

This is release 8.0.4 of Linux Capture SDK.

Applications built with an earlier version of the Capture SDK (formerly known as GRID SDK) are guaranteed to work with the graphics driver supported by the Capture SDK 8.0.4. Whereas, applications built with the Capture SDK 8.0.4 are not guaranteed to work with an older driver.

This package contains:

1. NVFBC (NVIDIA Framebuffer Capture) API header [./NvFBC/inc/NvFBC.h]
2. NVFBC (NVIDIA Framebuffer Capture) API Reference Manual [./NvFBC/docs/NVFBC_v.8.0.4.pdf]
3. Sample application source code:

These are the sample applications to demonstrate how to use the Capture SDK API

[./NvFBC/samples/NvFBCUDAAsync] This sample demonstrates how to use NvFBC to asynchronously grab frames to video memory then save them to the disk.

[./NvFBC/samples/NvFBCMultiThread] This sample demonstrates how to use NvFBC to grab frames in parallel to system memory then save them to the disk.

[./NvFBC/samples/NvFBCSharedContext] This sample demonstrates how a main thread can create a FBC context, then create a worker thread that performs the capture.

[./NvFBC/samples/NvFBCToGL] This sample demonstrates how to use NvFBC to grab frames to an OpenGL texture in video memory.

[./NvFBC/samples/NvFBCToGLEnc] This sample demonstrates how to use NvFBC to grab frames to an OpenGL texture in video memory and send them to the HW encoder using NvEncodeAPI's OpenGL interface.

4. README:
[./README]
[./docs/GRID_GettingStarted-Server-Setup.pdf]
[./docs/AMAZON_G2_Instance_Getting_Started_Guide_Linux.pdf]
[./docs/DesignWorks SDKs Samples and Tools License Agreement_distrib use rights (13 06 2017).pdf]
5. Changelog
[./Changelog]

6. SUPPORTED HARDWARE

Capture SDK can be only used on GRID, Tesla, or Quadro X2000+ (X = K/M/P/RTX etc) hardware products. Other configurations are not permitted under the end-user license agreement terms and conditions.

Please refer the Driver related documentation if particular GPU is supported or not for the driver in use.