



# Virtual GPU Software R470 for Microsoft Windows Server

Release Notes

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# Chapter 1. Release Notes

These *Release Notes* summarize current status, information on validated platforms, and known issues with NVIDIA vGPU software and associated hardware on Microsoft Windows Server.



**Note:** The most current version of the documentation for this release of NVIDIA vGPU software can be found online at [NVIDIA Virtual GPU Software Documentation](#).

## 1.1. NVIDIA vGPU Software Driver Versions

Each release in this release family of NVIDIA vGPU software includes a specific version of the NVIDIA Windows driver and NVIDIA Linux driver.

NVIDIA vGPU Software Version	NVIDIA Windows Driver Version	NVIDIA Linux Driver Version
13.10	474.82	470.239.06
13.9	474.64	470.223.02
13.8	474.44	470.199.02
13.7	474.30	470.182.03
13.6	474.14	470.161.03
13.5	474.04	470.161.03
13.4	473.81	470.141.03
13.3	473.47	470.129.06
13.2	472.98	470.103.01
13.1	472.39	470.82.01

NVIDIA vGPU Software Version	NVIDIA Windows Driver Version	NVIDIA Linux Driver Version
13.0	471.68	470.63.01



**Note:** You must use [NVIDIA License System](#) with every release in this release family of NVIDIA vGPU software. The legacy NVIDIA vGPU software license server has reached end of life (EOL) and is no longer supported.

## 1.2. Updates in Release 13.10

### New Features in Release 13.10

- ▶ Security updates - see *Security Bulletin: NVIDIA GPU Display Driver - February 2024*, which is posted shortly after the release date of this software and is listed on the [NVIDIA Product Security](#) page
- ▶ Miscellaneous bug fixes

## 1.3. Updates in Release 13.9

### New Features in Release 13.9

- ▶ Security updates - see *Security Bulletin: NVIDIA GPU Display Driver - October 2023*, which is posted shortly after the release date of this software and is listed on the [NVIDIA Product Security](#) page
- ▶ Miscellaneous bug fixes

### Feature Support Withdrawn in Release 13.9

- ▶ Guest OSes no longer supported:
  - ▶ Windows Server 2012 R2

## 1.4. Updates in Release 13.8

### New Features in Release 13.8

- ▶ Security updates - see *Security Bulletin: NVIDIA GPU Display Driver - June 2023*, which is posted shortly after the release date of this software and is listed on the [NVIDIA Product Security](#) page
- ▶ Miscellaneous bug fixes

## Hardware and Software Support Introduced in Release 13.8

- ▶ Support for Red Hat Enterprise Linux 8.8 as a guest OS

# 1.5. Updates in Release 13.7

## New Features in Release 13.7

- ▶ Security updates - see *Security Bulletin: NVIDIA GPU Display Driver - March 2023*, which is posted shortly after the release date of this software and is listed on the [NVIDIA Product Security](#) page
- ▶ Miscellaneous bug fixes

## Hardware and Software Support Introduced in Release 13.7

- ▶ Support for Windows 11 22H2 as a guest OS
- ▶ Support for Windows 10 2022 Update (22H2) as a guest OS

# 1.6. Updates in Release 13.6

## New Features in Release 13.6

- ▶ Security updates - see *Security Bulletin: NVIDIA GPU Display Driver - November 2022*, which is updated shortly after the release date of this software and is listed on the [NVIDIA Product Security](#) page

# 1.7. Updates in Release 13.5

## New Features in Release 13.5

- ▶ Security updates - see *Security Bulletin: NVIDIA GPU Display Driver - November 2022*, which is posted shortly after the release date of this software and is listed on the [NVIDIA Product Security](#) page
- ▶ Support for non-transparent local proxy servers when NVIDIA vGPU software is served licenses by a Cloud License Service (CLS) instance
- ▶ Miscellaneous bug fixes

## Features Deprecated in Release 13.5



**Note:** All versions of Microsoft Windows Server 2016 remain supported as a guest OS. Similarly, all versions of Microsoft Windows Server 2016 with Hyper-V role remain supported as a hypervisor. The earlier statement that Microsoft Windows Server 2016 is deprecated is **incorrect**.

## 1.8. Updates in Release 13.4

### New Features in Release 13.4

- ▶ Security updates - see *Security Bulletin: NVIDIA GPU Display Driver - August 2022*, which is posted shortly after the release date of this software and is listed on the [NVIDIA Product Security](#) page
- ▶ Miscellaneous bug fixes

## 1.9. Updates in Release 13.3

### New Features in Release 13.3

- ▶ Security updates - see *Security Bulletin: NVIDIA GPU Display Driver - May 2022*, which is posted shortly after the release date of this software and is listed on the [NVIDIA Product Security](#) page
- ▶ Miscellaneous bug fixes

## 1.10. Updates in Release 13.2

### New Features in Release 13.2

- ▶ Security updates - see *Security Bulletin: NVIDIA GPU Display Driver - February 2022*, which is posted shortly after the release date of this software and is listed on the [NVIDIA Product Security](#) page
- ▶ Miscellaneous bug fixes

### Feature Support Withdrawn in Release 13.2

- ▶ Red Hat Enterprise Linux 7.8 and 7.7 are no longer supported as a guest OS.



