NVIDIA VIDEO CODEC SDK

Deprecation Notices
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The support for the following features and functionality in the existing Video Codec SDK(s) are planned to be removed in future.

**NVENCODE API**

1. The support for NVENC presets listed below will be removed after Q1’2023.
   - NV_ENC_PRESET_DEFAULT_GUID
   - NV_ENC_PRESET_HP_GUID
   - NV_ENC_PRESET_HQ_GUID
   - NV_ENC_PRESET_HQ_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 will be removed after Q1’2023.
   - 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 ltrUsageMode for H264 and HEVC will be removed in future SDK versions.

**NVDECODE API**

1. Support for CUvideosource and the associated APIs including cuvidCreateVideoSource, cuvidCreateVideoSourceW, cuvidDestroyVideoSource, cuvidSetVideoSourceState, cuvidGetVideoSourceState, cuvidGetSourceVideoFormat,

cuvidGetSourceAudioFormat 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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