



QUADRO SYNC FIRMWARE VERSION 7.01

RN-07993-007_v02 | April 12, 2018

Release Notes



DOCUMENT CHANGE HISTORY

RN-07993-007_v02

Version	Date	Authors	Description of Change
01	3/3/16	JK/DT/DK/CC	Initial release
02	4/6/18	DL/GW/CC	Update to 7.01

TABLE OF CONTENTS

- Quadro Sync Firmware Release Notes 4**
- About NVIDIA Quadro Sync 4
- NVIDIA Quadro Sync Firmware Version History 4
- Updating the Quadro Sync Firmware 5
- Support 5
- Firmware Update Instructions 6

QUADRO SYNC FIRMWARE RELEASE NOTES

ABOUT NVIDIA QUADRO SYNC

NVIDIA® Quadro® Sync connects to select NVIDIA Quadro GPUs, synchronizing them with the displays or projectors attached to them. Quadro Sync also enables NVIDIA Quadro Mosaic™ technology on those synchronized displays and projectors, providing an easy way to scale the resolution of any application.

These release notes describe the NVIDIA Quadro Sync firmware, and provides instructions for updating the firmware.

NVIDIA QUADRO SYNC FIRMWARE VERSION HISTORY

Version	Release Date	Description
2.0	7/27/12	Initial official firmware release
3.0	11/1/12	Fixed issue with displays not synchronizing when using Skew.
4.0	3/15/13	Fixed issue with syncing to External Sync (Tri-level Sync).
5.0	7/16/14	Fixed synchronization issue that affected Quadro M4000/M5000 and some Kepler cards.
6.0	7/29/15	Fixed an issue that caused the client to crash whenever the server exited frame sync.
7.0	9/11/15	Reverted changes from Version 5.0 (original bug fix was accomplished on the GPU boards). Add fixes from Version 6.0.

Version	Release Date	Description
7.01	3/8/18	<ul style="list-style-type: none">• Fixed an I2C issue with software reset and reconfigure commands.• Fixed a race condition in a V-Sync algorithm.

UPDATING THE QUADRO SYNC FIRMWARE

NVIDIA provides an end user tool for updating the Quadro Sync firmware. This tool is packaged with the firmware and included in the firmware download.

Support




- ▶ NVIDIA Graphics Driver
 - Version 361.xx and later driver versions
- ▶ Operating Systems
 - Microsoft® Windows® 7 and later Windows operating systems, both 32 and 64-bit editions.
 - Linux (32-bit and 64-bit)

Firmware Update Instructions

This section describes how to use the update tool to update the Quadro Sync firmware. These instructions apply to Windows 7 and later Windows operating systems.

1. Disable frame synchronization.
Open the NVIDIA Control Panel and navigate to *Workstation->Synchronize Displays*, then make sure all check boxes for the active client displays are cleared.
2. Launch cmd.exe as Administrator.
3. Navigate to the folder where you downloaded the update tool.
>Cd <path to folder>
4. Launch the update tool:
 - To perform a standard update from an older version, enter:
>NVQuadroSyncUpdate_XXXX.exe -u
Where XXXX is the firmware version embedded in the tool.
 - To install the firmware over the same version or a later version, enter:
>NVQuadroSyncUpdate_XXXX.exe -o
Where XXXX is the firmware version embedded in the tool.
5. After the command has completed, you will be prompted to reboot.
Select "No".
6. Shutdown the machine to ensure that the Quadro Sync card is properly power cycled.
7. Restart the machine.
8. In the NVIDIA Control Panel, verify that the Quadro Sync firmware version has been updated.

Navigate to the *Workstation->View system topology* page, then expand the **Quadro Sync** row to view the Firmware version as shown in the example below:

Quadro Sync		
FrameLock 0		Not used
FrameLock 1		Not used
External sync signal		Not present
FrameLock sync pulse		Not present
Sync settings		Synchronize Displays
Firmware version		7.01

Version	As shown in the NVIDIA Control Panel
2.0	0x52
3.0	0x53
4.0	0x54
5.0	0x55
6.0	0x56
7.0	7.01
7.01	7.01

Notice

ALL NVIDIA DESIGN SPECIFICATIONS, REFERENCE BOARDS, FILES, DRAWINGS, DIAGNOSTICS, LISTS, AND OTHER DOCUMENTS (TOGETHER AND SEPARATELY, "MATERIALS") ARE BEING PROVIDED "AS IS." NVIDIA MAKES NO WARRANTIES, EXPRESSED, IMPLIED, STATUTORY, OR OTHERWISE WITH RESPECT TO THE MATERIALS, AND EXPRESSLY DISCLAIMS ALL IMPLIED WARRANTIES OF NONINFRINGEMENT, MERCHANTABILITY, AND FITNESS FOR A PARTICULAR PURPOSE.

Information furnished is believed to be accurate and reliable. However, NVIDIA Corporation assumes no responsibility for the consequences of use of such information or for any infringement of patents or other rights of third parties that may result from its use. No license is granted by implication of otherwise under any patent rights of NVIDIA Corporation. Specifications mentioned in this publication are subject to change without notice. This publication supersedes and replaces all other information previously supplied. NVIDIA Corporation products are not authorized as critical components in life support devices or systems without express written approval of NVIDIA Corporation.

HDMI

HDMI, the HDMI logo, and High-Definition Multimedia Interface are trademarks or registered trademarks of HDMI Licensing LLC.

ROVI Compliance Statement

NVIDIA Products that support Rovi Corporation's Revision 7.1.L1 Anti-Copy Process (ACP) encoding technology can only be sold or distributed to buyers with a valid and existing authorization from ROVI to purchase and incorporate the device into buyer's products.

This device is protected by U.S. patent numbers 6,516,132; 5,583,936; 6,836,549; 7,050,698; and 7,492,896 and other intellectual property rights. The use of ROVI Corporation's copy protection technology in the device must be authorized by ROVI Corporation and is intended for home and other limited pay-per-view uses only, unless otherwise authorized in writing by ROVI Corporation. Reverse engineering or disassembly is prohibited.

Trademarks

NVIDIA, the NVIDIA logo, GeForce, NVIDIA Quadro, G-SYNC, SLI, Optimus, and 3D Vision are trademarks and/or registered trademarks of NVIDIA Corporation in the U.S. and other countries. Other company and product names may be trademarks of the respective companies with which they are associated.

Copyright

© 2016, 2018 NVIDIA Corporation. All rights reserved.