



NVIDIA VIDEO CODEC SDK

Deprecation Notices

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Chapter 1. Deprecation Notices

NVENCODE API

1. The support for NVENC presets listed below have been removed in this SDK.

- ▶ NV_ENC_PRESET_DEFAULT_GUID
- ▶ NV_ENC_PRESET_HP_GUID
- ▶ NV_ENC_PRESET_HQ_GUID
- ▶ NV_ENC_PRESET_BD_GUID
- ▶ NV_ENC_PRESET_LOW_LATENCY_DEFAULT_GUID
- ▶ NV_ENC_PRESET_LOW_LATENCY_HQ_GUID
- ▶ NV_ENC_PRESET_LOW_LATENCY_HP_GUID
- ▶ NV_ENC_PRESET_LOSSLESS_DEFAULT_GUID
- ▶ NV_ENC_PRESET_LOSSLESS_HP_GUID

Users are therefore recommended to move to the new presets. Please note that the sample applications in the SDK illustrate the new presets only.

2. The support for NVENC rate control modes listed below have been removed in this SDK.

- ▶ NV_ENC_PARAMS_RC_CBR_LOWDELAY_HQ
- ▶ NV_ENC_PARAMS_RC_CBR_HQ
- ▶ NV_ENC_PARAMS_RC_VBR_HQ

3. Refer to the migration guide for achieving the equivalent functionality for the presets and rate control modes listed above.

4. The support for buffer formats listed below is deprecated.

- ▶ NV_ENC_BUFFER_FORMAT_NV12_PL
- ▶ NV_ENC_BUFFER_FORMAT_YV12_PL
- ▶ NV_ENC_BUFFER_FORMAT_IYUV_PL
- ▶ NV_ENC_BUFFER_FORMAT_YUV444_PL

Users are therefore recommended to use NV_ENC_BUFFER_FORMAT_NV12, NV_ENC_BUFFER_FORMAT_YV12, NV_ENC_BUFFER_FORMAT_IYUV and NV_ENC_BUFFER_FORMAT_YUV444 instead of above listed buffer formats.

5. FFmpeg, GLEW and freeglut libraries that are required to build some SDK apps are no longer shipped with the SDK starting from version 12.1. Users are therefore required to download or build these libraries from their respective repositories and configure required cmake variables before building SDK apps as mentioned in the Read_Me.pdf.

NVDECODE API

1. Support for `CUvideosource` and the associated APIs including `cupidCreateVideoSource`, `cupidCreateVideoSourceW`, `cupidDestroyVideoSource`, `cupidSetVideoSourceState`, `cupidGetVideoSourceState`, `cupidGetSourceVideoFormat`, `cupidGetSourceAudioFormat` will be removed from the decoder API after Q1'2023. Please note that the new decode sample applications in the SDK do not use these APIs, but use FFmpeg instead.
2. Support for CUDA 3.1 API will be removed in future SDK versions.

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