Not NVIDIA Issues

This section lists issues that have been determined to not be due to the NVIDIA driver. They are organized in the following sections:

- Not NVIDIA Issues—Single GPU
- Not NVIDIA Issues–SLI Mode

Not NVIDIA Issues—Single GPU

All GPUs

- Dual Core CPU: Counter Strike 1.6 hangs if you play Cheating Death 4.33.4 at same time.

  This application does not properly recognize dual-core CPUs.

- Counter-Strike Source frame rate is jumpy.

  Jittery/lagging movement has been seen when starting a game after running the Video Stress Test.

  Smooth movement is restored after exiting and then restarting the application. The issue does not appear when creating a new game, disconnecting, and then creating another new game.

GeForce 7 Series GPUs

- GeForce 7900 256MB: WinDVD video is corrupt when playing a DivX file.

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

- GeForce 7 and 6 Series: Prey has non-functioning application antialiasing when the desktop color depth is at 16 bpp.

  This is an application issue and not an NVIDIA bug. Enabling 32-bpp desktop color depth fixes this problem.

- GeForce 7 Series, GeForce 6 Series GPUs: Textures are not rendered in Age of Empires 3 at 1600x1200 and higher resolutions.

This is an issue with the application.

- GeForce 7950 GX2, Quad NVIDIA SLI: World of Warcraft–Changing antialiasing modes in the NVIDIA control panel does not improve image quality.

  This is not a bug, but an issue with the application's "Glow" effect. When the Glow effect is enabled, the NVIDIA Control Panel antialiasing settings do not work. Please use in-game antialiasing.

- GeForce 7950 GX2, NVIDIA Control Panel: The Overclocking Configuration - Test button does not appear to have any effect.

  This is not a bug. The test is being performed, but there is no visual indicator.

- GeForce 7800 GTX/GT: The Chronicles of Riddick does not render correctly at 2560x1600 on the Apple 30" Cinema display.

  This is an issue with the application.

- GeForce 7800 GTX, Windows XP Media Center Edition 2005 Update2: When running in window mode, there is tearing in the video on the top of the screen when playing MPEG-2 high definition clips on HDTV output.

  This is an application issue with Media Center and does not occur if you run Media Center in Fullscreen mode.

- GeForce 7800 GTX/GT: Transparency antialiasing does not work with Grand Theft Auto San Andreas.

  The driver does not apply Transparency antialiasing to triangles that are alpha-blended. Applications with alpha blending do not benefit from Transparency antialiasing.

- GeForce 7800 GT/GTX: Graphics are corrupted at the title screen in Age of Empires 3.

  This is not an NVIDIA bug, but an issue with the application.

- GeForce 7800 GT/GTX: F.E.A.R. Demo has blocky explosion effects.

  This is not an NVIDIA bug, but an issue with the application.

- GeForce 7800 GTX: Age of Empires 3 demo fails to run when connected to a DVI flat panel.

  This is not an NVIDIA bug, but an issue with the application. Demo versions of the application attempt to set a mode that is not supported on the flat panel. To work around the issue, locate the file newprofile.xml and change the resolution setting to 1024x768.

This is fixed in final versions of the game.

- GeForce 7800 GTX/GT, GeForce 6800: Textures are not rendered in Age of Empires 3 at 1600x1200 and higher resolutions.

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

- GeForce 7800/GeForce 6800 GT: Shadow corruption/soft shadows appear after changing video settings in F.E.A.R.

  This is an issue with the application and is documented as such in the demo's release notes.Disabling antialiasing fixes the soft shadow corruption.

- GeForce 7800 GTX / GeForce 6 Series: The Chronicles of Riddick: Escape from Butcher Bay does not run under OpenGL.

  This issue is resolved by downloading and installing the game's 1.1 patch available at http://www.vugames.com/file_list.do?gamePlatformId=1839. This problem occurs as a result of the application checking the NVIDIA OpenGL driver for a version 1.5 instead of 2.0.

- GeForce 7800 GTX, GeForce 6800/6800 Ultra, GeForce 6600 GT: Explosion effects in the game Pariah result in full-screen corruption.

  This is an issue with the application. To work around the issue, set the variable ***`HasNvidiaTexM32Tex`*** *in the file* ***`pariah.ini`*** *to (1). ((0) is the default.)*

- GeForce 7800 GTX / GeForce 6800 Ultra: Age of Empires 3 demo v1.0 has corruption on the title screen when running at high resolutions (1600x1200) with antialiasing set to Medium or High, Shader Quality set to Very High, and Shadow Quality set to Very High.

  This is an issue with the application.

GeForce 6 Series GPUs

- GeForce 6600 128MB, Windows XP Media Center Edition 2005:The MCE screen does not appear when switched to full-screen mode.

  This is an issue with the application.

- GeForce 7 Series, GeForce 6 Series GPUs: Textures are not rendered in Age of Empires 3 at 1600x1200 and higher resolutions.

This is an issue with the application.

