NVWMI – VERSION 2.24 STANDALONE PACKAGE

RN-07366-224-v01 | December 2015

Release Notes

DOCUMENT CHANGE HISTORY

RN-07366-224-v01

Version	Date	Authors	Description of Change
01	12/02/2015	CC	Initial release for version 2.24

NVWMI RELEASE NOTES

INTRODUCTION

NVIDIA Enterprise Management Toolkit (NVWMI) is a WMI-based interface to the NVIDIA graphics driver available for NVIDIA NVS and NVIDIA Quadro products. It allows end users and IT Administrators to configure and monitor various graphics and display features as well as NVIDIA software components through WMI. NVWMI hooks into any WMI-compatible application.

NVWMI is also available as part of the display driver package. Use this standalone version if you need to update NVWMI independently, without updating the NVIDIA Display Driver.

The minimum required NVIDIA Display Driver version is 340.52.

SUPPORTED OPERATING SYSTEMS

NvWMI supports the following Microsoft® operating systems:

- Both 32-bit and 64-bit versions of Windows 7, Windows 8, and Windows 10.

CHANGES AND NEW FEATURES

This standalone version includes these new features and changes:

- Changed type of the **`Board::serialNumber`** property for user readability
- Improved compatibility with Windows 10
- Implemented "Fan Speed (RPM)" performance counter
- Changed type of several properties of the Gpu class from unsigned to signed for clarity of output when property is not supported
  - **`Gpu::powerSampleCount`**
  - **`Gpu::powerSamplingPeriod`**
  - **`Gpu::percentGpuUsage`**
  - **`Gpu::percentGpuMemoryUsage`**
- Implemented support for Windows gamma ramp in display profiles (class DisplayProfile) and system profiles (class Profile of type "system"=5)
- Implemented the following gamma ramp methods and properties:
  - **`Display::saveGammaRamp`** - this method saves gamma ramp data of individual display
  - **`Display::setGammaRamp`** - this method applies previously saved gamma ramp data of individual display
  - **`Display::setGammaRampBasic`** - this method generates monochromatic gamma ramp for individual display from three input parameters - gamma, contrast, and brightness
  - **`DisplayGrid::saveGammaRamp`** - this method saves Color Space Conversion data of all displays in a display grid
  - **`DisplayGrid::setGammaRamp`** - this method applies Color Space Conversion data to all displays in a display grid
  - **`DisplayGrid::setGammaRampBasic`** - this method generates monochromatic gamma ramp for all displays in display grid from three input parameters - gamma, contrast, and brightness
  - **`DisplayGridInfo::gammaRampFilePath`** – this property contains the path to the binary file with display grid gamma ramp data
- Implemented singleton class DesktopManager and several methods for manipulating virtual nView desktops:
  - **`DesktopManager::getAllDesktops`**
  - **`DesktopManager::createDesktop`**
  - **`DesktopManager::editDesktop`**

  - **DesktopManager::deleteDesktop**
- Implemented support for Color Space Conversion (CSC) in display profiles (class DisplayProfile) and system profiles (class Profile of type "system"=5)
- Implemented the following Color Space Conversion methods and properties:
  - **Display::saveCSC** - this method saves Color Space Conversion data of individual display
  - **Display::setCSC** - this method applies previously saved Color Space Conversion data of individual display
  - **DisplayGrid::saveCSC** - this method saves Color Space Conversion data of all displays in a display grid
  - **DisplayGrid::setCSC** - this method applies Color Space Conversion data to all displays in a display grid
  - **DisplayGridInfo::cscFilePath** – this property contains the path to the binary file with display grid CSC data

Refer to the help file included in the install for the full feature set.

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