**New Functions:**

Added NvAPI\_D3D12\_CreateCubinComputeShaderExV2

Added NvAPI\_D3D12\_GetCudaMergedTextureSamplerObject

Added NvAPI\_D3D12\_GetCudaIndependentDescriptorObject

**New Structures:**

Added bIsVRRPossible to NV\_GET\_VRR\_INFO\_V1

Added bIsVRRRequested to NV\_GET\_VRR\_INFO\_V1

Added bIsVRRIndicatorEnabled to NV\_GET\_VRR\_INFO\_V1

Added bIsDisplayInVRRMode to NV\_GET\_VRR\_INFO\_V1

Added sleepIntervalUs to NV\_GET\_SLEEP\_STATUS\_PARAMS\_V1

Added bUseGameSleep to NV\_GET\_SLEEP\_STATUS\_PARAMS\_V1

Added NVAPI\_D3D12\_CREATE\_CUBIN\_SHADER\_PARAMS

Added NVAPI\_D3D12\_GET\_CUDA\_MERGED\_TEXTURE\_SAMPLER\_OBJECT\_PARAMS

Added NVAPI\_D3D12\_GET\_CUDA\_INDEPENDENT\_DESCRIPTOR\_OBJECT\_PARAMS

**New Enums:**

Added NVAPI\_D3D12\_GET\_CUDA\_INDEPENDENT\_DESCRIPTOR\_OBJECT\_TYPE

**New Unions:**

**New MACRO:**

**New Errors:**

**TCC Support:**

**MCDM Support:**

**NVAPI Security Info:**

**Deprecation NvAPI functions:**

**Deprecation Enum values:**

**NvAPIDriverSettings additions/ removal:**

**HLSL Extentions additions/ removal:**