 1080	64	30i							
1920 x 1440	64							100	
2048 x 1536	64							100	

GeForce 200 Series of GPUs

This sections lists the supported display resolutions, color depths, and refresh rates for the following products:

- NVIDIA GeForce GTX 280
- NVIDIA GeForce GTX 260

Standard Modes

640 x 480	8	60
800 x 600	8	60 70 75 85 100
848 x 480	8	60 70 75 85 100
960 x 600	8	60 70 75 85 100
1024 x 768	8	60 70 75 85 100
1152 x 864	8	60 70 75 85 100
1280 x 768	8	60
1280 x 800	8	60
1280 x 960	8	60 70 75 85 100
1280 x 1024	8	60 70 75 85 100
1360 x 768	8	60
1600 x 1200	8	60 70 75 85 100
1680 x 1050	8	60
1920 x 1200	8	60
1920 x 1440	8	60 70 75 85 100
2048 x 1536	8	60 70 75 85 100

640 x 480	16	60
800 x 600	16	60 70 75 85 100
848 x 480	16	60 70 75 85 100
960 x 600	16	60 70 75 85 100
1024 x 768	16	60 70 75 85 100
1152 x 864	16	60 70 75 85 100
1280 x 768	16	60
1280 x 800	16	60
1280 x 960	16	60 70 75 85 100
1280 x 1024	16	60 70 75 85 100
1360 x 768	16	60
1600 x 1200	16	60 70 75 85 100

1680 x 1050	16	60					
1920 x 1200	16	60					
1920 x 1440	16	60	70	75	85	100	
2048 x 1536	16	60	70	75	85	100	

640 x 480	32	60					
800 x 600	32	60	70	75	85	100	
848 x 480	32	60	70	75	85	100	
960 x 600	32	60	70	75	85	100	
1024 x 768	32	60	70	75	85	100	
1152 x 864	32	60	70	75	85	100	
1280 x 768	32	60					
1280 x 800	32	60					
1280 x 960	32	60	70	75	85	100	
1280 x 1024	32	60	70	75	85	100	
1360 x 768	32	60					
1600 x 1200	32	60	70	75	85	100	
1680 x 1050	32	60					
1920 x 1200	32	60					
1920 x 1440	32	60	70	75	85	100	
2048 x 1536	32	60	70	75	85	100	

640 x 480	64	60					
800 x 600	64	60	70	75	85	100	
848 x 480	64	60	70	75	85	100	
960 x 600	64	60	70	75	85	100	
1024 x 768	64	60	70	75	85	100	
1152 x 864	64	60	70	75	85	100	
1280 x 768	64	60					
1280 x 800	64	60					
1280 x 960	64	60	70	75	85	100	
1280 x 1024	64	60	70	75	85	100	
1360 x 768	64	60					
1600 x 1200	64	60	70	75	85	100	
1680 x 1050	64	60					
1920 x 1200	64	60					
1920 x 1440	64	60	70	75	85	100	
2048 x 1536	64	60	70	75	85	100	

GeForce 9400/9300/9200 Series

This sections lists the supported display resolutions, color depths, and refresh rates for the following products:

- GeForce 9400
- GeForce 9300
- GeForce 9200

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
848 x 480	8		60	70	72	75	85	100	120	140	144	150	170	200	240
960 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	70	72	75	85	100	120	140	144	150	170		
1280 x 768	8		60	70	72	75	85	100	120	140	144	150	170	200	
1280 x 1024	8		70												
1440 x 900	8		60												
1600 x 1200	8		70												
1680 x 1050	8		60												
1920 x 1440	8		60	70	72	75	85	100							
2048 x 1536	8		60	70	72	75	85	100							

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
848 x 480	16		60	70	72	75	85	100	120	140	144	150	170	200	240
960 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	70	72	75	85	100	120	140	144	150	170		
1280 x 768	16		60	70	72	75	85	100	120	140	144	150	170	200	
1280 x 1024	16		70												

1440 x 900	16	60	
1600 x 1200	16	70	
1680 x 1050	16	60	
1920 x 1440	16	60 70 72 75 85 100	
2048 x 1536	16	60 70 72 75 85 100	

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	
848 x 480	32	60 70 72 75 85 100 120 140 144 150 170 200 240	
960 x 600	32	60 70 72 75 85 100 120 140 144 150 170 200 240	
1024 x 768	32	70	
1152 x 864	32	60 70 72 75 85 100 120 140 144 150 170 200	
1280 x 768	32	60 70 72 75 85 100 120 140 144 150 170 200	
1280 x 1024	32	70	
1440 x 900	32	60	
1600 x 1200	32	70	
1680 x 1050	32	60	
1920 x 1440	32	60 70 72 75 85 100	
2048 x 1536	32	60 70 72 75 85 100	

640 x 480	64	60 70 72 75 85 100 120 140 144 150 170 200 240	
720 x 480	64	60	
720 x 576	64	50 60	
800 x 600	64	60 70 72 75 85 100 120 140 144 150 170 200 240	
848 x 480	64	60 70 72 75 85 100 120 140 144 150 170 200 240	
960 x 600	64	60 70 72 75 85 100 120 140 144 150 170 200 240	
1024 x 768	64	70	
1152 x 864	64	60 70 72 75 85 100 120 140 144 150 170 200	
1280 x 768	64	60 70 72 75 85 100 120 140 144 150 170 200	
1280 x 1024	64	70	
1440 x 900	64	60	
1600 x 1200	64	70	
1680 x 1050	64	60	
1920 x 1440	64	100	
2048 x 1536	64	100	

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.