

## Open Issues in Version 93.71 for 32-bit Operating Systems

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As with every released driver, version 93.71 of the Release 90 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 will have workaround solutions.

This section includes issues that occur under the Windows XP, Windows 2000, or Windows Media Center Edition OS:

- NVIDIA Recommendations
- NVIDIA Issues—Single GPU
- NVIDIA Issues—SLI Mode

### NVIDIA Recommendations

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- The GeForce 6800 Ultra 512MB works in single card mode with Apple 30 inch HD Cinema panel. However, an issue has been discovered when running the GeForce 6800 Ultra 512MB card in SLI mode with an Apple 30 inch HD Cinema display. This is due to an interaction between the GPU, the application, and the ability to scale to non-native panel resolutions of the Apple display.

All GeForce 6 series GPUs will work with Apple 23 and 20 inch HD Cinema displays in single GPU mode.

*NVIDIA recommends using the GeForce 6800 Ultra 512MB with the Apple 30 inch HD Cinema Display line only in non-SLI modes.*

- Single display modes such as TV only, DFP/LCD only or CRT only provide the best performance and quality from Windows Media Center Edition.

*Dual display modes such as Dualview and nView Clone and Span modes are not recommended.*

- When using the trial version of WinDVD 6 from InterVideo.com, you may experience TV or DVD playback problems in Windows Media Center if you change

resolutions during video playback. This is most often seen when switching from windowed to full screen mode.

*This problem does not occur with the latest full OEM versions of WinDVD or with other Windows Media Center qualified DVD decoders.*

- If you perform a clean driver installation (no previous NVIDIA drivers installed), ***you must reboot your computer.*** If you do not reboot, the predefined application profiles will not be activated and you may experience application stability problems.

## **NVIDIA Issues—Single GPU**

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This section includes issues that occur under the Windows XP, Windows 2000, or Windows Media Center Edition OS:

### **All GPUs**

- Dark Messiah of Might and Magic—light flickers on the weapons and characters, and the system freezes after a period of gameplay.
- FEAR—reflection in the puddle flickers.
- Lock On: Modern Air Combat—graphics corruption occurs.
- With an HDTV connected to the component-out, the driver does not detect the HDTV setting and instead sets the TV format to NTSC.
- There is no display in Clone mode when TV is switched from Component to Composite.
- NVIDIA Control Panel: The S-Video-NTSC/HD Component format is not preserved after switching the primary displays.
- NVIDIA Control Panel: Unable to run the NVIDIA Multiple Display wizard with any nView multi-display mode enabled.
- Memory clocks displayed do not reflect DDR multiplier.

*The memory clocks themselves are running at the correct speeds.*

- NVIDIA Control Panel Category Pages: Foreign language text exceeds the boundary of category windows.
- NVIDIA Control Panel Category Pages: Japanese translation issues exist in the menu options.
- Interlaced HDTV formats cannot be set in the NVIDIA Control panel.
- The NVIDIA Control Panel: After selecting HD Component 480i /576P/720 format, the Color Quality slider in the Change Resolution page is grayed out.
- There may be intermittent application compatibility issues with dual core CPUs.

*If you experience this issue, first make sure you have downloaded and installed the dual core patches from your CPU manufacturer and from Microsoft. The Microsoft knowledge base article is available at:* <http://support.microsoft.com/?id=896256>.

*If you still experience problems you can attempt to work around these by toggling off NVIDIA's multithread optimizations using the following instructions:*

- 1 Launch **regedit** and determine the current primary display card by looking in **HKey\_Local\_Machine\Hardware\DeviceMap\Video** and note the GUID (global unique identifier assigned by Windows), which is the long string in brackets { } at the end of the entry "**\device\video0**".
- 2 Look in **HKey\_Local\_Machine\SYSTEM\CurrentControlSet\Control\Video\{GUID}\0000** where {GUID} is the number derived from the previous step.
- 3 Open the "0000" directory and create a new DWORD called **OGL\_ThreadControl** and give it a value of **2**.  
This will disable multithreading in the driver for all OpenGL applications.
- 4 If you want to disable driver multithreading for all Direct3D applications—  
In the same "0000" directory, create a new DWORD called **WTD\_EXECCMODEL** and give it a value of **0**.

