



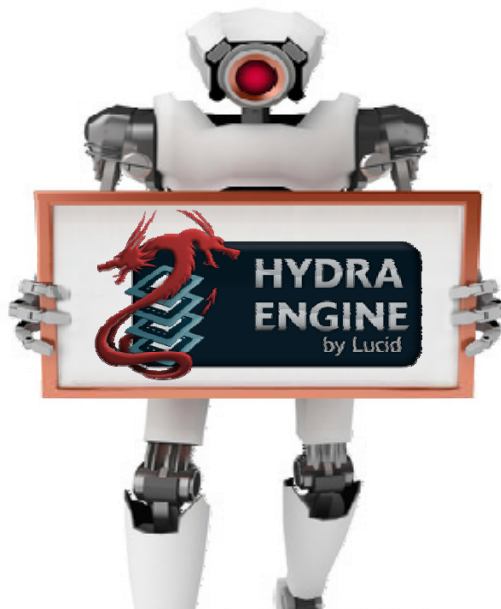
# Hydra 200 software package

## *Release Notes*

**Version 1.5.109**

For Windows Vista 32 & 64 -bit

Windows 7 32 & 64 -bit



© 2010 Lucidlogix Technologies Ltd. All rights reserved.

**This information is the proprietary and confidential information of Lucidlogix Technologies Ltd.** The information may contain inaccuracies and is provided "as is" without warranty of any kind. All warranties (whether express or implied) are expressly disclaimed. The furnishing of this information does not constitute the grant of any license to use information, products, technologies or other matter referenced herein.

---

## Table of Contents

<b>INTRODUCTION</b> .....	<b>3</b>
<b>HYDRA 200 RELEASE CHANGES</b> .....	<b>3</b>
<b>VERSION HIGHLIGHTS</b> .....	<b>3</b>
What's New in Version 1.5.109 .....	3
<b>CHANGES IN VERSION</b> .....	<b>3</b>
Fixed Issues: .....	3
Open and known issues in this driver version .....	4
<b>GAMES QUALIFIED</b> .....	<b>5</b>
<b>RELEASE VERSION</b> .....	<b>ERROR! BOOKMARK NOT DEFINED.</b>
Supported Operating Systems .....	12
Supported graphic libraries .....	12
Supported graphics cards and display drivers .....	13
<b>INSTALLATION</b> .....	<b>14</b>
Minimum Hard Disk Space.....	14
Before You Begin .....	14
Installation Instructions .....	14
<b>GENERAL RECOMMENDATIONS</b> .....	<b>15</b>

## INTRODUCTION

This Release Notes document describes Hydra 200 driver version 1.5.109 for Microsoft Windows Vista & windows 7. The document describes added features, performance improvements and bug fixes related to previous 'Hydra' versions.

## Hydra 200 RELEASE CHANGES

This chapter describes new features, performance improvements and pen issues for version 1.5.109. In addition there is a description of resolved and open issues for this version.

### Version Highlights

#### What's New in Version 1.5.109

- Bug fix

### Changes in version

The following sections list the changes made and issues resolved since release version 1.5.108

#### Fixed Issues:

- 3Dmark 06 run in loop for 24 hours crash

---

## Open and known issues in this driver version

The following are the open issues with the current driver release:

- Running benchmarks while FRAPS application is active may cause crashes in all modes (occurs also when HYDRA is disabled)
- Windowed mode is currently not supported in all modes
- It is strongly recommended that the display will be connected the stronger graphics card
- When Nvidia Physx is enabled with no specific graphics card selected to be the Physx target – the NVidia driver automatically selects the graphics card to be used for Physx calculations. If the graphics card selected is the one connected to the display – performance is lower than expected. The optimal configuration in this case is to select the graphic card used for Physx as the one that is not connected to the display (through Nvidia control panel) or to switch the display connection to the other graphics card
- DX-11 games that are running on graphics cards that support up to DX-10 API, may cause the HYDRA icon to show indication of DX-11 game. For example, running Battleforge on GTX260 (up to DX-10) will show DX-11 indication
- For the 3 graphics cards mode - it is highly recommended to use only identical 3 graphics cards for this version
- ALT+TAB feature is currently not supported
- Some applications may crash with GTX480 & GTX470 cards when running with Nvidia 257.15 driver
- Low performance in DX-11 with Nvidia 4xx series cards