## 1.11. Updates in Release 13.1

### New Features in Release 13.1

- ▶ Security updates - see *Security Bulletin: NVIDIA GPU Display Driver - October 2021*, which is available on the release date of this software and is listed on the [NVIDIA Product Security](#) page
- ▶ Miscellaneous bug fixes

### Hardware and Software Support Introduced in Release 13.1

- ▶ Support for Windows 11 21H2 as a guest OS

## 1.12. Updates in Release 13.0

### New Features in Release 13.0

- ▶ NVIDIA License System support
- ▶ Miscellaneous bug fixes

### Hardware and Software Support Introduced in Release 13.0

- ▶ Support for the following GPUs:
  - ▶ NVIDIA A100 PCIe 80GB
  - ▶ NVIDIA A30
  - ▶ NVIDIA A16
- ▶ Support for Windows Server 2022 with Hyper-V role
- ▶ Support for Windows Server 2022 as a guest OS

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# Chapter 2. Validated Platforms

This release family of NVIDIA vGPU software provides support for several NVIDIA GPUs on validated server hardware platforms, Microsoft Windows Server hypervisor software versions, and guest operating systems.

## 2.1. Supported NVIDIA GPUs and Validated Server Platforms

This release of NVIDIA vGPU software on Microsoft Windows Server provides support for several NVIDIA GPUs running on validated server hardware platforms. For a list of validated server platforms, refer to [NVIDIA Virtual GPU Certified Servers](#).

The supported products for each type of NVIDIA vGPU software deployment depend on the GPU.



**Note:** All GPUs that support graphics acceleration are supported as a secondary device in a bare-metal deployment. Tesla M6 is also supported as the primary display device in a bare-metal deployment.

### GPUs Based on the NVIDIA Ampere Architecture

GPU	Supported NVIDIA vGPU Software Products <sup>1 2 3 4</sup>		
	Time-Sliced NVIDIA vGPU	MIG-Backed NVIDIA vGPU	DDA
NVIDIA A100 PCIe 80GB	N/A	N/A	vCS
NVIDIA A100 HGX 80GB	N/A	N/A	vCS
NVIDIA A100 PCIe 40GB	N/A	N/A	vCS
NVIDIA A100 HGX 40GB	N/A	N/A	vCS

GPU	Supported NVIDIA vGPU Software Products <sup>1' 2' 3' 4</sup>		
	Time-Sliced NVIDIA vGPU	MIG-Backed NVIDIA vGPU	DDA
NVIDIA A40 <sup>5</sup>	N/A	N/A	<ul style="list-style-type: none"> <li>▶ vCS</li> <li>▶ vWS</li> <li>▶ vApps</li> </ul>
NVIDIA A30	N/A	N/A	vCS
NVIDIA A16	N/A	N/A	<ul style="list-style-type: none"> <li>▶ vCS</li> <li>▶ vWS</li> <li>▶ vApps</li> </ul>
NVIDIA A10	N/A	N/A	<ul style="list-style-type: none"> <li>▶ vCS</li> <li>▶ vWS</li> <li>▶ vApps</li> </ul>
NVIDIA RTX A6000 <sup>5</sup>	N/A	N/A	<ul style="list-style-type: none"> <li>▶ vCS</li> <li>▶ vWS</li> <li>▶ vApps</li> </ul>
NVIDIA RTX A5000 <sup>5</sup>	N/A	N/A	<ul style="list-style-type: none"> <li>▶ vCS</li> <li>▶ vWS</li> <li>▶ vApps</li> </ul>

## GPUs Based on the NVIDIA Turing™ Architecture

GPU	Supported NVIDIA vGPU Software Products <sup>1' 2' 3' 4</sup>		
	Time-Sliced NVIDIA vGPU	MIG-Backed NVIDIA vGPU	DDA
Tesla T4	N/A	N/A	<ul style="list-style-type: none"> <li>▶ vCS</li> <li>▶ vWS</li> <li>▶ vApps</li> </ul>
Quadro RTX 6000 <sup>5</sup>	N/A	N/A	<ul style="list-style-type: none"> <li>▶ vCS</li> <li>▶ vWS</li> <li>▶ vApps</li> </ul>

GPU	Supported NVIDIA vGPU Software Products <sup>1' 2' 3' 4</sup>		
	Time-Sliced NVIDIA vGPU	MIG-Backed NVIDIA vGPU	DDA
Quadro RTX 6000 passive <sup>5</sup>	N/A	N/A	<ul style="list-style-type: none"> <li>▶ vCS</li> <li>▶ vWS</li> <li>▶ vApps</li> </ul>
Quadro RTX 8000 <sup>5</sup>	N/A	N/A	<ul style="list-style-type: none"> <li>▶ vCS</li> <li>▶ vWS</li> <li>▶ vApps</li> </ul>
Quadro RTX 8000 passive <sup>5</sup>	N/A	N/A	<ul style="list-style-type: none"> <li>▶ vCS</li> <li>▶ vWS</li> <li>▶ vApps</li> </ul>

