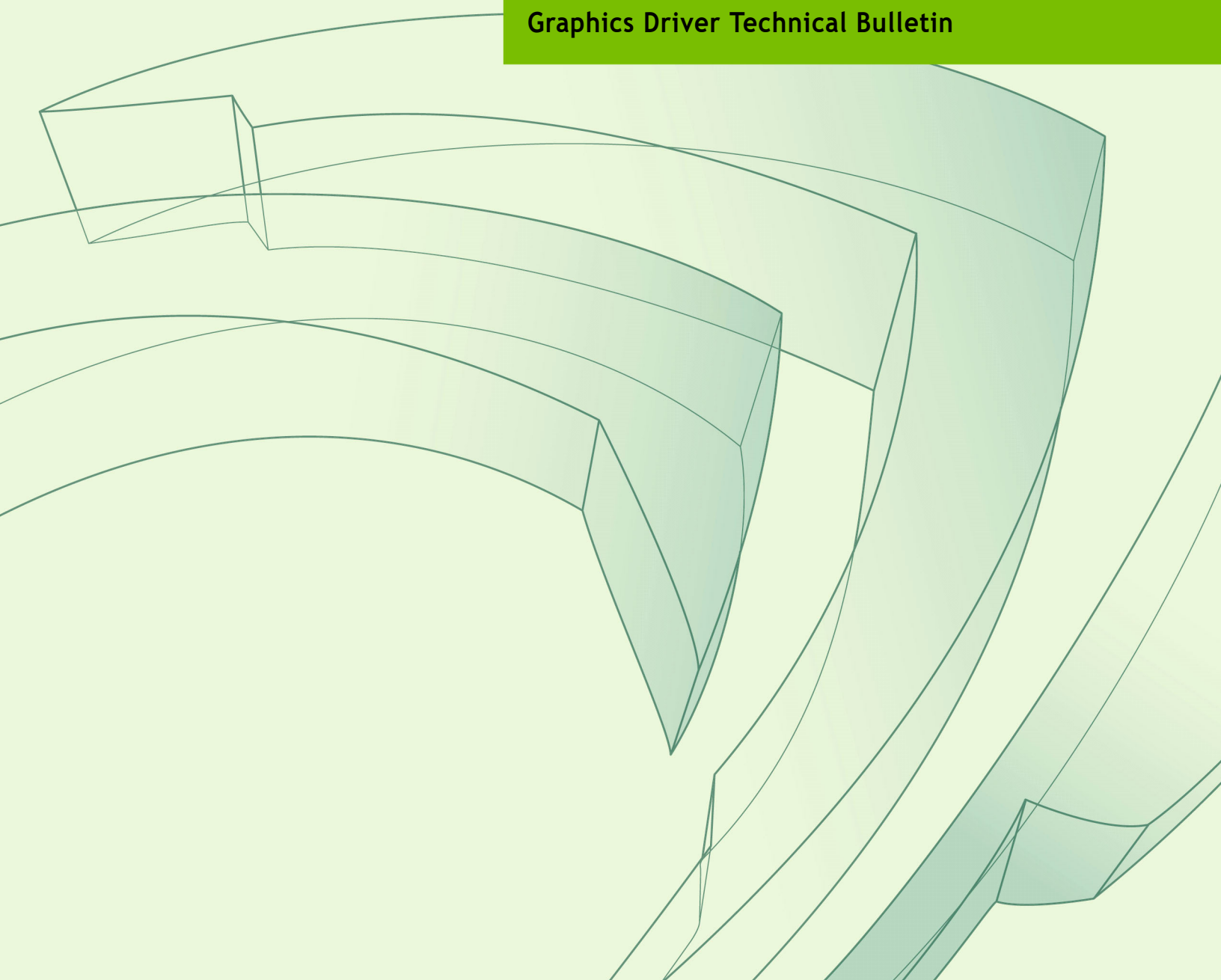




End of NVIDIA Quadro Support for 3D Vision Products

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Graphics Driver Technical Bulletin



061 END OF NVIDIA QUADRO SUPPORT FOR 3D VISION PRODUCTS

This bulletin announces the End of Quadro Driver Support for NVIDIA 3D Vision products.

End of Support Summary

NVIDIA Quadro Windows and Linux Driver Release Branch 418 is the last NVIDIA professional driver branch to support NVIDIA 3D Vision technologies and stereo features.



Note: OpenGL Quad-Buffered Stereo and Windows native stereo APIs are still supported with non-NVIDIA stereo display devices.

Details

After Release 418, any subsequent Windows driver releases starting with Release 421 will contain the following changes:

- ▶ 3D Vision USB emitter/glasses will not be supported by the driver (third party hardware may still be used).
- ▶ Support for the following NVIDIA stereo features will be removed:
 - NVIDIA Stereoscopic 3D driver
 - NVAPI based stereo APIs for Direct3D applications.

Stereo APIs are part of GameWorks, but commonly available to control stereo settings within applications; for more details see: https://docs.nvidia.com/gameworks/content/gameworkslibrary/coresdk/nvapi/group_stereoapi.html#func-members.

- ▶ 3D Vision stereo installer will be removed from Windows drivers and the Stereoscopic 3D Control Panel will be deprecated.

The [NVIDIA 3D Vision Video Player](#) will be offered as a stand-alone download, free of charge, until the end of 2019.

Release 421 will be available in Spring 2019. Release 418 will receive standard software bug fixes and security updates until the arrival of Release 421. Even after Release 421 is available, Release 418 will continue to be supported for critical security updates until February 2020.

Release 418 will continue to be provided for download. Overwriting this driver with a newer Quadro driver release will cause 3D Vision to stop functioning. To re-enable 3D Vision, you will need to revert to Release 418.

Options for Continued Use of 3D Stereo

To continue to use 3D stereo, you may move to third-party 3D stereo hardware products. For best results, use devices with a 3-pin mini DIN connector or use passive/clone mode stereo.

To continue to use 3D Vision, you must remain on the Release 418 driver (or revert as necessary), since it is the last release to provide 3D Vision support. Note, however, that Windows Critical Updates (i.e., from a newer driver release) will trigger a mandatory driver installation. Support for Release 418, including security updates, is scheduled to end February 2020. Be advised that keeping systems with Release 418 installed after that time is at your discretion.

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