- Video color-space range for DVI-only<sup>1</sup> outputs is erroneously set to standard mode (16-235) instead of extended mode (0-255).

*A new detection feature to apply Standard CSC mode to TV outputs (including NTSC, PAL, 480i, and 576i), included DVI-only outputs by mistake.*

**Note:** *The driver correctly applies extended mode to analog outputs, and standard mode to TV outputs (including NTSC, PAL, 480i, and 576i).*

*A future driver release will correct this and apply the extended-mode color space to DVI-only outputs.*

*You can work around this issue by forcing either standard or extended mode as follows:*

- 1 Launch **regedit** and determine the current primary display card by looking in **HKey\_Local\_Machine\Hardware\DeviceMap\Video**  
and note the GUID (global unique identifier assigned by Windows), which is the long string in brackets { } at the end of the entry  
`"\device\video0".`
- 2 Look in **HKey\_Local\_Machine\SYSTEM\CurrentControlSet\Control\Video\{GUID}\0000**  
where {GUID} is the number derived from the previous step.
- 3 Open the "0000" directory and create a new DWORD called **VMRCCCStatus** and give it a value of  
`0x3` - to force use of the standard YUV range of 16-235  
`0x1` - to force use of the extended YUV range of 0-255

## NVIDIA Quadro Series GPUs

- NVIDIA Quadro FX 4500, G-Sync: Setting the Frame Sync Server to 70 Hz causes the system to lose sync with the monitor.
- NVIDIA Quadro FX 4500 SDI: SDI output does not broadcast PSF signal formats under nView Dualview mode.
- NVIDIA Quadro FX 4500, NVIDIA Control Panel: When enabling nView Clone mode for the first time, each monitor is set to a different resolution.

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<sup>1</sup>"DVI-only" means only one display is connected, and it is to the DVI output.

- NVIDIA Quadro FX 4400: The NVIDIA Control Panel->Workstation->Desktop Overlap-> Overlap size values in the drop-down list change after selecting a value.
- NVIDIA Quadro FX 1500: The NVIDIA Control Panel crashes when you attempt to launch it by right-clicking the desktop.
- NVIDIA Quadro FX 540, GeForce 6200 with TurboCache: DVD playback problems occur when viewing at low resolutions.
- NVIDIA Quadro NVS 285: Windows Media Player 10 screen disappears when hot key switching the command prompt back and forth between full screen and windowed mode.
- NVIDIA Quadro NVS 440: ThenView Control Panel crashes after changing the View multi-display mode with NVKeystone activated.
- NVIDIA Quadro NVS 440: NVIDIA control panel error occurs while switching between nView Spanning and Dualview mode with Keystone activated.
- Quadro NVS 285 64 MB: The NVIDIA Control Panel crashes after resuming from 3D screen saver.

## GeForce 7 Series GPUs

- GeForce 7 Series: 709 color space is not present during playback of Blu-ray discs or HD DVDs.
- GeForce 7 Series: Video playback using PowerDVD shows a green line at the bottom of the screen.
- GeForce 7950 GX2, GeForce 7600 GT, NVIDIA Control Panel: When starting playback of a Blue-ray disc or HD DVD while the Adjust Video Color Settings page is open, the 'Incompatible graphics driver' warning message appears.
- GeForce 7950 GX2, NVIDIA Control Panel: "Restore Default" doesn't affect some options in the Manage Custom Timing page.
- GeForce 7950 GT, GeForce 7900 GT/GS, GeForce 7600 GT: Dragging the Cyberlink application between the primary and secondary Dualview displays results in Cyberlink error message.

