

New in Version 257.21

- Adds support for Blu-ray [3D](#) with NVIDIA 3D Vision technology. Learn more about the [hardware](#) and software requirements [here](#)

- Increases [performance](#) for GeForce GTX 400 Series GPUs in several PC games. The following are examples of some of the most significant [improvements](#) measured with GeForce GTX 480. Results will vary depending on your GPU and system configuration:

- Up to 14% in Aliens vs. Predator (1920x1200 noAA/AF – Tessellation on)
- Up to 4% in Batman: Arkham Asylum (1920x1200 4xAA/16xAF PhysX=High)
- Up to 5% in BattleForge (1920x1200 4xAA/16xAF – Very High settings)
- Up to 5% in Call of Duty: Modern Warfare 2 (1920x1200 4xAA/16xAF)
- Up to 4% in Crysis: Warhead (1920x1200 4xAA/16xAF – Enthusiast setting)
- Up to 24% in Enemy Territory: Quake Wars (1920x1200 no AA/AF)
- Up to 9% in Far Cry 2 (2560x1600 8xAA/16xAF)
- Up to 25% in Just Cause 2 (2560x1600 no AA/AF - Concrete Jungle)
- Up to 7% in Metro 2033 (1920x1200 no AA/16xAF – Tessellation on)
- Up to 40% in Metro 2033 with SLI ((1920x1200 4xAA/16xAF – Tessellation on)
- Up to 8% in S.T.A.L.K.E.R.: Call of Pripyat (1920x1200 no AA/AF – Day)
- Up to 110% in Stone Giant with SLI (2650x1600 – Tessellation on, DoF on)
- Up to 6% in The Chronicles of Riddick: Dark Athena (2560x1600 no AA/AF)
- Up to 9% in Unigine: Tropics (2560x1600 no AA/AF – OpenGL)
- Up to 5% in 3DMark Vantage (Performance and Extreme Presets)
- Up to 19% with Transparency AA (1920x1200 4xTrSS – measured in Crysis)
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- Upgrades [PhysX](#) System [Software](#) to version 9.10.0223.
- Adds support for OpenGL 4.0 for GeForce GTX 400 Series GPUs.
- Adds support for CUDA Toolkit 3.1 which includes significant performance increases for double precision math operations. See [CUDA Zone](#) for more details.
- Adds support for new extreme Antialiasing modes for 3-way SLI PCs, including up to SLI48x AA for GeForce 200 series GPUs and up to SLI96x AA for GeForce GTX 400 series GPUs.
- Adds support for a new 'Quality' mode for NVIDIA's Ambient Occlusion control panel

feature.

- Adds a new NVIDIA Control Panel setup page for SLI and PhysX for ultimate control over multi-gpu configurations.
- Adds a new NVIDIA Control Panel feature for ultimate control over CUDA GPUs, allowing the user to effectively choose which GPU will power each CUDA application.
- [3D Vision](#) customers can download the v257.21 3D Vision drivers [here](#) .
- Includes numerous bug fixes. Refer to the release notes on the documentation tab for information about the key bug fixes in this release.
- Users without US English [operating systems](#) can select their language and download the International driver [here](#) .
- **Additional Information:**
- Installs HD Audio driver version 1.0.9.1 (for supported GPUs).
- Supports the new GPU-accelerated features in [Adobe CS5](#) .
- Supports GPU-acceleration for smoother online HD videos with Adobe Flash 10.1. Learn more [here](#) .
- Supports the new version of MotionDSP's video enhancement software, *vReveal*, which adds support for HD output. NVIDIA customers can download a free version of vReveal that supports up to SD output [here](#)
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- Supports [DirectCompute](#) with [Windows 7](#) and GeForce 8-series and later GPUs.
- Supports OpenCL 1.0 ([Open Computing Language](#)) for all GeForce 8-series and later GPUs.
- Supports OpenGL 3.3 for GeForce 8-series and later GPUs.
- 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](#) X58-based motherboards.
- Supports GPU overclocking and temperature monitoring by installing [NVIDIA System Tools software](#)
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[Release Notes \(v257.21\)](#)

[nVIDIA GeForce Driver 257.21 WHQL For WindowsXP \(32-Bit\)](#)

[nVIDIA GeForce Driver 257.21 WHQL For WindowsXP \(x64\)](#)

[nVIDIA GeForce Driver 257.21 WHQL For Windows 7 / Vista \(32-BIT\)](#)

[nVIDIA GeForce Driver 257.21 WHQL For Windows 7 / Vista \(64-BIT\)](#)