### GPUs Based on the NVIDIA Volta Architecture

GPU	Supported NVIDIA vGPU Software Products <sup>1' 2' 3' 4</sup>		
	Time-Sliced NVIDIA vGPU	MIG-Backed NVIDIA vGPU	DDA
Tesla V100 SXM2	N/A	N/A	<ul style="list-style-type: none"> <li>▶ vCS</li> <li>▶ vWS</li> <li>▶ vApps</li> </ul>
Tesla V100 SXM2 32GB	N/A	N/A	<ul style="list-style-type: none"> <li>▶ vCS</li> <li>▶ vWS</li> <li>▶ vApps</li> </ul>
Tesla V100 PCIe	N/A	N/A	<ul style="list-style-type: none"> <li>▶ vCS</li> <li>▶ vWS</li> <li>▶ vApps</li> </ul>
Tesla V100 PCIe 32GB	N/A	N/A	<ul style="list-style-type: none"> <li>▶ vCS</li> <li>▶ vWS</li> <li>▶ vApps</li> </ul>
Tesla V100S PCIe 32GB	N/A	N/A	<ul style="list-style-type: none"> <li>▶ vCS</li> <li>▶ vWS</li> </ul>

GPU	Supported NVIDIA vGPU Software Products <sup>1' 2' 3' 4</sup>		
	Time-Sliced NVIDIA vGPU	MIG-Backed NVIDIA vGPU	DDA
			▶ vApps
Tesla V100 FHHL	N/A	N/A	▶ vCS ▶ vWS ▶ vApps

### GPUs Based on the NVIDIA Pascal™ Architecture

GPU	Supported NVIDIA vGPU Software Products <sup>1' 2' 3' 4</sup>		
	Time-Sliced NVIDIA vGPU	MIG-Backed NVIDIA vGPU	DDA
Tesla P4	N/A	N/A	▶ vCS ▶ vWS ▶ vApps
Tesla P6	N/A	N/A	▶ vCS ▶ vWS ▶ vApps
Tesla P40	N/A	N/A	▶ vCS ▶ vWS ▶ vApps
Tesla P100 PCIe 16 GB	N/A	N/A	▶ vCS ▶ vWS ▶ vApps
Tesla P100 SXM2 16 GB	N/A	N/A	▶ vCS ▶ vWS ▶ vApps
Tesla P100 PCIe 12GB	N/A	N/A	▶ vCS ▶ vWS ▶ vApps

## GPUs Based on the NVIDIA Maxwell™ Graphic Architecture



**Note:** NVIDIA Virtual Compute Server (vCS) is **not** supported on GPUs based on the NVIDIA Maxwell graphic architecture.

GPU	Supported NVIDIA vGPU Software Products <sup>1 2 3 4</sup>		
	Time-Sliced NVIDIA vGPU	MIG-Backed NVIDIA vGPU	DDA
Tesla M6	N/A	N/A	<ul style="list-style-type: none"> <li>▶ vWS</li> <li>▶ vApps</li> </ul>
Tesla M10	N/A	N/A	<ul style="list-style-type: none"> <li>▶ vWS</li> <li>▶ vApps</li> </ul>
Tesla M60	N/A	N/A	<ul style="list-style-type: none"> <li>▶ vWS</li> <li>▶ vApps</li> </ul>

### 2.1.1. Switching the Mode of a GPU that Supports Multiple Display Modes

Some GPUs support displayless and display-enabled modes but must be used in NVIDIA vGPU software deployments in displayless mode.

The GPUs listed in the following table support multiple display modes. As shown in the table, some GPUs are supplied from the factory in displayless mode, but other GPUs are supplied in a display-enabled mode.

GPU	Mode as Supplied from the Factory
NVIDIA A40	Displayless
NVIDIA RTX A5000	Display enabled
NVIDIA RTX A6000	Display enabled

<sup>1</sup> The supported products are as follows:

- ▶ vCS: NVIDIA Virtual Compute Server
- ▶ vWS: NVIDIA RTX Virtual Workstation
- ▶ vPC: NVIDIA Virtual PC
- ▶ vApps: NVIDIA Virtual Applications

<sup>2</sup> N/A indicates that the deployment is not supported.

<sup>3</sup> vCS is supported only on Linux operating systems.

<sup>4</sup> vApps is supported only on Windows operating systems.

<sup>5</sup> This GPU is supported only in displayless mode. In displayless mode, local physical display connectors are disabled.

A GPU that is supplied from the factory in displayless mode, such as the NVIDIA A40 GPU, might be in a display-enabled mode if its mode has previously been changed.

To change the mode of a GPU that supports multiple display modes, use the `displaymodeselector` tool, which you can request from the [NVIDIA Display Mode Selector Tool](#) page on the NVIDIA Developer website.



**Note:**

Only the following GPUs support the `displaymodeselector` tool:

- ▶ NVIDIA A40
- ▶ NVIDIA RTX A5000
- ▶ NVIDIA RTX A6000

Other GPUs that support NVIDIA vGPU software do not support the `displaymodeselector` tool and, unless otherwise stated, do not require display mode switching.

## 2.1.2. Switching the Mode of a Tesla M60 or M6 GPU

Tesla M60 and M6 GPUs support compute mode and graphics mode. NVIDIA vGPU requires GPUs that support both modes to operate in graphics mode.

Recent Tesla M60 GPUs and M6 GPUs are supplied in graphics mode. However, your GPU might be in compute mode if it is an older Tesla M60 GPU or M6 GPU or if its mode has previously been changed.

To configure the mode of Tesla M60 and M6 GPUs, use the `gpumodeswitch` tool provided with NVIDIA vGPU software releases. If you are unsure which mode your GPU is in, use the `gpumodeswitch` tool to find out the mode.