## Games qualified

No	Game/Benchmark	N-Mode	A-Mode	X-Mode	3 GPUs	Notes
1	3DMark06	✓	✓	✓		Minor artifacts may appear  In X-Mode when display is connected to the Nvidia GPU and AA is set to maximum - crash
2	3DMark Vantage	✓	✓	✓	✓	Flickering images in first test in X-Mode
3	Age of Empires	✓	✓			
4	Battlefield2	✓	✓	✓		
5	Batman	✓	✓		✓	
6	Battle Forge	✓	✓			Supports DX-11
7	BioShock (DX9 & DX10)	✓	✓			When exiting the application a pop-up message may appear "application has stopped working" in all modes
8	Bionic Commando	✓				
9	Brothers in Arms Hells Highway	✓	✓			
10	Bully Scholarship	✓	✓	✓		
11	Burnout Paradise The Ultimate Box	✓	✓			
12	C&C3 Kane's Wrath	✓	✓	✓		
13	C&C3 Tiberium wars	✓	✓	✓		

No	Game/Benchmark	N-Mode	A-Mode	X-Mode	3 GPUs	Notes
14	Call of Duty 4	✓	✓	✓		Stripes appear when throwing a Flash bang (Stun Grenade) and then disappear in all modes
15	Call of Duty World At War	✓	✓			Stripes appear in close explosions in all modes
16	Call of Duty – Modern warfare 2	✓	✓			
17	Call of Juarez Benchmark	✓	✓	✓	✓	
18	Call of Juarez Bound In Blood	✓	✓			
19	Call of Juarez (DX9 & DX10)	✓	✓	✓	✓	
20	Civilization IV	✓	✓	✓		
21	Civilization IV Warlords	✓	✓	✓		
22	Civilization IV Beyond	✓	✓	✓		
23	Civilization IV Colonization	✓	✓	✓		
24	Code of Honor 3	✓				
25	Company of Heroes (DX10)	✓	✓	✓		Minor artifacts may appear
26	Cryostasis	✓				
27	Crysis Warhead	✓	✓			
28	Dead Space	✓				
29	Death to Spies Moment of Truth	✓			✓	
30	Devil May Cry4 (DX9)	✓	✓	✓		
31	Devil May Cry4 (DX10)	✓	✓		✓	

No	Game/Benchmark	N-Mode	A-Mode	X-Mode	3 GPUs	Notes
32	Dragon Age: Origins		✓			Flickering may appear in map
33	F.E.A.R. 2 Project Origin	✓	✓			
34	Far Cry 2	✓	✓			
35	FIFA09	✓	✓	✓		
36	Frontlines Fuel of War	✓	✓	✓		
37	Gears of War	✓	✓	✓		
38	Ghost Recon Advanced Warfighter 2	✓	✓			
39	Godfather 2	✓				Missing textures in N-Mode
40	Ice Age 3	✓	✓	✓		
41	Jericho	✓	✓			
42	Kung Fu Panda	✓	✓	✓		
43	King's Bounty the Legend	✓	✓	✓		
44	Lego Indiana Jones	✓	✓	✓		
45	Left 4 Dead 2	✓	✓			shimmering shadows on N-Mode and A-Mode May crash in the second phase of the game
46	Left for Dead	✓				
47	Lord of The Rings	✓	✓	✓		
48	Lost Planet – colonies (DX10)	✓				
49	Lost Planet - Extreme Condition (DX10)	✓				
50	Mass Effect	✓				

No	Game/Benchmark	N-Mode	A-Mode	X-Mode	3 GPUs	Notes
51	Mass Effect 2	✓				
52	Madagascar 2	✓	✓	✓		
53	Medieval II Total War	✓				
54	Medieval II Total War kingdoms	✓				
55	Mercenaries	✓				
56	Mini Ninjas	✓	✓			
57	Mirror Edge	✓				
58	Monsters vs Aliens	✓	✓			
59	MOTOGP 08	✓				
60	NBA2K	✓				
61	NecroVision (DX10)		✓			
62	Oblivion	✓				
63	Orange box (Half-Life 2, HL2-episode one, HL2-episode two)	✓	✓	✓		
64	Operation Flashpoint Dragon Rising	✓	✓	✓	✓	stripes appear when throwing a Flash bang (Stun Grenade) and then disappear in all modes
65	Portal	✓	✓	✓		
66	Pro Ev. soccer 2009	✓	✓	✓		
67	Prince of Persia	✓	✓			
68	Prototype	✓	✓			Some flickering images may appear in N-Mode

