NAME

Direct3D 11 Interoperability [DEPRECATED] −

Functions

CUresult cuD3D11CtxCreate (**CUcontext** *pCtx, **CUdevice** *pCudaDevice, unsigned int Flags, ID3D11Device *pD3DDevice)
Create a CUDA context for interoperability with Direct3D 11.

CUresult cuD3D11CtxCreateOnDevice (**CUcontext** *pCtx, unsigned int flags, ID3D11Device *pD3DDevice, **CUdevice** cudaDevice)
Create a CUDA context for interoperability with Direct3D 11.

CUresult cuD3D11GetDirect3DDevice (ID3D11Device **ppD3DDevice)
Get the Direct3D 11 device against which the current CUDA context was created.

Detailed Description

\brief deprecated Direct3D 11 interoperability functions of the low-level CUDA driver API (cudaD3D11.h)

This section describes deprecated Direct3D 11 interoperability functionality.

Function Documentation

CUresult cuD3D11CtxCreate (CUcontext * pCtx, CUdevice * pCudaDevice, unsigned int Flags, ID3D11Device * pD3DDevice)

Deprecated

This function is deprecated as of CUDA 5.0.

This function is deprecated and should no longer be used. It is no longer necessary to associate a CUDA context with a D3D11 device in order to achieve maximum interoperability performance.

Parameters:

pCtx - Returned newly created CUDA context
pCudaDevice - Returned pointer to the device on which the context was created
Flags - Context creation flags (see **cuCtxCreate()** for details)
pD3DDevice - Direct3D device to create interoperability context with

Returns:

CUDA_SUCCESS, **CUDA_ERROR_DEINITIALIZED**, **CUDA_ERROR_NOT_INITIALIZED**, **CUDA_ERROR_INVALID_VALUE**, **CUDA_ERROR_OUT_OF_MEMORY**, **CUDA_ERROR_UNKNOWN**

Note:

Note that this function may also return error codes from previous, asynchronous launches.

See also:

cuD3D11GetDevice, **cuGraphicsD3D11RegisterResource**

CUresult cuD3D11CtxCreateOnDevice (CUcontext * pCtx, unsigned int flags, ID3D11Device * pD3DDevice, CUdevice cudaDevice)

Deprecated

This function is deprecated as of CUDA 5.0.

This function is deprecated and should no longer be used. It is no longer necessary to associate a CUDA context with a D3D11 device in order to achieve maximum interoperability performance.

Parameters:

pCtx - Returned newly created CUDA context
flags - Context creation flags (see **cuCtxCreate()** for details)
pD3DDevice - Direct3D device to create interoperability context with
cudaDevice - The CUDA device on which to create the context. This device must be among the devices returned when querying CU_D3D11_DEVICES_ALL from **cuD3D11GetDevices**.

Returns:

CUDA_SUCCESS, **CUDA_ERROR_DEINITIALIZED**, **CUDA_ERROR_NOT_INITIALIZED**, **CUDA_ERROR_INVALID_VALUE**, **CUDA_ERROR_OUT_OF_MEMORY**, **CUDA_ERROR_UNKNOWN**

Note:

Note that this function may also return error codes from previous, asynchronous launches.



See also:
cuD3D11GetDevices, **cuGraphicsD3D11RegisterResource**

CUresult cuD3D11GetDirect3DDevice (ID3D11Device ** ppD3DDevice)

Deprecated
This function is deprecated as of CUDA 5.0.

This function is deprecated and should no longer be used. It is no longer necessary to associate a CUDA context with a D3D11 device in order to achieve maximum interoperability performance.

Parameters:
ppD3DDevice - Returned Direct3D device corresponding to CUDA context

Returns:
CUDA_SUCCESS, **CUDA_ERROR_DEINITIALIZED**, **CUDA_ERROR_NOT_INITIALIZED**, **CUDA_ERROR_INVALID_CONTEXT**

Note:
Note that this function may also return error codes from previous, asynchronous launches.

See also:
cuD3D11GetDevice

Author

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