**Note:**

Only Tesla M60 and M6 GPUs support the `gpumodeswitch` tool. Other GPUs that support NVIDIA vGPU do not support the `gpumodeswitch` tool and, except as stated in [Switching the Mode of a GPU that Supports Multiple Display Modes](#), do not require mode switching.

Even in compute mode, Tesla M60 and M6 GPUs do **not** support NVIDIA Virtual Compute Server vGPU types.

For more information, refer to [gpumodeswitch User Guide](#).

## 2.2. Hypervisor Software Releases

This release supports **only** the hypervisor software versions listed in the table.



**Note:** If a specific release, even an update release, is not listed, it's **not** supported.

Software	Version Supported	Notes
Microsoft Windows Server 2022	Windows Server 2022 with Hyper-V role	
Microsoft Windows Server 2019	Windows Server 2019 with Hyper-V role	
Microsoft Windows Server 2016	Windows Server 2016 1803 with Hyper-V role Windows Server 2016 1709 with Hyper-V role Windows Server 2016 1607 with Hyper-V role	Not supported on the following GPUs: <ul style="list-style-type: none"> <li>▶ NVIDIA A100 HGX 80GB</li> <li>▶ NVIDIA A100 PCIe 40GB</li> <li>▶ NVIDIA A100 HGX 40GB</li> </ul>

## 2.3. Guest OS Support

NVIDIA vGPU software supports several Windows releases and Linux distributions as a guest OS using GPU pass-through.

Microsoft Windows Server with Hyper-V role supports GPU pass-through over Microsoft Virtual PCI bus. This bus is supported through paravirtualized drivers.



### Note:

Use only a guest OS release that is listed as supported by NVIDIA vGPU software with your virtualization software. To be listed as supported, a guest OS release must be supported not only by NVIDIA vGPU software, but also by your virtualization software. NVIDIA **cannot** support guest OS releases that your virtualization software does not support.

NVIDIA vGPU software supports **only** 64-bit guest operating systems. No 32-bit guest operating systems are supported.

### 2.3.1. Windows Guest OS Support

NVIDIA vGPU software supports **only** the 64-bit Windows releases listed as a guest OS on Microsoft Windows Server.



### Note:

If a specific release, even an update release, is not listed, it's **not** supported.

- ▶ Windows Server 2022
- ▶ Windows Server 2019
- ▶ Windows Server 2016 1607, 1709
- ▶ **13.0-13.8 only:** Windows Server 2012 R2 with patch `windows8.1-KB3133690-x64.msu` (not supported on GPUs based on architectures after the NVIDIA Turing architecture)



- ▶ **Since 13.10:** Windows 11 23H2 and all Windows 11 releases supported by Microsoft up to and including this release (**not** supported on Microsoft Windows Server 2016)
- ▶ **13.7-13.9 only:** Windows 11 22H2 and all Windows 11 releases supported by Microsoft up to and including this release (**not** supported on Microsoft Windows Server 2016)
- ▶ **13.1-13.6 only:** Windows 11 21H2 (**not** supported on Microsoft Windows Server 2016)
- ▶ **Since 13.7:** Windows 10 2022 Update (22H2) and all Windows 10 releases supported by Microsoft up to and including this release
- ▶ **13.1-13.6 only:** Windows 10 November 2021 Update (21H2) and all Windows 10 releases supported by Microsoft up to and including this release
- ▶ **13.0 only:** Windows 10 May 2021 Update (21H1) and all Windows 10 releases supported by Microsoft up to and including this release

## 2.3.2. Linux Guest OS Support

NVIDIA vGPU software supports **only** the 64-bit Linux distributions listed as a guest OS on Microsoft Windows Server.



### Note:

If a specific release, even an update release, is not listed, it's **not** supported.

- ▶ **Since 13.2:** Red Hat Enterprise Linux 7.9
- ▶ **13.0, 13.1 only:** Red Hat Enterprise Linux 7.7-7.9
- ▶ CentOS 7.6, 7.7
- ▶ Ubuntu 18.04 LTS
- ▶ Ubuntu 16.04 LTS
- ▶ SUSE Linux Enterprise Server 15 SP2
- ▶ SUSE Linux Enterprise Server 12 SP2

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## Chapter 3. Known Issues

### 3.1. **NVIDIA Control Panel** crashes if a user session is disconnected and reconnected

#### Description

On all supported Windows Server guest OS releases, **NVIDIA Control Panel** crashes if a user session is disconnected and then reconnected while **NVIDIA Control Panel** is open.

#### Version

This issue affects all supported Windows Server guest OS releases.

#### Status

Open

#### Ref. #

4086605

## 3.2. 13.0-13.7 Only: Remote desktop connection is lost and the NVIDIA vGPU software graphics driver is unloaded

### Description

The remote desktop connection is lost and the NVIDIA vGPU software graphics driver is unloaded after an attempt to access a VM over RDP and VMware Horizon agent direct connect. After an attempt to log in again, a black screen is displayed.

When this issue occurs, the following errors are written to the log files on the guest VM:

- ▶ A timeout detection and recovery (TDR) error:

```
vmiop_log: (0x0): Timeout occurred, reset initiated.  
vmiop_log: (0x0): TDR_DUMP:0x52445456 0x006907d0 0x000001cc 0x00000001
```

- ▶ XID error 43:

```
vmiop_log: (0x0): XID 43 detected on physical_chid
```

- ▶ vGPU error 22:

```
vmiop_log: (0x0): vGPU message 22 failed
```

- ▶ Guest driver unloaded error:

```
vmiop_log: (0x0): Guest driver unloaded!
```

### Workaround

To recover from this issue, reboot the VM.

