

Change Log

- [+] – Added
- [!] – Changed
- [f] – Fixed

Version 1.13 RC1 – 2011.06.15

- [+] Presets for 15 new games
- [+] Hotkey OSD feature
- [+] Adjustable hotkeys for iZ3D Wizard, Hotkey OSD and FPS meter
- [+] iZ3D Shutter output added
- [+] Japanese Language support added
- [+] Render shadows in mono checkbox added
- [!] Swap L&R checkbox removed
- [!] 120 Hz 3D Devices output now forces 120 Hz on all OS
- [f] Control Center NET Framework error fixed
- [f] Witcher 2 crash at startup is fixed
- [f] No stereo issue for Asian versions of Aion is fixed
- [f] Crash problem on AMD HD3D output is fixed
- [f] Dynamic shadows in Dirt 3 are fixed
- [f] Stereo screenshots from Dirt 3 in DX11 are now displaying correctly
- [f] Fable 3 interfaces is fixed

Version 1.13 beta – 2011.04.15

- [+] New Control Center
- [+] UM DX10 presenter implemented
- [+] AMD HD3D output added
- [+] Civilization V, Dragon Age 2, Homefront, Tom Clancy's H.A.W.X. 2, Monday Night Combat, Darkspore, LEGO Star Wars 3: Clone Wars, Need for Speed Shift 2 Unleashed, Sanctum and Crysis 2 profile added
- [+] Default presets for all supported games added
- [+] 2 new StereoMirror output mods added
- [+] Button for activation outputs added to Control Center
- [!] Norton AntiVirus added to exclusions
- [!] Screenshots in mono now use jpg extension
- [!] Scaling now automatically turned on for outputs that required it
- [!] Updated Laser Sight
- [!] iZ3D Media Player has been removed from exceptions
- [f] A lot of DX10 bugs (Just Cause 2, Resident Evil V, etc.) at NVidia fixed
- [f] Dual monitors outputs problems with some DX10/11 games fixed
- [f] Battlefield Badcompany 2 interface fixed in DX10/11
- [f] Call of Duty Black Ops smoke at NVidia fixed
- [f] Injecting to AION on some platforms fixed
- [f] Need for Speed: Hot Pursuit - big shadow in left eye fixed
- [f] DX10/11 videodriver detection fixed on systems with two GPU
- [f] ATI DLP output protection fixed

Version 1.12 – 2010.10.22

- [+] Automatic image scaling to native resolution (key DisplayScalingMode) implemented
- [+] Kane and Lynch 2 Dog Days, Disciples III profile added
- [+] New StereoMirror output modes added
- [+] "Swap L/R" OSD messages added

- [+] iTunes added to exceptions list
- [!] Dynamic Test now support DX10
- [!] Removed shutter outputs from driver
- [!] Renamed output "120Hz 3D Projectors" to "120Hz 3D Devices"
- [!] Disabled injections in third party app's and help after installing Internet Explorer 9
- [f] ColorCode DX10 output fixed
- [f] Battlefield Bad Company 2 fixed in DX10 mode
- [f] Remove the current working directory from the DLL search path in order to avoid the DLL preloading vulnerability
- [f] AION crash fixed
- [f] Crash fixed with games that contains Unicode characters in exe filename
- [f] Google Earth crash fixed
- [f] Swapped images in wizard fixed

Version 1.11 RC2 – 2010.08.27

- [+] Added ColorCode output
- [!] FPS on NVidia videocards improved
- [f] DX9 wizard crash fixed
- [f] DX10 wizard font size fixed

Version 1.11 RC1 – 2010.08.10

- [+] Disable driver on Control Center exit
- [+] Added support for new devices for S3D120HzProjectorsOutput
- [!] Removed OpenGL driver
- [f] Many Direct3D10 bugs fixed
- [f] Metro 2033 lights fixed.

Version 1.11b3 – 2010.07.13

- [+] Added profiles for Silent Hunter 5, Splinter Cell Conviction, Prince of Persia Forgotten Sands, Metro 2033, Just Cause 2.
- [+] Screenshots moved to subfolders.
- [!] Diagnostic report minor improvements.
- [f] Battlefield Bad Company 2 problems fixed in D3D9.
- [f] Many D3D10 problems fixed.
- [f] S.T.A.L.K.E.R. weapon fixed.

Version 1.11b2 – 2010.04.26

- [+] New 120Hz projectors PNP ID added (see manual).
- [+] DirectX 10 Zalman, DLP 3D, ATI DLP 3D output added.
- [+] Profile for Starcraft II Beta added.
- [+] Mouse cursor displaying added for Side-by-Side output.
- [!] Aliens versus Predator Classic 2000 speed improved.
- [f] Control Center crash fixed if Internet connection is unavailable.
- [f] D3D9 crash on some platforms fixed.

Version 1.11b1 – 2010.03.30

- [+] DX10/DX10.1/DX11 stereoscopic driver added! Some issues are listed in the manual.
- [+] Implemented new shutter modes for specific outputs: Multi-Device, Multi-Threaded, "UserMode" and ATI QuadBuffer.
- [+] Driver API added.
- [+] New key *DisableD3D10Driver* added, that disable D3D10, D3D11 for games.
- [+] Profile for Torchlight, Global Agenda, Mass Effect 2, REFLEX XTR Model Flight Simulator, Dark Void, Supreme Commander 2 added.