- GeForce 7950 GX2: Pirates of the Caribbean: The Legend of Jack Sparrow—edge of the screen glows when antialiasing is enabled.
- GeForce 7950 GX2, GeForce 7900 GTX, NVIDIA Control Panel: The Overclocking Configuration slider values do not always restore to their default values.
- GeForce 7950 GX2: Occasionally the HDTV desktop resize screen does not pop up after clicking the Resize Desktop tab.
- GeForce 7950 GX2: The Age of Empires intro video has a vertical sliver on the right side.
- GeForce 7900 GTX 512M : The NVIDIA Control panel Run Multiple Display wizard link does not work.
- GeForce 7900 GT/GS 256 MB, NVIDIA Control Panel: The Adjust Video Color Settings test image remains on the primary display after dragging the NVIDIA Control Panel to the secondary display.
- GeForce 7900 GTX: Medal of Honor: Spearhead and Breakthrough expansions crash to the desktop when started.
- GeForce 7900 GT: World of Warcraft—there is flickering during the cinematics.
- GeForce 7900 GX2, NVIDIA Control panel: The Transparency AA and Gamma Correct AA settings do not restore to their default values.
- GeForce 7900 GTX: Extended Desktop can be enabled without two displays attached.
- GeForce 7800 GTX 512 MB: Windows Media Player 10 crashes after playing a DVD for a few minutes.
- GeForce 7800 GT 256MB: 3DMark03—slow performance and video corruption occurs when running 3DMark03.
- GeForce 7800/7900, 3D Stereo: 3DMark05—in the first test, return to proxycon, there is texture corruption in the tunnel.
- GeForce 7800 GTX: Splinter Cell: Chaos Theory renders mostly black with unnatural blue highlights when HDR & Tone mapping are enabled.

- GeForce 7800 GTX, Windows XP Media Center Edition 2005: The desktop goes blank while changing resolutions.
- GeForce 7800 GT/GTX, Windows XP Media Center Edition: Video skips intermittently when playing HD network transport streaming clips.
- GeForce 7800 GTX, Windows XP: When changing to a resolution higher than 1024x768 in Need for Speed Underground 2 on a 1920x1200 widescreen flat panel, the application attempts to select the next resolution it has above 1024x768, which is 1280x960 and not supported by most flat panels.

*A known workaround is to manually add the mode 1280x960 from NVIDIA's Custom Timings control panel and then continue to select the resolution needed.*

- GeForce 7800 GTX Windows XP MCE 2005: Some artifacts appear when de-interlacing is enabled on 1920x1080i video clips.
- GeForce 7600 GT: "The Battle Of The Middle Earth II"—corruption occurs when loading the game.
- GeForce 7600 GT, NVIDIA Control Panel: Desktop Color settings are getting applied even after clicking **Cancel**.
- GeForce 7600 GT, Dual-link display: When playing a Blu-ray disc at resolutions greater than 1280x800 on a dual-link display, the Cyberlink warning message erroneously appears saying to reduce the resolution to less than 1920x1080.
- GeForce 7600 GT: Several HD-DVD titles do not display the PiP feature—"Charlie and the Chocolate Factory", "Batman Begins", and "Terminator 3".
- GeForce 7600 GT: "Troy" HD-DVD title doesn't play using the Cyberlink application.
- GeForce 7600 GT: "Constantine" HD-DVD VC-1 title shows corruption on the secondary stream.
- GeForce 7600 GT, NVIDIA Control Panel: There is a red tint on video playback of Blu-ray discs or HD DVDs after changing the nView modes.
- GeForce 7600/7300 GT: When resuming from a screen saver while playing a media file with Windows Media Player 10, the file plays fast forward.

- GeForce 7600 GT: A gray strip appears in the full-screen video mirror when playing a DVD as an overlay with subtitles enabled.
- GeForce GeForce 7600 GS, NVIDIA Control Panel: DVD video does not display in overlay mode with the Adjust Video Color Settings page opened.  
*This issue may occur because the NVIDIA Control Panel is rendering video. To correct, close the NVIDIA Control Panel and restart the DVD.*
- GeForce 7300 256MB: Error message appears on Windows Media Player 10 when changing the refresh rate of the secondary monitor.
- GeForce 7300 GT 256MB: File corruption occurs in the Windows Media Player playlist when a 3D screen saver is launched.
- GeForce 7300 LE: NVIDIA Control panel fails to switch modes depending on the starting and target modes.
- GeForce 7300 LE/GS 128M: Display mode changes even after selecting **No** from the Revert Back dialog box.