No	Game/Benchmark	N-Mode	A-Mode	X-Mode	3 GPUs	Notes
69	Pure	✓	✓	✓		
70	Quantum of Solace	✓	✓	✓		
71	Race driver Grid	✓	✓			
72	Rail Simulator	✓				
73	Rainbow Six Vegas 2	✓				stripes appear when throwing a Flash bang (Stun Grenade) and then disappear in all modes
74	Resident Evil 5 (known as Biohazard 5 in Japan)	✓	✓	✓	✓	ALT-TAB cause crash in N-Mode and A-Mode artifacts (black faces) in variable benchmark In 3GPUs - artifacts(flashing object) in fix benchmark
75	SIMS 2		✓			
76	Spore	✓	✓	✓		
77	S.T.A.L.K.E.R Call of Pripyat Benchmark		✓			Supports DX-11
78	S.T.A.L.K.E.R Clear Sky		✓			
79	Street Fighter IV	✓	✓	✓		
80	Stormrise	✓	✓	✓	✓	Some jittery movements and Minor artifacts
81	Supreme Commander	✓				
82	Team fortress 2	✓	✓	✓		
83	The Witcher Enhanced Edition	✓				

No	Game/Benchmark	N-Mode	A-Mode	X-Mode	3 GPUs	Notes
84	Time Shift	✓	✓			Artifacts on startup movies in N-Mode
85	Tom Clancy's: EndWar	✓	✓	✓		
86	Tom Clancy's: H.A.W.X (DX10)	✓	✓	✓	✓	
87	Tom Clancy's: H.A.W.X (DX9)	✓	✓			Crash in A-Mode
88	Tomb Raider – Underworld	✓				
89	TrackMania United	✓	✓			Flickering images on few tracks
90	TrackMania Nations Forever	✓	✓			Flickering images on few tracks
91	Transformers2	✓	✓	✓		
92	UT3	✓	✓	✓		
93	Velvet Assassin	✓	✓			Some Jittery Movements
94	Virtual tennis 2009	✓	✓	✓		
95	Wall-E	✓	✓	✓		
96	Wanted Weapons of Fate		✓			Stripes in the game
97	Wheelman	✓				
98	World In Conflict	✓	✓	✓		Crash in DX9 in A-Mode
99	Wolfenstein	✓	✓	✓		
100	World of Warcraft	✓	✓			
101	X-Man Origin Wolverine	✓	✓	✓		
102	Zeno Clash	✓				

**NOTE:** X- Mode is available in Windows 7 operation systems only due to the limitation of the operating system

## Supported Operating Systems

The Hydra 200 Release supports:

- Microsoft Windows® Vista (SP2) 32-bit and 64-bit
- Microsoft Windows® 7 OS 32-bit and 64-bit

Microsoft Windows® Editions include:

- Windows Vista Home Basic
- Windows Vista Home Premium
- Windows Vista Business
- Windows Vista Enterprise Edition
- Windows Vista Ultimate
- Windows 7 Home Premium
- Windows 7 Professional
- Windows 7 Ultimate

The Hydra 200 driver supports the following languages in the main driver Control Panel:

English (USA)

## Supported graphic libraries

The Hydra 200 driver supports the following graphic libraries:

- DirectX 9
- DirectX 10
- DirectX 11

## Supported graphics cards and display drivers

The Hydra 200 driver supports the following graphics cards and drivers:

### **N-Mode**

- Graphics cards GF 9xxx/GF 2xx/GF 4xx series (Excluding dual GPU graphic cards)
- NVIDIA display drivers: All

### **A-Mode**

- Graphics cards HD4XXX & HD5XXX series (Excluding dual GPU graphic cards)
- ATI/AMD display drivers: All

### **X-Mode**

- Graphics cards
  - Nvidia GF 9xxx/GF 2xx series/GF 4xx series (Excluding dual GPU graphic cards)
  - AMD/ATi HD4xxx Series & HD5XXX series (Excluding dual GPU graphic cards)
- Display drivers:
  - Nvidia:All
  - AMD/ATi: All

## Installation

### Minimum Hard Disk Space

The hard disk space requirement is minimum 15 MB for English-only, and 20 MB for International.

### Before You Begin

If you have previously installed Hydra (version 100 or 200) installation please uninstall it before installing this release.

### Installation Instructions

1. Open the Hydra200 installation .EXE file to launch the Installation Wizard.
2. Follow the instructions in the Installation Wizard to complete the installation.
3. Click Finish.
4. **Restart the computer.**

## General Recommendations

- In all Modes - higher settings results better performance
  - Turn AA ON
  - Resolution 1920 x1200 or higher is recommended
  - High game settings
- In non-identical A & N modes and in X mode
  - Different graphics card manufacturers – ok (e.g. MSI + Other vendor)
  - Different graphics card memory size and type – ok (e.g. 512MB + 1.76Gb)
  - Overclock and non-overclock graphics cards - ok
  - 1:1.3 or lower graphics card performance ratio recommended
  - It is strongly recommended that the display will be connected the stronger graphics card (this will be fixed in future versions)

### Common mistakes

- Not using latest HYDRA qualified graphics card driver
- Trying to run non-qualified graphics card combinations
- Running non-qualified games

Remark: When a non qualified graphics card combination or game is running – single graphics card performance is expected