



NVAPI Open Source Interface for Driver Release 545

Release Notes

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NVAPI Release Notes

Introduction

NVAPI is NVIDIA Corporation's core software development kit that allows access to NVIDIA GPUs and drivers on all Windows platforms. NVAPI provides support for categories of operations that range beyond the scope of those found in familiar graphics APIs such as DirectX and OpenGL.

This release contains a version of `nvapi.h`, provided under MIT license, to enable open-source re-implementations of NVAPI for Windows emulation environments.

For those interested in developing applications using the NVAPI Developer SDK on Windows, NVIDIA recommends using the NVAPI Developer SDK available at <https://developer.nvidia.com/nvapi>.

The following files are provided by NVIDIA:

- > `nvapi.h`

- This file contains the interface constants, structure definitions and function prototypes for NVAPI interface.

- > `nvapi_interface.h`

- This file is a reference for mapping the NVAPI identifiers to functions.

- > `NvApiDriverSettings.h`

- > `NvApiDriverSettings.c`

- These files are used to query and change driver settings. For more details, please see:

- http://developer.download.nvidia.com/NVAPI/PG-5116-001_v01_public.pdf

These release notes describe the changes made in the NVAPI Open Source Interface for this release.

NVAPI Runtime

The NVAPI runtime, `nvapi.dll`, provides the following key functions:

> nvapi_QueryInterface():

Maps a 32-bit identifier to a function pointer.

```
void *nvapi_QueryInterface(NvU32 id);
```

The NVAPI application will call nvapi_QueryInterface() to get individual NVAPI function pointers from nvapi.dll.

Please consult nvapi_interface.h for a mapping of identifiers to NVAPI function names.

> NvAPI_Initialize():

```
NvAPI_Status __cdecl NvAPI_Initialize()  
{  
    return NVAPI_OK;  
}
```

> NvAPI_Unload():

```
NvAPI_Status __cdecl NvAPI_Unload()  
{  
    return NVAPI_OK;  
}
```

Changes in NVAPI for Driver Release 545

New Functions

- > Added NvAPI_GPU_NVLINK_GetCaps
- > Added NvAPI_GPU_NVLINK_GetStatus
- > Added NvAPI_GPU_GetGPUInfo
- > Added NvAPI_DISP_GetEdidData
- > Added NvAPI_D3D12_EnableRaytracingValidation
- > Added NvAPI_D3D12_RegisterRaytracingValidationMessageCallback
- > Added NvAPI_D3D12_UnregisterRaytracingValidationMessageCallback
- > Added NvAPI_D3D12_FlushRaytracingValidationMessages

New/Updated Structures

- > Added NVLINK_GET_CAPS_V1
- > Added NVLINK_DEVICE_INFO_V1
- > Added NVLINK_LINK_STATUS_INFO_V1
- > Added NVLINK_LINK_STATUS_INFO_V2
- > Added NVLINK_GET_STATUS_V1
- > Added NVLINK_GET_STATUS_V2

- > Added NV_GPU_INFO_V1
- > Added NV_GPU_INFO_V2
- > Added NV_EDID_DATA_V1
- > Added NV_EDID_DATA_V2

New/Updated Enums

- > Added NV_EDID_FLAG
- > Added NVAPI_NVLINK_DEVICE_INFO_DEVICE_TYPE
- > Added NVAPI_NVLINK_STATUS_LINK_STATE
- > Added NVAPI_NVLINK_STATUS_SUBLINK_RX_STATE
- > Added NVAPI_NVLINK_STATUS_SUBLINK_TX_STATE
- > Added NVAPI_D3D12_RAYTRACING_VALIDATION_FLAGS
- > Added NVAPI_D3D12_RAYTRACING_VALIDATION_MESSAGE_SEVERITY

New/Updated Unions

- > None

New Macros

- > Added NV_EDID_DATA_SIZE_MAX
- > Added NVAPI_NVLINK_COUNTER_MAX_TYPES
- > Added NVAPI_NVLINK_MAX_LINKS
- > Added NVAPI_NVLINK_CAPS_SUPPORTED
- > Added NVAPI_NVLINK_CAPS_P2P_SUPPORTED
- > Added NVAPI_NVLINK_CAPS_SYSMEM_ACCESS
- > Added NVAPI_NVLINK_CAPS_P2P_ATOMICS
- > Added NVAPI_NVLINK_CAPS_SYSMEM_ATOMICS
- > Added NVAPI_NVLINK_CAPS_PEX_TUNNELING
- > Added NVAPI_NVLINK_CAPS_SLI_BRIDGE
- > Added NVAPI_NVLINK_CAPS_SLI_BRIDGE_SENSABLE
- > Added NVAPI_NVLINK_CAPS_POWER_STATE_L0
- > Added NVAPI_NVLINK_CAPS_POWER_STATE_L1
- > Added NVAPI_NVLINK_CAPS_POWER_STATE_L2
- > Added NVAPI_NVLINK_CAPS_POWER_STATE_L3
- > Added NVAPI_NVLINK_CAPS_VALID
- > Added NVAPI_NVLINK_CAPS_NVLINK_VERSION_INVALID
- > Added NVAPI_NVLINK_CAPS_NVLINK_VERSION_1_0