## GeForce 6 Series GPUs

- GeForce 6600 128MB: The Screen Resolution and Refresh rate page for the secondary Dualview display shows the wrong display mode information.
- GeForce 6600 256MB: After unplugging a Dualview display from the DVI or component output, the nView multi-display settings are still available.
- GeForce 6600 128MB: Full-screen video mirror is corrupted when playing a DVRMS format file using Windows Media Player 10.
- GeForce 6600, Windows XP Media Center Edition 2005 Update Rollup2: The system restarts while playing a video using MCE.
- GeForce 6600: There is corruption in the water in the Painkiller benchmark.
- GeForce 6600, Windows XP Media Center Edition 2005: MCE application goes blank while playing a video file.
- GeForce 6600 GT: After hot unplugging a DVI monitor, the monitor is still recognized by the NVIDIA Control Panel.



- GeForce 6600: The 3D Pipes screen saver crashes when previewed with the desktop rotated 90 degrees and then switched back to 0 degrees (no rotation).
- GeForce 6200 128 MB: Quick Time video files cannot be played in Clone mode with 720p HDTV.
- GeForce 6200 with TurboCache, Windows Media Edition 2005 Update Rollup2: Color-quality setting in the Display Wizard is applied incorrectly.
- GeForce 6200 128MB: The Television Setup wizard erroneously lets you change the display mode while playing a video file.
- GeForce 6150/6100: The Cyberlink Power DVD - HQV Film detail test fails.
- GeForce 6150/6100: Battlefield 2 has high frequency flicker of horizontal bands scanning across the screen on bright backgrounds.

## **NVIDIA Issues—SLI Mode**

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This section includes SLI technology related issues that occur under the Windows XP, Windows 2000, or Windows Media Center Edition OS:

### **All GPUs**

- SLI System: With two displays connected, in the NVIDIA Control Panel-> 3D Settings-> Set SLI Configuration page, the “Select the display to view SLI rendered content on” combobox sometimes shows more than two displays.
- The NVIDIA Control Panel prompts you to reboot the system after enabling SLI while in Dualview mode.
- With SLI mode enabled, the game Haze plays slowly.
- With SLI mode enabled, switching from DVI to analog display results in the wrong refresh rate being set.

### **NVIDIA Quadro Series GPUs**

- NVIDIA Quadro cards, SLI: Unigraphics NX 4.0 certification test—some parts of the sample image are missing.

- NVIDIA Quadro FX5500, SLI System: With SLI mode enabled, GPU load balancing does not work with AutoCAD 2007.

## GeForce 7 Series GPUs

- GeForce 7950 GX2 512MB Quad NVIDIA SLI: Battlefield 2– green pixel corruptions appear after enabling SLI mode.
- GeForce 7950 GX2 512MB Quad NVIDIA SLI: Civilization 4– white area of corruption with flickering appears while zooming out.
- GeForce 7950 GX2, GeForce 7900 GX2: Grand Theft Auto: San Andreas–intro videos are slightly darker when SLI AA is enabled.
- GeForce 7950 GX2, GeForce 7900 GTX, SLI: Call of Duty 2–occasional corruption appears when Optimize for SLI is enabled.
- GeForce 7900 GX2 Quad NVIDIA SLI: Tomb Raider: Legend– video playback is warped within an inch of the SLI mode split line.
- GeForce 7950 GX2, Quad NVIDIA SLI: The control panel Temperature page detects only two GPUs (instead of four) with Quad SLI mode enabled.

*The correct functionality is available with the utility NVIDIA nTune 5.0*

- GeForce 7950 GX2, Quad NVIDIA SLI, NVIDIA Control Panel: The SLI performance mode option is visible for individual application profiles after SLI is disabled.
- GeForce 7950 GX2, Quad NVIDIA SLI, NVIDIA Control Panel: SLI performance mode setting on an application profile will not reset to defaults once a different option is selected.
- GeForce 7950 GX2 Quad NVIDIA SLI, NVIDIA Control Panel: "Use these settings only until I restart my computer" option on the Overclocking page does not work.
- GeForce 7950 GX2 Quad NVIDIA SLI, NVIDIA Control Panel: The "Continue to log temperature" option does not work.