**Since 13.7:** To prevent this issue from occurring, disable translation lookaside buffer (TLB) invalidation by setting the vGPU plugin parameter `tlb_invalidate_enabled` to 0.

### Status

Resolved in NVIDIA vGPU software 13.8

### Ref. #

3596327

### 3.3. Pixelation occurs on a Windows VM configured with a Tesla T4 vGPU

#### Description

Users might experience poor graphics quality on a Windows VM that is configured with a vGPU on a Tesla T4 GPU. This issue can cause random pixelation on the entire screen, or only on some patches of the screen. No errors are reported or written to the log files when this issue occurs.

#### Workaround

Contact NVIDIA Enterprise Support for assistance with a workaround for this issue.

#### Status

Open

#### Ref. #

3973158

### 3.4. 13.0-13.6 Only: Windows VMs fail to acquire a license in environments with multiple active desktop sessions

#### Description

A race condition in the NVIDIA vGPU software graphics driver for Windows can cause Windows VMs to fail to acquire a license. This issue occurs in environments where multiple active desktop sessions are trying to acquire a license simultaneously. When this issue occurs, the following error message is written to licensing event log on the client:

```
Mismatch between client and server with respect to licenses held. Returning the licenses
```

#### Version

This issue affects only Windows guest VMs.

### Status

Resolved in NVIDIA vGPU software 13.7

### Ref. #

3835855

## 3.5. 13.0-13.6 Only: Some graphics applications can cause a TDR on a Windows VM configured with an NVIDIA A16 vGPU

### Description

Some graphics applications can cause a timeout detection and recovery (TDR) error on a Windows VM that is configured with a vGPU on an NVIDIA A16 GPU. The TDR might cause the application to crash in the VM.

### Status

Resolved in NVIDIA vGPU software 13.7

### Ref. #

3966654

## 3.6. 13.0-13.4 Only: VMs configured with a vGPU based on the NVIDIA Ampere architecture can become slow to respond

### Description

VMs configured with a vGPU on a GPU that is based on the NVIDIA Ampere GPU architecture can become slow to respond. When this error occurs, multiple `XID error 62` and `XID error 45` messages are written to the log file on the hypervisor host.

## Status

Resolved in NVIDIA vGPU software 13.5

## Ref. #

3658686

# 3.7. NLS client fails to acquire a license with the error `The allowed time to process response has expired`

## Description

A licensed client of NVIDIA License System (NLS) fails to acquire a license with the error `The allowed time to process response has expired`. This error can affect clients of a Cloud License Service (CLS) instance or a Delegated License Service (DLS) instance.

This error occurs when the time difference between the system clocks on the client and the server that hosts the CLS or DLS instance is greater than 10 minutes. A common cause of this error is the failure of either the client or the server to adjust its system clock when daylight savings time begins or ends. The failure to acquire a license is expected to prevent clock windback from causing licensing errors.

## Workaround

Ensure that system clock time of the client and any server that hosts a DLS instance match the current time in the time zone where they are located.

To prevent this error from occurring when daylight savings time begins or ends, enable the option to automatically adjust the system clock for daylight savings time:

- ▶ **Windows:** Set the **Adjust for daylight saving time automatically** option.
- ▶ **Linux:** Use the `hwclock` command.

## Status

Not a bug

## Ref. #

3859889

## 3.8. With multiple active sessions, NVIDIA Control Panel incorrectly shows that the system is unlicensed

### Description

In an environment with multiple active desktop sessions, the **Manage License** page of **NVIDIA Control Panel** shows that a licensed system is unlicensed. However, the `nvidia-smi` command and the management interface of the NVIDIA vGPU software license server correctly show that the system is licensed. When an active session is disconnected and reconnected, the **NVIDIA Display Container** service crashes.

The **Manage License** page incorrectly shows that the system is unlicensed because of stale data in **NVIDIA Control Panel** in an environment with multiple sessions. The data is stale because **NVIDIA Control Panel** fails to get and update the settings for remote sessions when multiple sessions or no sessions are active in the VM. The **NVIDIA Display Container** service crashes when a session is reconnected because the session is not active at the moment of reconnection.

### Status

Open

### Ref. #

3761243

## 3.9. VP9 and AV1 decoding with web browsers are not supported on Microsoft Windows Server 2019

### Description

VP9 and AV1 decoding with web browsers are not supported on Microsoft Windows Server 2019. This issue occurs because starting with Windows Server 2019, the required codecs are not included with the OS and are not available through the **Microsoft Store** app. As a result, hardware decoding is not available for viewing YouTube videos or using collaboration tools such as Google Meet in a web browser.

## Version

This issue affects Microsoft Windows Server releases starting with Windows Server 2019.

