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a cura di: **Giuseppe Apollo - pippo369** - 23-02-2012 09:09

Nvidia Forceware 295.73 WHQL (Windows Vista - Win 7) 64bit



LINK (<https://www.nexthardware.com/download/schede-video/416/nvidia-forceware-29573-whql-windows-vista-win-7-64bit.htm>)

Driver ForceWare 295.73 WHQL per Windows Vista e Win 7 64bit.

Novità introdotte dalla versione R295

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New features and performance since last WHQL-certified driver

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- Game-changing performance boost of up to 45% in The Elder Scrolls V: Skyrim, "the fastest selling title in Steam's history"
- Up to 2x performance Mass Effect 3 with SLI technology.
- GeForce-exclusive quality enhancements with ambient occlusion support for Call of Duty: Modern Warfare 3, Diablo III, and The Elder Scrolls V: Skyrim.
- New 3D Vision and SLI profiles for over 50 titles.
- New PhysX software for the best experience in top PhysX titles like Alice: Madness Returns and Batman: Arkham City.

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R295 Highlight Details

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Performance

- Increases performance by up to 45% in The Elder Scrolls V: Skyrim (measured with GeForce GTX 560 at 1080p Ultra settings in indoor scenes vs. 285.62).
- Updates the NVIDIA Control Panel ambient occlusion support for The Elder Scrolls V: Skyrim to a higher performance profile.
- Boosts Mass Effect 3 SLI performance to up to 2x.

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Ambient Occlusion

- Adds ambient occlusion support for Diablo III. See the comparison screenshots on GeForce.com.
- Updates the ambient occlusion support for The Elder Scrolls V: Skyrim to a higher performance profile (also in 290 beta drivers). See the comparison screenshots on GeForce.com.
- Adds ambient occlusion support for Call of Duty: Modern Warfare 3 (also in 290 beta drivers). See the comparison screenshots on GeForce.com.

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NVIDIA SLI

- Adds or updates SLI profiles for:
 - Mass Effect 3
 - Kingdoms of Amalur: Reckoning
 - The Darkness II

- F1 2011
- Oil Rush
- Red Faction: Armageddon
- 7554
- Trine 2
- WRC 2: FIA World Rally Championship 2011
- Afterfall: InSanity.
- ArcheAge
- Core Blaze

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NVIDIA 3D Vision

- Adds support for ↔ 3D Vision windowed mode on DLP HDTVs and on Optimized for GeForce passive 3D monitors.
- Added new 3D Vision laser sight /crosshair options to better match Skyrim crosshairs.
- Adds or updates 3D Vision profiles for:
 - The Adventures of Tintin â€” rated Good
 - Afterfall: Insanity â€” rated Fair
 - ANNO 2070 - rated Not Recommended
 - Apache: Air Assault â€” rated Fair
 - Black Prophecy â€” rated Not Recommended
 - Chaos Online â€” rated Fair
 - Choplifter HD - rated Good
 - Cities XL 2012 - rated Good
 - Da Vinci Online â€” rated Fair
 - Dino D-Day - rated Good
 - Dota 2 â€” rating upgraded to Fair
 - Dungeon and Dragons: Daggerdale â€” rated Fair
 - Edge - rated Excellent
 - Ferrari Project â€” rated Not Recommended
 - The First Templar â€” rated Fair
 - Fractal â€” rated Excellent
 - FreeStyle 2 â€” rated Good
 - The Haunted Halls Reach â€” rated Excellent
 - Insane 2 - rated Excellent
 - King Arthur II â€” rated Not Recommended
 - Kingdoms of Amalur: Reckoning â€” rated Fair
 - Kong Fu Ying Xiong â€” rated Fair
 - Love Beat â€” rated Good
 - Marvel Super Hero Squad Online â€” rated Good
 - Microsoft Flight â€” rated Fair
 - Perpetuum â€” rated Fair
 - Post Apocalyptic Mayhem â€” rated Fair
 - Prototype 2 â€” rated Fair
 - Q.U.B.E. â€” rated Excellent
 - Quan Qiu Shi Ming â€” rated Excellent
 - Red Bull X-Fighters - rated Excellent
 - rFactor 2 (mod mode) â€” rated Good and updated convergence
 - Risen 2: Dark Waters - rated Fair
 - Saints Row: The Third â€” Rated Not Recommended
 - Shadow Company: Left for Dead â€” rated Not Recommended
 - Special Force â€” Rated Good
 - Tera â€” rated Good
 - Top Gun: Hard Lock â€” rated Not Recommended
 - Tropico 4 â€” rated Good
 - Worms Blast â€” rated Good

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NVIDIA PhysX

- Updates PhysX System Software to 9.12.0209 for improved compatibility with Alice: Madness Returns and Batman: Arkham City.

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NVIDIA Surround

- Enables *WHQL-certified* support for *NVIDIA Surround* on Intel X79 SLI-certified motherboards.

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HD Audio

- Updates HD Audio to version 1.3.12.0.

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Battlefield 3

- Fixes instances of texture corruption/artifacts in Battlefield 3 when memory constrained (typically 1GB or less graphics cards running Ultra settings and high resolutions).

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Other Details

- Supports multiple languages and APIs for GPU computing: CUDA C, CUDA C++, CUDA Fortran, OpenCL, DirectCompute, and Microsoft C++ AMP.
- Supports single GPU and NVIDIA SLI technology on DirectX 9, DirectX 10, DirectX 11, and OpenGL, including 3-way SLI, Quad SLI, and SLI support on SLI-certified Intel and AMD motherboards.

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