- > Added NVAPI_NVLINK_CAPS_NVLINK_VERSION_2_0
- > Added NVAPI_NVLINK_CAPS_NCI_VERSION_INVALID
- > Added NVAPI_NVLINK_CAPS_NCI_VERSION_1_0
- > Added NVAPI_NVLINK_CAPS_NCI_VERSION_2_0
- > Added NVAPI_NVLINK_DEVICE_INFO_DEVICE_ID_FLAGS_NONE
- > Added NVAPI_NVLINK_DEVICE_INFO_DEVICE_ID_FLAGS_PCI
- > Added NVAPI_NVLINK_DEVICE_INFO_DEVICE_ID_FLAGS_UUID
- > Added NVAPI_NVLINK_STATUS_PHY_NVHS
- > Added NVAPI_NVLINK_STATUS_PHY_GRS
- > Added NVAPI_NVLINK_STATUS_PHY_INVALID
- > Added NVAPI_NVLINK_STATUS_NVLINK_VERSION_1_0
- > Added NVAPI_NVLINK_STATUS_NVLINK_VERSION_2_0
- > Added NVAPI_NVLINK_STATUS_NVLINK_VERSION_INVALID
- > Added NVAPI_NVLINK_STATUS_NCI_VERSION_1_0
- > Added NVAPI_NVLINK_STATUS_NCI_VERSION_2_0
- > Added NVAPI_NVLINK_STATUS_NCI_VERSION_INVALID
- > Added NVAPI_NVLINK_STATUS_NVHS_VERSION_1_0
- > Added NVAPI_NVLINK_STATUS_NVHS_VERSION_INVALID
- > Added NVAPI_NVLINK_STATUS_GRS_VERSION_1_0
- > Added NVAPI_NVLINK_STATUS_GRS_VERSION_INVALID
- > Added NVAPI_NVLINK_STATUS_CONNECTED_TRUE
- > Added NVAPI_NVLINK_STATUS_CONNECTED_FALSE
- > Added NVAPI_NVLINK_STATUS_LOOP_PROPERTY_LOOPBACK
- > Added NVAPI_NVLINK_STATUS_LOOP_PROPERTY_LOOPOUT
- > Added NVAPI_NVLINK_STATUS_LOOP_PROPERTY_NONE
- > Added NVAPI_NVLINK_STATUS_REMOTE_LINK_NUMBER_INVALID
- > Added NVAPI_NVLINK_REFCLK_TYPE_INVALID
- > Added NVAPI_NVLINK_REFCLK_TYPE_NVHS
- > Added NVAPI_NVLINK_REFCLK_TYPE_PEX

New Errors

- > None

TCC Support

- > None

Deprecated NVAPI Functions

- > None

Deprecated Enums

- > None

NVAPIDriverSettings Additions/Removals

- > Removed enum value PS_SHADERDISKCACHE_FLAGS_BACKEND_GFN_DLL from EValues_PS_SHADERDISKCACHE_FLAGS
- > Added enum value PS_SHADERDISKCACHE_FLAGS_BACKEND_DLL to EValues_PS_SHADERDISKCACHE_FLAGS
- > Added enum value PS_SHADERDISKCACHE_FLAGS_ALL_BUILDS_MISMATCH_TEST to EValues_PS_SHADERDISKCACHE_FLAGS

NVAPI Security Information

User administrator privilege is required to access certain driver features per NVIDIA's overall security vision. This helps mitigate the impact of malware.

Each API requiring administrator access, will return a NVAPI_INVALID_USER_PRIVILEGE error, when run with standard user privilege.

The application will require Administrator privileges to access this API, which can be elevated to a higher permission level by selecting "Run as Administrator" in Admin approval mode.

The following APIs now require Administrator privileges:

- > NvAPI_GSync_SetSyncStateSettings
- > NvAPI_GSync_SetControlParameters

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