## Status

Not an NVIDIA bug

## Ref. #

200756564

# 3.10. 13.0-13.2 Only: Linux VM might fail to return a license after shutdown if the license server is specified by its name

## Description

If the license server is specified by its fully qualified domain name, a Linux VM might fail to return its license when the VM is shut down. This issue occurs if the `nvidia-gridd` service cannot resolve the fully qualified domain name of the license server because `systemd-resolved.service` is not available when the service attempts to return the license. When this issue occurs, the `nvidia-gridd` service writes the following message to the `systemd` journal:

```
General data transfer failure. Couldn't resolve host name
```

## Status

Resolved in NVIDIA vGPU software 13.3

## Ref. #

200756399



## 3.11. 13.0-13.6 Only: NVIDIA Control Panel is started only for the RDP user that logs on first

### Description

On all supported Windows Server guest OS releases, **NVIDIA Control Panel** is started only for the RDP user that logs on first. Other users cannot start **NVIDIA Control Panel**. If more than one RDP user is logged on when **NVIDIA Control Panel** is started, it always opens in the session of the RDP user that logged on first, irrespective of which user started **NVIDIA Control Panel**. Furthermore, on Windows Server 2016, **NVIDIA Control Panel** crashes if a user session is disconnected and then reconnected while **NVIDIA Control Panel** is open.

### Version

This issue affects all supported Windows Server guest OS releases.

### Status

Resolved in NVIDIA vGPU software 13.7

### Ref. #

3334310

## 3.12. Windows 2012 R2 licensed clients cannot acquire licenses from a DLS instance

### Description

NVIDIA vGPU software licensed clients running in a Windows 2012 R2 VM cannot acquire licenses from a Delegated License Service (DLS) instance. This issue occurs because the TLS handshake between the client VM and DLS instance is failing with schannel error code 0x80090326 (SEC\_E\_ILLEGAL\_MESSAGE), indicating that the client has encountered an unrecoverable error during the TLS handshake.

### Workaround

Use the legacy NVIDIA vGPU software license server instead of NVIDIA License System (NLS).

### Status

Open

### Ref. #

3400123

## 3.13. 13.0 Only: Windows 2012 R2 licensed clients cannot acquire licenses from a CLS or DLS instance

### Description

NVIDIA vGPU software licensed clients running in a Windows 2012 R2 VM cannot acquire licenses from a Cloud License Service (CLS) instance or a Delegated License Service (DLS) instance. During the license acquisition process, the vGPU licensing service compares the size of the message to be sent to the CLS or DLS instance before and after encryption. On Windows 2012 R2, the MSDN API for encrypting the message outputs a shorter encrypted message than the plain text message. As a result, the validation check in the service fails, which causes the client to fail to acquire a license.

### Status

Resolved in NVIDIA vGPU software 13.1

### Ref. #

3392680

## 3.14. A licensed client might fail to acquire a license if a proxy is set

### Description

If a proxy is set with a system environment variable such as `HTTP_PROXY` or `HTTPS_PROXY`, a licensed client might fail to acquire a license.

### Workaround

Perform this workaround on each affected licensed client.

1. Add the address of the NVIDIA vGPU software license server to the system environment variable `NO_PROXY`.

The address must be specified exactly as it is specified in the client's license server settings either as a fully-qualified domain name or an IP address. If the `NO_PROXY` environment variable contains multiple entries, separate the entries with a comma (,).

If high availability is configured for the license server, add the addresses of the primary license server and the secondary license server to the system environment variable `NO_PROXY`.

2. Restart the NVIDIA driver service that runs the core NVIDIA vGPU software logic.
  - ▶ On Windows, restart the **NVIDIA Display Container** service.
  - ▶ On Linux, restart the `nvidia-gridd` service.

### Status

Closed

### Ref. #

200704733

## 3.15. Disconnected sessions cannot be reconnected or might be reconnected very slowly with NVWMI installed

### Description

Disconnected sessions cannot be reconnected or might be reconnected very slowly when the NVIDIA Enterprise Management Toolkit (NVWMI) is installed. This issue affects Citrix Virtual Apps and Desktops and VMware Horizon sessions on Windows guest VMs.

### Workaround

Uninstall NVWMI.

### Status

Open

### Ref. #

3262923

## 3.16. NVIDIA Control Panel fails to start if launched too soon from a VM without licensing information

### Description

If NVIDIA licensing information is not configured on the system, any attempt to start **NVIDIA Control Panel** by right-clicking on the desktop within 30 seconds of the VM being started fails.

### Workaround

Restart the VM and wait at least 30 seconds before trying to launch **NVIDIA Control Panel**.

## Status

Open

## Ref. #

200623179

# 3.17. Citrix Virtual Apps and Desktops session corruption occurs in the form of residual window borders

## Description

When a window is dragged across the desktop in a Citrix Virtual Apps and Desktops session, corruption of the session in the form of residual window borders occurs.

## Version

This issue affects only Citrix Virtual Apps and Desktops version 7 2003

## Workaround

Use Citrix Virtual Apps and Desktops version 7 1912 or 2006.

## Status

Not an NVIDIA bug

## Ref. #

200608675

# 3.18. On Linux, the frame rate might drop to 1 after several minutes

## Description

On Linux, the frame rate might drop to 1 frame per second (FPS) after NVIDIA vGPU software has been running for several minutes. Only some applications are affected, for example, `g1xgears`. Other applications, such as Unigine Heaven, are not affected. This behavior occurs because Display Power Management Signaling (DPMS) for the Xorg

server is enabled by default and the display is detected to be inactive even when the application is running. When DPMS is enabled, it enables power saving behavior of the display after several minutes of inactivity by setting the frame rate to 1 FPS.