*This functionality is available with NVIDIA nTune 5.0.*

- GeForce 7950 GX2 Quad NVIDIA SLI: Displays that are connected to the secondary card in a Quad SLI configuration are not visible in the NVIDIA Control Panel or nView pages.
- GeForce 7950 GX2, Quad NVIDIA SLI: Selecting the numbered display in the "Select Display" drop-down list in the NV control panel produces a black screen and resets the display resolution.
- GeForce 7950/7900 GX2, Quad NVIDIA SLI: F.E.A.R.– the UI text occasionally remains on the screen after exiting the game when 16x SLIAA is enabled.
- GeForce 7950 GX2, Quad NVIDIA SLI: Prince of Persia: Warrior Within–the intro movie does not display after restarting a level if SLI and antialiasing are enabled.
- GeForce 7950 GX2, Quad NVIDIA SLI: Counter-Strike–with SLI mode enabled, a blue-screen crash occurs when changing the rendering mode from Direct 3D to OpenGL.

*To avoid this issue, always run the game using the Direct3D rendering mode.*

- GeForce 7950 GX2, Quad NVIDIA SLI: Serious Sam II–some shadows flicker when Dynamic Shadow is set to high.
- GeForce 7950 GX2, Quad NVIDIA SLI: Chronicles of Riddick– VSync tear occurs when SLIAA8x is enabled.
- GeForce 7900 GX2, SLI: The control panel Temperature page detects only one GPU (instead of two) with SLI mode enabled.

*The correct functionality is available with the utility NVIDIA nTune 5.0*

- GeForce 7950/7900 GT 256MB, SLI: Spellforce 2– flickering corruption appears in the frame with SLI mode enabled.
- GeForce 7950/7900 GX2, SLI, Quad NVIDIA SLI: The Quake 4 custom color profiles are not effective and are not labeled correctly.
- GeForce 7950 GX2 Quad NVIDIA SLI: Sid Meier's Pirates– video overlays are corrupt when SLI SFR mode is used.
- GeForce 7950 GX2 Quad NVIDIA SLI: Rome:Total War–there is flickering and slow performance when playing the game.

- GeForce 7950 GX2 Quad NVIDIA SLI: The Godfather—the intro videos flash.  
*You can correct the problem by disabling VSync.*
- GeForce 7950 GX2 Quad NVIDIA SLI: Lock On— slow performance in the game.
- GeForce 7950 GX2 Quad NVIDIA SLI: Black and White 2—there is flickering and water corruption.
- GeForce 7950 GX2 Quad NVIDIA SLI , GeForce 7900, GeForce 6800: NHL 2006— with SLI mode enabled, the screen flickers several times when exiting back to the menu from gameplay.
- GeForce 7900 GTX/GeForce 7950 GX2 Quad NVIDIA SLI: Civilization 4— game creation screens have text rendering artifacts with 8xS AA or 16x SLI AA enabled.
- GeForce 7950 GX2 Quad NVIDIA SLI: Prince of Persia: Warrior Within—with SLI mode enabled, there is a block of corruption.
- GeForce 7950 GX2 Quad NVIDIA SLI Need for Speed: Most Wanted—with SLI mode enabled, textures on vehicles flicker.
- GeForce 7950 GX2 Quad NVIDIA SLI: Everquest 2—with SLI mode enabled, water ripples flicker.
- GeForce 7950 GX2 Quad NVIDIA SLI: Thief 3—the bottom half of the screen does not display when starting a new game.
- GeForce 7950 GX2, GeForce 6800/6600, SLI: X3 Demo—Flickering occurs while running the X3 demo as a benchmark.
- GeForce 7800 GT, SLI: Unable to change the SLI-output display.
- GeForce 7 and 6 Series, SLI: Evolution GT—with SLI mode enabled under any AFR mode, flickering occurs.
- GeForce 7 and 6 Series, SLI: Tomb Raider—with SLI mode enabled, there is stuttering and banding corruption.

