

Issues Resolved in Version 93.71

The following are changes made and issues resolved since driver version 91.45:

- Resolved Issues for 32-bit Operating Systems
- Resolved Issues for 64-bit Operating Systems

Resolved Issues for 32-bit Operating Systems

Single-GPU Issues Resolved

- Error message occurs when running the NVIDIA Control Panel Television Setup Wizard.
- NVIDIA Quadro FX 4400: After changing the color settings from the NVIDIA Control panel, the settings revert to the default.
- GeForce 7950 GX2, NVIDIA Control Panel: The Multi-GPU performance mode default is set to Custom when initially creating a new application profile.
- GeForce 7950 GX2: In the NVIDIA Control Panel, Multi-GPU antialiasing modes are available when Multi-Display rendering mode is selected.
- GeForce 7900 GT: The new NVIDIA Control Panel lists the product name as GeForce 7900 GT/GTO, instead of the correct GeForce 7900 GT.
- GeForce 7600 GS, NVIDIA Control Panel/Classic Control Panel: HDTV component-out output is split vertically when applying the 1080i resolution.
- GeForce 7600 GS, GeForce 6150/6100: During video playback in VMR mode, video is corrupt and shaky when noise reduction is enabled.
- GeForce 6800 GT 256MB: Windows Media Player 10 video becomes corrupt when rotating the screen while playing a video.
- GeForce 6600 128MB: Windows Media Player 10 crashes when changing the resolution while playing a DVD.

- GeForce 6600 128MB: The secondary Dualview monitor flickers while playing any NTSC DVD.
- GeForce 6600 128MB: The NVIDIA Control Panel crashes while changing the desktop configuration after changing the video color settings.
- GeForce 6600, Windows XP Media Center Edition: While playing MCE Live TV in Clone mode with full-screen video mirror, the mirrored display is corrupted when resizing the application.
- GeForce 7300 GT, GeForce 6150/6100: HQV objects flutter and the test bar splits when noise reduction is enabled.

SLI Issues Resolved

- GeForce 7950 GX2 Quad NVIDIA SLI, NVIDIA Control Panel: Enabling or disabling “Show SLI Visual Indicators” when “Adjust Image Settings with Preview” page is open causes the NVIDIA Control Panel to crash.
- GeForce 7950 GX2, Quad NVIDIA SLI, NVIDIA Control Panel: Unable to preserve Custom AA setting for Direct3D application profiles.
- GeForce 7950 GX2 512MB, Quad NVIDIA SLI: EverQuest–blue-screen crash occurs when exiting the game.
- GeForce 7950 GX2, SLI: After enabling and then disabling SLI mode, Display # 4 loses sync.
- GeForce 7950 GX2, GeForce 6600, SLI: Spellforce 2–flickering corruption occurs during game play.
- GeForce 7900 GTX, SLI System: Dungeon Siege 2–with SLI mode enabled, there is graphics corruption when 8x antialiasing is enabled.
- GeForce 7900, GeForce 6800, SLI System: World of Warcraft–with SLI mode enabled, there are missing character portraits.
- GeForce 7600 GT 256MB, SLI: TimeShift–corruption occurs at the start of the game when the resolution is set to 1280x1024.
- GeForce 7300 GT, SLI: Spellforce 2– flickering, multicolored triangles appear in the terrain when SLI is enabled.

Resolved Issues for 64-bit Operating Systems

Single-GPU Issues Resolved

- Quadro FX4500 X2, Window XP x64: The Classic NVIDIA Control Panel->Edge Blending page is missing.
- GeForce 7950 GX2, Windows XP x64: The NVIDIA Control Panel Application-Preferred antialiasing setting leaves antialiasing unchanged and overrides the application settings.
- GeForce 7950 GX2, Windows XP x64: You cannot switch from CRT to DFP using the NVIDIA Control Panel.
- GeForce 6150/6100 64 MB, Windows XP x64: Corruption occurs when running the Direct Draw test from the DirectX Diagnostic tool.
- GeForce 6100/6150, Windows XP x64: Video is corrupted if MPEG2 HD transport/program streams are played in lower screen resolutions.