## Workaround

1. If necessary, stop the Xorg server.

```
# /etc/init.d/xorg stop
```

2. In a plain text editor, edit the `/etc/X11/xorg.conf` file to set the options to disable DPMS and disable the screen saver.

- a). In the `Monitor` section, set the `DPMS` option to `false`.

```
Option "DPMS" "false"
```

- b). At the end of the file, add a `ServerFlags` section that contains option to disable the screen saver.

```
Section "ServerFlags"
    Option "BlankTime" "0"
EndSection
```

- c). Save your changes to `/etc/X11/xorg.conf` file and quit the editor.

3. Start the Xorg server.

```
# etc/init.d/xorg start
```

## Status

Open

## Ref. #

200605900

# 3.19. Microsoft DDA fails with some GPUs

## Description

Microsoft Discrete Device Assignment (DDA) fails with GPUs that have more than 16 GB of GPU memory. After the NVIDIA vGPU software graphics driver is installed in the guest VM, a second display device appears on the GPU and the driver prompts for a reboot. After the reboot, the device disappears and the Microsoft Hyper-V Video device appears.

This issue occurs because less memory-mapped input/output (MMIO) space is configured for the operating system than the device requires.

## Workaround

Perform this workaround in a **Windows Power Shell** window on the hypervisor host.

Set the upper MMIO space to the amount that the device requires to allow all of the MMIO to be mapped. Upper MMIO space starts at approximately 64 GB in address space.

```
Set-VM -HighMemoryMappedIoSpace mmio-space -VMName vm-name
```

### ***mmio-space***

The amount of MMIO space that the device requires, appended with the appropriate unit of measurement, for example, **64GB** for 64 GB of MMIO space.

The required amount of MMIO space depends on the amount of BAR1 memory on the installed GPUs and the number of GPUs assigned to the VM as follows:

$$mmio-space = 2 \# gpu-bar1-memory \# assigned-gpus$$

### ***gpu-bar1-memory***

The amount of BAR1 memory on one of the installed GPUs. For example, in a server in which eight GPUs are installed and each GPU has 32 GB of BAR1 memory, *gpu-bar1-memory* is 32 GB.

### ***assigned-gpus***

The number of GPUs assigned to the VM.

### ***vm-name***

The name of the VM to which the GPU is assigned.

The following example sets the upper MMIO space to 64 GB for the VM named `mygpvm`, to which one GPU with 32 GB of BAR1 memory is assigned.

```
Set-VM -HighMemoryMappedIoSpace 64GB -VMName mygpvm
```

For more information, see [Deploy graphics devices using Discrete Device Assignment](#) on the Microsoft technical documentation site.

## Status

Not an NVIDIA bug

## Ref. #

2812853

## 3.20. DWM crashes randomly occur in Windows VMs

### Description

Desktop Windows Manager (DWM) crashes randomly occur in Windows VMs, causing a blue-screen crash and the bug check `CRITICAL_PROCESS_DIED`. Computer Management shows problems with the primary display device.

## Version

This issue affects Windows 10 1809, 1903 and 1909 VMs.

## Status

Not an NVIDIA bug

## Ref. #

2730037

# 3.21. NVIDIA vGPU software graphics driver fails after Linux kernel upgrade with DKMS enabled

## Description

After the Linux kernel is upgraded (for example by running `sudo apt full-upgrade`) with Dynamic Kernel Module Support (DKMS) enabled, the `nvidia-smi` command fails to run. If DKMS is enabled, an upgrade to the Linux kernel triggers a rebuild of the NVIDIA vGPU software graphics driver. The rebuild of the driver fails because the compiler version is incorrect. Any attempt to reinstall the driver fails because the kernel fails to build.

When the failure occurs, the following messages are displayed:

```
-> Installing DKMS kernel module:
    ERROR: Failed to run `/usr/sbin/dkms build -m nvidia -v 470.63.01 -k
5.3.0-28-generic`:
    Kernel preparation unnecessary for this kernel. Skipping...
    Building module:
    cleaning build area...
    'make' -j8 NV_EXCLUDE_BUILD_MODULES='' KERNEL_UNAME=5.3.0-28-generic
IGNORE_CC_MISMATCH='' modules...(bad exit status: 2)
    ERROR (dkms apport): binary package for nvidia: 470.63.01 not found
    Error! Bad return status for module build on kernel: 5.3.0-28-generic
(x86_64)
    Consult /var/lib/dkms/nvidia/ 470.63.01/build/make.log for more information.
    -> error.
    ERROR: Failed to install the kernel module through DKMS. No kernel module
was installed;
    please try installing again without DKMS, or check the DKMS logs for more
information.
    ERROR: Installation has failed. Please see the file '/var/log/nvidia-
installer.log' for details.
    You may find suggestions on fixing installation problems in the README
available on the Linux driver download page at www.nvidia.com.
```



## Workaround

When installing the NVIDIA vGPU software graphics driver with DKMS enabled, use one of the following workarounds:

- ▶ Before running the driver installer, install the `dkms` package, then run the driver installer with the `-dkms` option.
- ▶ Run the driver installer with the `--no-cc-version-check` option.

## Status

Not a bug.