## **GeForce 6 and GeForce FX Series GPUs**

- GeForce 7 and 6 Series, SLI: With SLI mode enabled, Evolution GT flickers under any AFR mode.

- GeForce 7 and 6 Series, SLI: With SLI mode enabled, there is stuttering and banding corruption in Tomb Raider.
- GeForce 6800 256MB, SLI: Counter-Strike–text in the in-game control panel is corrupt when NVIDIA Control Panel antialiasing settings are enabled.
- GeForce 6800, SLI: The character portrait in Dungeon Siege 2 is corrupted.
- GeForce 6800 Ultra, SLI: There are intermittent application failures when using nForce4 SLI/SLI X16 motherboards.
- GeForce 6800 Ultra, SLI: Apple 30 inch display does not run with 512 MB graphics boards in SLI mode. You must switch to single GPU mode to work.
- GeForce 6600, SLI: With SLI mode enabled, there are corrupt shadows in the Lost Coast benchmark when the application 2x antialiasing is enabled.
- GeForce 6600, SLI: with SLI mode enabled, horizontal segments of terrain in World of Warcraft are shifted out of position, and in other cases the foreground terrain intermittently fails to hide background objects.
- GeForce 6600, SLI: The **Select display output** option is not available for NVIDIA SLI without the SLI connector.

*This is a known limitation of NVIDIA SLI when the SLI connector is not used.*

- GeForce 6600, SLI, Windows XP: Lock On: Modern Air Combat has lower than expected performance at high resolutions with antialiasing enabled.
- GeForce 6600, SLI: City of Heroes–when SLI mode is enabled without the SLI connector connected, the screen is dark and textures in the clothing do not load.
- GeForce FX 5700: Error message appears after enabling NVKeystone with NVRotate enabled in 1600x1200 mode.

# Open Issues in Version 93.71 for 64-bit Operating Systems

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As with every released driver, version 93.71 of the Release 90 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 will have workaround solutions.

The following issues occur under the Windows XP Professional x64 and Windows Server 2003 x64 OS:

- NVIDIA Issues–Single GPU
- NVIDIA Issues–SLI Technology

## NVIDIA Issues–Single GPU

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### GeForce 7 Series GPUs

- GeForce 7950 GX2, Windows XP x64: The NVIDIA Control Panel crashes when trying to restore defaults in the 3D Settings pages.
- GeForce 7950 GX2, Windows XP x64: The displays lose sync when hot plugging a display and then enabling Clone mode.
- GeForce 7900 GTX, Windows XP x64 Edition: 3D FlowerBox screensaver flickers and displays a double image.
- GeForce 7600 GT, Windows XP x64: Video corruption occurs while playing WMV9 HD files.

### GeForce 6 Series

- GeForce 6600 GT, Windows XP x64: There is corruption when dragging the Windows Media Player 10 window from the primary to the secondary display.
- GeForce 6100/6150, Windows XP x64: The nView Display Settings page in the Classic NVIDIA Control Panel disappears.

- GeForce 6100/6150, Windows XP x64: The nView Display Settings page in the Classic NVIDIA Control Panel does not detect HDTV displays properly.
- GeForce 6100/6150, Windows XP x64: The video in Windows Media Player is not rotated when the desktop is rotated.

## **GeForce FX Series GPUs**

- GeForce FX 5200, Windows XP x64: Display Properties Window corruption occurs while playing a .vob file in Windows Media Player, previewing 3D Flower Box screen saver, and then reverting from the preview.

## **NVIDIA Issues—SLI Technology**

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### **GeForce 7 Series GPUs**

- GeForce 7950 GX2 Quad NVIDIA SLI, Windows XP Professional Edition x64: The stained glass window in Elder Scrolls: Oblivion is corrupted when SLI is enabled.
- GeForce 7800 GTX, SLI, Windows XP x64: Half-Life 2 Day of Defeat does not run.