- GeForce 7800 GT/GTX, GeForce 6800/6800 Ultra/GT: When selecting Detect Optimal Frequencies in the control panel, the desktop refresh rate switches to 60Hz.
- GeForce 7800 GTX/GT, GeForce 6800: Shadows fail to render in Splinter Cell 1.
- GeForce 7800 GTX/GT, GeForce 6800/6600: Ground and water textures are corrupted when zooming out in Civilization 4.
- GeForce 6800 PCI-E: The top of the video tears when watching a transport stream clip in VMR mode with Windows Media Player.
- GeForce 6800: Corruption occurs on certain vehicles in Joint Operations: Typhoon Rising.
- GeForce 6800: Command and Conquer Generals: Zero Hour displays green tint.
- GeForce 6800: Flickering corruption appears around the mouse cursor in Dungeon Siege 2.
- GeForce 6800, Windows XP Media Center Edition: Blue-screen crash occurs when dragging Windows Media Player 10 window from the primary to the secondary display.
- GeForce 6800 PCI-E: When played in Overlay mode, there is an initial hesitation during the Galaxy Quest menu ship flyby.
- GeForce 7800 GTX / GeForce 6800 Ultra: Age of Empires 3 demo v1.0 has corruption on the title screen when running at high resolutions (1600x1200) with antialiasing set to Medium or High, Shader Quality set to Very High, and Shadow Quality set to Very High.

  This is an issue with the application.

- GeForce 6800 / 6200: Battlefield 1942 has shimmering textures.

  Battlefield 1942 uses negative LOD intensively in the game, but this should not be used in conjunction with anisotropic filtering.

  To reduce shimmering, set the advanced option "negative LOD bias" to CLAMP, and then the image settings slider to High Quality.

- GeForce 7800/GeForce 6800 GT: Screen corruption may occur with F.E.A.R. when antialiasing and soft shadows are enabled.

  This is an issue with the application and is documented as such in the demo's release notes.Disabling antialiasing fixes the soft shadow corruption.

- GeForce 7800 GTX, GeForce 6800/6800 Ultra, GeForce 6600 GT: Explosion effects in the game Pariah result in full-screen corruption.

  This is an issue with the application. To work around the issue, set the variable ***`HasNvidiaTexM32Tex`*** *in the file* ***`pariah.ini`*** *to (1). ((0) is the default.)*

- GeForce 6800: Shadows are not rendering correctly in Ground Control 2.

  This is not an NVIDIA bug, but an issue with the application.

- Geforce 6800: Half-Life 2 fog is different when using ATI hardware.

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

- GeForce 6800: Aspect ratio is incorrect when movie transitions from 4:3 to 16:9 playback using PowerDVD5 Trail (download from the Cyberlink Web site).

  This is an application issue, and does not occur with other DVD players.

- GeForce 6800 Ultra, Windows XP: Movies are choppy in Prince of Persia Warrior Within. However, gameplay is not affected.

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

- GeForce 6800 Ultra PCI-E: Shadows are not rendering correctly in Ground Control 2.

- GeForce 6600/6800 (128MB): 3D Mark 2003 demo mode results in an out of memory error at 1600x1200x32 with 4x antialiasing enabled.

  This is not a bug. The problem occurs because there is not enough memory to run 3D Mark03 in this mode with a 128MB board.

- GeForce 6600 GT: Antialiasing doesn't work with Serious Sam II Demo.

  This is not a bug. HDR in Serious Sam II is not supported by the NVIDIA control panel antialiasing.

- GeForce 6600 (128 MB): The game Hitman—Contracts refuses to start with graphics options set to the maximum (1600x1200, 4x antialiasing, 16x anisotropic filtering).

This is not an NVIDIA bug, but an issue with the application.

- GeForce 6600, GeForce FX 5600 Ultra: There is intermittent corruption on the first warning screen of some DVD titles.

  A patch for this issue is available from Microsoft.

- GeForce 6600: Artifacts appear in the introduction videos and during game play in Tomb Raider: Angel of Darkness at 1600x1200 and with 4x antialiasing enabled.

  This is not an NVIDIA bug.

- GeForce 6200 256 MB: Windows Media Player 10 hangs when the desktop is rotated.

  This is an application issue and not an NVIDIA bug.

- GeForce 6200 (16MB/32MB): Game-loading errors occur with Tomb Raider Angel of Darkness.

  This is an issue with the application. You can work around this issue by switching off the video using the command line switch "`-no_fmv`*".*

- GeForce 6200 with TurboCache (16MB): A Direct3D out-of-memory error occurs in Unreal Tournament 2003 when using the HardOCP Benchmark Utility version 2.1.

  This is not an NVIDIA bug.

- GeForce 6 Series: Stuttering occurs in the game EverQuest II.

  NVIDIA has optimized performance in the 77.72 drivers to reduce stuttering related to the GPU and drivers. However, in-game stuttering can still occur as the result of the following system conditions:

  - Using high-quality/maximum-visual game settings on a PC with less than 1.5 GB of system memory—EverQuest II's highest quality settings are extremely hardware intensive (graphics, memory, and CPU).
  - Misconfigured AGP aperture settings and fragmented hard disks can also contribute to in-game stuttering.