## Ref. #

2836271

# 3.22. Blue screen crash occurs or no devices are found after VM reset

## Description

If a VM on Microsoft Windows Server with Hyper-V role is reset from the hypervisor host, a blue screen crash (BSOD) occurs on Windows VMs and the `nvidia-smi` command reports `No devices were found` on Linux VMs. This issue occurs only on Windows Server 2019 with Tesla T4 GPUs with SRIOV enabled, Quadro RTX 8000 passive GPUs, and Quadro RTX 6000 passive GPUs.

## Workaround

Contact NVIDIA Enterprise Support for a workaround for this issue, referencing the knowledge base article *Workaround for Blue Screen Crashes On Hyper-V DDA With SRIOV-Enabled GPUs*. This article is available only to NVIDIA Enterprise Support personnel.

## Status

Not an NVIDIA bug

## Ref. #

200567935

## 3.23. Frame capture while the interactive logon message is displayed returns blank screen

### Description

Because of a known limitation with NvFBC, a frame capture while the interactive logon message is displayed returns a blank screen.

An NvFBC session can capture screen updates that occur after the session is created. Before the logon message appears, there is no screen update after the message is shown and, therefore, a black screen is returned instead. If the NvFBC session is created after this update has occurred, NvFBC cannot get a frame to capture.

### Workaround

Press **Enter** or wait for the screen to update for NvFBC to capture the frame.

### Status

Not a bug

### Ref. #

2115733

## 3.24. RDS sessions do not use the GPU with some Microsoft Windows Server releases

### Description

When some releases of Windows Server are used as a guest OS, Remote Desktop Services (RDS) sessions do not use the GPU. With these releases, the RDS sessions by default use the Microsoft Basic Render Driver instead of the GPU. This default setting enables 2D DirectX applications such as Microsoft Office to use software rendering, which can be more efficient than using the GPU for rendering. However, as a result, 3D applications that use DirectX are prevented from using the GPU.

## Version

- ▶ Windows Server 2019
- ▶ Windows Server 2016
- ▶ Windows Server 2012

## Solution

Change the local computer policy to use the hardware graphics adapter for all RDS sessions.

1. Choose **Local Computer Policy > Computer Configuration > Administrative Templates > Windows Components > Remote Desktop Services > Remote Desktop Session Host > Remote Session Environment**.
2. Set the **Use the hardware default graphics adapter for all Remote Desktop Services sessions** option.

## 3.25. A segmentation fault in DBus code causes `nvidia-gridd` to exit on Red Hat Enterprise Linux and CentOS

### Description

On Red Hat Enterprise Linux 6.8 and 6.9, and CentOS 6.8 and 6.9, a segmentation fault in DBus code causes the `nvidia-gridd` service to exit.

The `nvidia-gridd` service uses DBus for communication with **NVIDIA X Server Settings** to display licensing information through the **Manage License** page. Disabling the GUI for licensing resolves this issue.

To prevent this issue, the GUI for licensing is disabled by default. You might encounter this issue if you have enabled the GUI for licensing and are using Red Hat Enterprise Linux 6.8 or 6.9, or CentOS 6.8 and 6.9.

### Version

Red Hat Enterprise Linux 6.8 and 6.9

CentOS 6.8 and 6.9

## Status

Open

## Ref. #

- ▶ 200358191
- ▶ 200319854
- ▶ 1895945

# 3.26. No Manage License option available in NVIDIA X Server Settings by default

## Description

By default, the **Manage License** option is not available in **NVIDIA X Server Settings**. This option is missing because the GUI for licensing on Linux is disabled by default to work around the issue that is described in [A segmentation fault in Dbus code causes nvidia-gridd to exit on Red Hat Enterprise Linux and CentOS](#).

## Workaround

This workaround requires `sudo` privileges.



**Note:** Do **not** use this workaround with Red Hat Enterprise Linux 6.8 and 6.9 or CentOS 6.8 and 6.9. To prevent a segmentation fault in Dbus code from causing the `nvidia-gridd` service from exiting, the GUI for licensing must be disabled with these OS versions.

If you are licensing a physical GPU for vCS, you **must** use the configuration file `/etc/nvidia/gridd.conf`.

1. If **NVIDIA X Server Settings** is running, shut it down.
2. If the `/etc/nvidia/gridd.conf` file does not already exist, create it by copying the supplied template file `/etc/nvidia/gridd.conf.template`.
3. As root, edit the `/etc/nvidia/gridd.conf` file to set the `EnableUI` option to `TRUE`.
4. Start the `nvidia-gridd` service.

```
# sudo service nvidia-gridd start
```

When **NVIDIA X Server Settings** is restarted, the **Manage License** option is now available.

## Status

Open

# 3.27. Licenses remain checked out when VMs are forcibly powered off

## Description

NVIDIA vGPU software licenses remain checked out on the license server when non-persistent VMs are forcibly powered off.

The NVIDIA service running in a VM returns checked out licenses when the VM is shut down. In environments where non-persistent licensed VMs are not cleanly shut down, licenses on the license server can become exhausted. For example, this issue can occur in automated test environments where VMs are frequently changing and are not guaranteed to be cleanly shut down. The licenses from such VMs remain checked out against their MAC address for seven days before they time out and become available to other VMs.

## Resolution

If VMs are routinely being powered off without clean shutdown in your environment, you can avoid this issue by shortening the license borrow period. To shorten the license borrow period, set the `LicenseInterval` configuration setting in your VM image. For details, refer to [Virtual GPU Client Licensing User Guide](#).

## Status

Closed

## Ref. #

1694975

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