

NVIDIA NVPerfHUD 3.1

June 2005

NVPerfHUD analyzes your application performance one stage at a time and displays real time statistics that can be used to diagnose performance bottlenecks at any stage of a Direct3D 9 application. This release includes support for the new **Debug Console** and **Frame Analysis** modes that give you more power than ever before to identify and crush performance bottlenecks in your applications.

Requirements

Note: Your application must be enabled for NVPerfHUD analysis. Please see the *Enable Your Application* section of the NVPerfHUD User Guide for complete instructions.

This release supports the entire family of NVIDIA GPUs running on Windows XP. The GPUs below support the full set of performance analysis experiments and visualization modes:

- GeForce 7 Series (G70)
- GeForce 6 Series (NV4x)
- GeForceFX (NV3x) GPUs
- Quadro FX Series (NV4x, NV3x)

Older GPUs are supported with reduced functionality.

What's new

3.1 – June 2005

- Vertex shader constants are now reported correctly in all cases
- The “NVIDIA NVPerfHUD” adapter is now available on all NVIDIA GPUs

3.0 – May 2005

NVPerfHUD 3.0 was rewritten from the ground up, so everything is new. You can still access NVPerfHUD performance experiments in **Performance Analysis** mode, but now you can see warning messages in the **Debug Console**, and use the advanced GPU State Inspectors in **Frame Analysis** mode. Please take a few minutes to skim through the User Guide and learn about the new features!

Getting Started

Start by running the NVPerfHUD installer. We recommend that you put the NVPerfHUD icon on your desktop for drag-and-drop convenience; you can always delete it later. Try running the sample application that comes with NVPerfHUD first to explore all the new features.

Once your application has been enabled for NVPerfHUD analysis, simply drag-and-drop your application on the NVPerfHUD desktop shortcut. The first time you run NVPerfHUD you will be prompted to select an activation hot-key and select API Interception methods NVPerfHUD should use with your application.

NVPerfHUD is a powerful performance analysis tool that helps you understand the internal functions of your application. To ensure that unauthorized third parties do not analyze your application without your permission, you must make a minor modification to enable NVPerfHUD analysis. Please see the *Enable Your Application* section of the NVPerfHUD User Guide for complete instructions.

The User Guide provides step-by-step installation instructions, an overview of the NVPerfHUD user interface, and detailed instructions describing how to get the most out of the graphics pipeline experiments and shader visualization modes supported by this release. If you encounter any problems, please refer to the *Troubleshooting* section of the User Guide.

Please send questions or feedback to: nvperfhud@nvidia.com