- GeForce 6 Series, Windows XP: There is no difference in lighting after turning the flashlight on and off a few times in Half-Life 2, resulting in darkness even with the flashlight on.

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

GeForce FX Series GPUs

- GeForce FX 5950 Ultra: Call of Duty 2 crashes when "optimal system settings" is chosen in the game options menu.

  This is not an NVIDIA bug, but an issue with the application. It is fixed with the full retail version of Call of Duty 2.

- GeForce FX 5950 Ultra: Homeworld2 antialiased performance is slow.

  This is not an NVIDIA bug, but is a known issue with the application. A game patch 1.1 is available at ftp://ftp.sierra.com/pub/sierra/homeworld2/updates/homeworld2_update_en_10_11.exe .

- GeForce FX 5600 Ultra, GeForce 6600: There is intermittent corruption on the first warning screen of some DVD titles.

  A patch for this issue is available from Microsoft.

- GeForce FX Series: Stuttering occurs in the game EverQuest II.

  NVIDIA has optimized performance in the 77.72 drivers to reduce stuttering related to the GPU and drivers. However, in-game stuttering can still occur as the result of the following system conditions:

  - Using high-quality/maximum-visual game settings on a PC with less than 1.5 GB of system memory

    EverQuest II's highest quality settings are extremely hardware intensive (graphics, memory, and CPU).

  - Misconfigured AGP aperture settings and fragmented hard disks can also contribute to in-game stuttering.

GeForce2 and GeForce4 GPUs

- GeForce2, GeForce4 MX, Windows XP: City of Heroes crashes to the desktop intermittently.

  This is not an NVIDIA bug.

Not NVIDIA Issues–SLI Mode

- GeForce 7900 GT/GS, Dual-Core System, SLI: With SLI mode enabled, the game Flat Out stops responding after starting a game.

  This is not an NVIDIA bug, but an issue with the OS. To resolve the issue, install the Windows Dual-Core patches.

- GeForce 7800 GTX/GT, SLI: The load balancing line is corrupted when playing Civilizations 4 at 2560x1600.

  This is not an NVIDIA bug, but a visual effect resulting from the interraction between the frame rate and the update rate of the split line.

- SLI mode does not appear capable of being enabled with City of Villains.

  This issue occurs because City of Heroes and City of Villains share the same executable name.

  You can work around this issue by either

  - *modifying the City of Heroes application profile (this will create a second City of Heroes profile) to enable SLI AFR mode, or*
  - *set AFR as the rendering mode in Global Profile.*

  For more information on customizing SLI profiles, visit www.slizone.com and navigate to Learn More->How-to Guides.

- GeForce 6 and 7 Series, SLI: SLI does not work with OpenGL applications when the SLI control panel page is open.

  This is the correct behavior with SLI rendering. If you need to adjust SLI settings for an OpenGL application you must adjust the NVIDIA control panel settings with the application closed, then close the control panel and open the application.

- GeForce 6 and 7 Series, SLI, Windows XP: With SLI enabled, Call of Duty 2 performance appears to be slow.

  For optimal SLI performance in Call of Duty 2, you must select 'YES' for 'Optimize for SLI' in the Graphics section of System Settings.

- GeForce 6 and 7 Series, SLI, Windows XP: After selecting 'YES' for 'Optimize for SLI' in the Graphics section of System Settings when playing Call of Duty 2, the setting resets to ‘No’ every time you restart the game.

The problem is that the setting does not get saved to the player's config file. You must make sure 'YES' is selected each time you launch the application or you can ensure the setting gets written to the config file in one of the following ways:

- *Type "seta r_multiGpu 1" in the console, or*
- *Add "seta r_multiGpu 1" to the shortcut, or*
- *Add "seta r_multiGpu 1" directly to your config.cfg and config_mp.cfg files in your directory under the "main/players" folder.*

- GeForce 6800, SLI: If SLI antialiasing is enabled, the regular antialiasing modes are not available after disabling SLI.

  The regular antialiasing modes will be available if you disable SLI antialiasing before disabling SLI. This works as it is designed.

- With SLI enabled, the SLI split line does not appear when VSync is forced on.

  This is not a bug, and the applications are, in fact, running in SLI mode. The SLI split line/load bar is not supposed to appear when Vsync is enabled in SLI mode.

- GeForce 6800/6600 GT: Slow performance with World of Warcraft in SLI mode.

  This is not an NVIDIA bug, but instead the result of a recent patch for World of Warcraft to reduce mouse lag on slower computers by synchronizing the GPU(s). This change is unnecessary for NVIDIA users, and particularly for users with SLI configurations.

  For optimal performance when playing World of Warcraft in SLI mode:

  - Disable vertical sync within the World of Warcraft in-game video options.
  - Enable "hardware mouse" acceleration and disable "smooth mouse" within the World of Warcraft in-game video options.

    "Smooth mouse" reduces mouse lag when the frame rate is low and "hardware mouse" is disabled.