NVIDIA 3D Vision on Quadro Professional Graphics Boards

NVIDIA[®] Quadro[®] professional graphics boards support many stereo display solutions and <u>Quad</u> <u>Buffered OpenGL applications</u>, including NVIDIA 3D Vision glasses and displays. Support for <u>NVIDIA 3D</u> <u>Vision</u> is available on Windows XP, Vista and 7 both 32 and 64 bit versions.

Supported Boards

Recommended: Professional, flicker free, stereo with a direct connection between the stereo connector on the board to the 3D Vision emitter

Quadro FX 5800
Quadro FX 4800
Quadro FX 3800 - with stereo connector
Quadro FX 5600
Quadro FX 4700 X2
Quadro FX 4600
Quadro FX 3700

Glasses are controlled through USB, occasional flickering of the glasses may occur

Quadro FX 1800- VBIOS must be 62.94.71.00.00 or newer,
contact your board provider if you need an updateQuadro FX 580- VBIOS must be 62.94.71.00.00 or newer, contact
your board provider if you need an updateQuadro FX 380Quadro FX 380Quadro FX 1700Quadro FX 570Quadro FX 370Quadro FX 370

Supported displays are listed here.

Installation

Download and install the R186.16 (or newer) driver

Download and install the 3D Vision USB Driver for 3D Vision glasses:

Windows Vista 32/64 and Windows 7 32/64

XP 32/64 driver coming soon

For Quadro boards with a stereo connector, you can use the 3-pin mini-din to 1/8" stereo cable that comes with your 3D Vision kit to connect the graphics board to the emitter. This cable provides a direct connection from the GPU to the glasses to make sure they are switching at the correct time.

Configuration

Open the NVIDIA Control Panel and enable the OpenGL stereo display method in the "Manage 3D Settings" tab:

NVIDIA Control Panel			
<u>File Edit View H</u> elp			
🚱 Back 👻 🔝 Advanced Set	ings 🔻		
Select a Task	🔔 Manage 3D Settings	;	Restore Defaults
Adjust image settings with preview Manape 3D settings -Set Physic configuration Display -Change resolution -Change flat panel scaling -Adjust flat for one settings	You can change the global 3D settings and time the specified programs are launched.	create ovenides for specific programs. The ovenides will be use	ed automatically each
	I would like to use the following 3D setting	5:	
Rotate display	Global Settings Program Settings		
Manage custom resolutions Set up multiple displays	Global presets:		
Stereoscopic 3D	Base profile	✓ Restore	
Set up stereoscopic 3D View compatibility with games	Settings:		
	Feature	Setting	E
	Extension limit	Off	
	Maximize texture memory	Off	
	Maximum pre-rendered frames	3	
	Multi-display/mixed-GPU acceleration	Multiple display performance mode	
	Stereo - Display mode	On-board DIN connector (with NVIDIA IR E	
	Stereo - Enable	On-board DIN connector	
	Stereo - Swap eyes	Generic active stereo	-
	Threaded optimization	Generic active stereo (with NVIDIA IR Emitter)	
	Triple buffering	nView Clone mode	
	Vertical sync	Color interleaved display	
		- Horizontal interlaced stereo display	
		3D DLP display	
		3D DLP display (with NVIDIA IR Emitter)	
	Description:	3D DLP display INV mode (with NVIDIA IR Emitter)	
	I his setting allows you to choose the appropriate hardware. Refer to the hardware documentation	display mode to is a factor glassics, stored asplays, and date- to determine which mode to use.	-
System Information		-	-

If you are connecting to a 3D Vision certified LCD, Projector or CRT:

For boards with the stereo connector, select "On-board DIN connector (with NVIDIA IR Emitter)" and plug in the 3 pin mini-din to 1/8" stereo cable that came with your 3D Vision glasses kit

For boards without the mini-din select "Generic Active Stereo (with NVIDIA IR Emitter)"

Note: If using a 120Hz LCD, make sure the display refresh rate is set at 110Hz or 120Hz.

If you are connecting to a 3D Vision certified 3D capable DLP TV:

Select "3D DLP Display (with NVIDIA IR Emitter)"

Turn on stereo under the Stereo-Enable entry

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<u>File Edit View H</u> elp			
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Back	ings - Manage 3D Setting You can change the global 3D settings a the specified programs are launched I would like to use the following 3D sett Global Settings Global presets: Base profile Settings: Feature Extension limit Maximum pre-endered frames Multi-dipalay/mixed-GPU accertation Stereo - Dipalay mode Intrease - Swinge yes Threaded optimization Tripie buffering Vertical sync	IgS and create overrides for specific programs. The overrides will be u d. tings:	Restore Defaults
	Description: Enables stereo in OpenGL applications.		
System Information			-

On Vista/Win7 Verify that the 3D Stereoscopic Driver is turned off:

NVIDIA Control Panel	the second se	
<u>File E</u> dit <u>V</u> iew <u>H</u> elp		
🚱 Back 👻 💽 🛄 Advanced Se	ttings 👻	
Select a Task - 3D Settings	Set Up Stereoscopic 3D	Restore Defaults
Manage 3D settings Set PhysX configuration EI Display	Stereoscopic 3D allows you to view 3D content with visible depth. Use this page to change stereoscopic 3	D settings.
Change resolution Change flat panel scaling Adjust desktop color settings Rotate disnlay	Apply the following stereoscopic 3D settings:	
Manage custom resolutions Set up multiple displays Stereoscopic 3D	Depth: Mn	E
	Default	
	Stereoscopi; 30 disglay type: Anaglyph (Red/Blue Glasses) ~	
	Change 3D Laser Sight Set Keyboard Shortcuts	
	Hide stereoscopic 3D effects when game starts	
	the gray made	
	Description:	-
		•
System Information	Âc	ply Cancel