**New Functions:**

Added NvAPI\_D3D\_SetVerticalSyncMode

Added NvAPI\_D3D12\_GetNeedsAppFPBlendClamping

Added NvAPI\_D3D\_SetReflexSync

Added NvAPI\_D3D12\_LaunchCuKernelChainEx

Added NvAPI\_D3D12\_GetRaytracingDisplacementMicromapArrayPrebuildInfo

Added NvAPI\_D3D12\_BuildRaytracingDisplacementMicromapArray

Added NvAPI\_D3D12\_RelocateRaytracingDisplacementMicromapArray

Added NvAPI\_D3D12\_EmitRaytracingDisplacementMicromapArrayPostbuildInfo

Added NvAPI\_DirectD3D12GraphicsCommandList\_Create

Added NvAPI\_DirectD3D12GraphicsCommandList\_Release

Added NvAPI\_DirectD3D12GraphicsCommandList\_Reset

**New Structures:**

Added bFsVrr and bCplVsyncOn to NV\_GET\_SLEEP\_STATUS\_PARAMS\_V1

Added NV\_SET\_REFLEX\_SYNC\_PARAMS\_V1

Added NVAPI\_CU\_KERNEL\_LAUNCH\_PARAMS\_EX

Added NVAPI\_D3D12\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_USAGE\_COUNT

Added NVAPI\_D3D12\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_DESC

Added NVAPI\_D3D12\_BUILD\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_ARRAY\_INPUTS

Added NVAPI\_D3D12\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_ARRAY\_PREBUILD\_INFO

Added NVAPI\_GET\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_ARRAY\_PREBUILD\_INFO\_PARAMS\_V1

Added NVAPI\_D3D12\_RAYTRACING\_GEOMETRY\_DMM\_ATTACHMENT\_DESC

Added NVAPI\_D3D12\_RAYTRACING\_GEOMETRY\_DMM\_TRIANGLES\_DESC

Added NVAPI\_D3D12\_RAYTRACING\_GEOMETRY\_DMM\_TRIANGLES\_DESC to NVAPI\_D3D12\_RAYTRACING\_GEOMETRY\_DESC\_EX

Added NVAPI\_D3D12\_BUILD\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_ARRAY\_DESC

Added NVAPI\_D3D12\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_ARRAY\_POSTBUILD\_INFO\_CURRENT\_SIZE\_DESC

Added NVAPI\_D3D12\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_ARRAY\_POSTBUILD\_INFO\_DESC

Added NVAPI\_BUILD\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_ARRAY\_PARAMS\_V1

Added NVAPI\_RELOCATE\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_ARRAY\_PARAMS\_V1

Added NVAPI\_EMIT\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_ARRAY\_POSTBUILD\_INFO\_PARAMS\_V1

**New Enums:**

Added NVAPI\_VSYNC\_MODE

Added NVAPI\_D3D12\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_CAPS

Added NVAPI\_D3D12\_RAYTRACING\_CAPS\_TYPE\_DISPLACEMENT\_MICROMAP to NVAPI\_D3D12\_RAYTRACING\_CAPS\_TYPE

Added NVAPI\_D3D12\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_ARRAY\_BUILD\_FLAGS

Added NVAPI\_D3D12\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_FORMAT

Added NVAPI\_D3D12\_PIPELINE\_CREATION\_STATE\_FLAGS\_ENABLE\_DMM\_SUPPORT to NVAPI\_D3D12\_PIPELINE\_CREATION\_STATE\_FLAGS

Added NVAPI\_D3D12\_SERIALIZED\_DATA\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_ARRAY\_EX to NVAPI\_D3D12\_SERIALIZED\_DATA\_TYPE\_EX

Added NVAPI\_D3D12\_RAYTRACING\_ACCELERATION\_STRUCTURE\_BUILD\_FLAG\_ALLOW\_DATA\_ACCESS\_EX to NVAPI\_D3D12\_RAYTRACING\_ACCELERATION\_STRUCTURE\_BUILD\_FLAGS\_EX

Added NVAPI\_D3D12\_RAYTRACING\_GEOMETRY\_TYPE\_DMM\_TRIANGLES\_EX to NVAPI\_D3D12\_RAYTRACING\_GEOMETRY\_TYPE\_EX

Added NVAPI\_D3D12\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_PRIMITIVE\_FLAGS

Added NVAPI\_D3D12\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_ARRAY\_POSTBUILD\_INFO\_TYPE

**New Unions:**

**New MACRO:**

Added NVAPI\_D3D12\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_ARRAY\_BYTE\_ALIGNMENT

Added NVAPI\_D3D12\_RAYTRACING\_DISPLACEMENT\_MICROMAP\_DC1\_MAX\_SUBDIVISION\_LEVEL

**New Errors:**

**TCC Support:**

**NVAPI Security Info:**

**Deprecation NvAPI functions:**

**Deprecation Enum values:**

**NvAPIDriverSettings additions/ removal:**

Removed enum EValues\_OGL\_SLI\_CFR\_MODE

Added enum EValues\_PS\_SHADERDISKCACHE\_FLAGS

Removed setting OGL\_SLI\_CFR\_MODE

Added setting PS\_SHADERDISKCACHE\_FLAGS

Added setting APPIDLE\_DYNAMIC\_FRL\_FPS

Added setting APPIDLE\_DYNAMIC\_FRL\_THRESHOLD\_TIME

Added setting PS\_SHADERDISKCACHE\_DLL\_PATH\_WCHAR