- [+] Localization files added.
- [+] Nero Vision, Nero ShowTime, WinSAT added to exceptions.
- [+] New VR920 mode "Without Flush" added.
- [+] Support YouTube 1080p HD added.
- [+] Windows 7 taskbar support added.
- [+] Control Center real time localization.
- [+] 3D 120Hz Projectors and Zalman outputs added.
- [!] Laser sight icon changed.
- [!] BLC shutter signing improved for mono mode support.
- [!] iZ3D table method improved.
- [!] Menu drawing speed improved in some games.
- [!] Static test rewritten to stereo API using.
- [!] Profile for Guitar Hero 3 updated.
- [!] Autofocus improved.
- [!] Screenshots with some outputs fixed.
- [!] D3D version now in FPS message.
- [!] 3D Studio Max 2010 partially support.
- [!] CustomLaserSightIconPath moved to DefaultProfile section.
- [f] Bioshock 2, Dark Void, PerfectWorld crash fixed.
- [f] Torchlight, UT2004, Last Chaos Alt-Tab crash fixed.
- [f] Far Cry 2 crash on Windows 7 fixed.
- [f] Ninja Blade black screen fixed.
- [f] Mouse lock "one border pixel" bug fixed.
- [f] SwapEyes key fixed.

Version 1.10 – 2009.11.04

- [+] Added Batman Arkham Asylum, Settlers II, Need for Speed Shift, G-Force, Section 8, Majesty 2, Allods Online, Killing Floor, Guitar Hero 3, Guitar Hero World Tour, Serious Sam 2, Flight Simulator 2004, Operation Flashpoint: Dragon Rising, Left 4 Dead 2 profile.
- [+] Tables for new glasses added.
- [+] New key *DrawMonoImageOnSecondMonitor* added, that replace additional Side By Side output modes. Only work with outputs that use one monitor.
- [+] New key *ScreenshotType* (0 - JPG, 1 - PNG, 2 - BMP) added.
- [!] Handling Anti-aliasing on ATI videocards improved.
- [!] Shader analyzing for some new games improved.
- [!] Driver minor optimizations.
- [!] Internal profile system improved (new attribute ConvergenceShift).
- [f] Resource leak fixed.
- [f] Some D3D8 errors fixed that cause Last Chaos crash.
- [f] Smoke in Tom Clancy H.A.W.X fixed.
- [f] G-Force crash on NVidia fixed.
- [f] Flatout UC sky fixed.
- [f] Interface in Sexy Beach fixed.
- [f] Motion blur in Dirt fixed.
- [f] Mirror's Edge profile fixed.
- [f] In-game menu in Ghostbusters fixed.
- [f] Crash in Ghostbusters by Alt+Tab fixed.
- [f] Stereo YouTube future fixed.
- [f] Over/under mode fixed.
- [f] Driver statistic fixed when FPS off.

Version 1.10rc2 – 2009.09.14

- [+] Added profiles for "Call Of Cthulhu DCoTE", "Call of Juarez - Bound in Blood", Drakensang, Rise

of the Argonauts, Trine, Tomb Rider Legend, Sims 3, Street Fighter IV, Flatout Ultimate Carnage, G-Force, Empire Total War, Battlestation Pacific, Overlord 2, HAWX.

- [+] Added Stereo Screenshot and Swap L&R keys to Control Center.
- [+] Third-part d3d9.dll support added.
- [+] Added additional Side By Side modes (maybe helpful for video recording).
- [+] Added gap control between views in Side By Side mode to Config.xml.
- [+] Added customizable matrices mode to Anaglyph mode.
- [!] Anaglyph output now use normal colors in mono mode.
- [!] Fixed Witcher, Fallout 3 profiles.
- [!] Improved support fullscreen YouTube video (only on Vista with Aero).
- [!] Improved table method.
- [!] DX9/DX10 outputs merged.
- [!] Added some application to exclusions list.
- [!] Improved computability with Steam Community on x64 platforms.
- [!] Deferred wizard resource loading.
- [!] Enhanced Mouse Lock.
- [!] Improved performance with some D3D8 games.
- [!] Screenshot button handling improved.
- [!] Improved key recognizing in Control Center.
- [f] Fixed problems with Runes of Magic, ARMA 2, Rise of Flight, Ghost Busters, Resident Evil 4, Duke Nukem Manhattan Project, Mini Ninjas, Trine, Terminator Salvation (mono objects).
- [f] Fixed shaders analyzing in Resident Evil 5.
- [f] Fixed second window position with StereoMirror output.

Version 1.10rc1 – 2009.05.25

- [+] Added RGSCLauncher.exe to exclusions.
- [+] Added "Call of Duty - World at War", "Stalker: Clear Sky", "Witcher", "Lost Planet", "GRID" profiles.
- [+] Added command line parameters /silent and /anaglyph to setup.
- [!] Changes in Wizard.
- [!] Flags Create... renamed to DontCreate...
- [!] Improved "World in Conflict", "Tomb Raider Underworld" profiles.
- [!] Minor improvements in Control Center.
- [!] Changed flag SwapEyes implementation.
- [!] Improved mouse lock for fullscreen games.
- [!] Updated iZ3D Wallpaper Creator.
- [f] Fixed shadows in "Dead Space", "Left 4 Dead", "HL2: E2", "Red Alert 3".
- [f] Fixed gamma in Dual Projection, Stereo Mirror...
- [f] Fixed interface in "Tom Clancy's H.A.W.X", "Dead Space", "DMC 4".
- [f] Fixed "FIFA 2009".
- [f] Fixed stereo rendering in "World of Warcraft" with patch 3.1.
- [f] Fixed fishing-rop in "World of Warcraft".
- [f] Fixed work with Remote Desktop and Vista Logoff.
- [f] Finally fixed interface in "Oblivion".

Version 1.09.0028 – 2009.02.13

- [f] Fixed hook for Audiosurf.
- [f] Fixed CC bug with profile file names..
- [f] Age of Conan shadows fixed.
- [!] Hardcoded exclusion for *dwm.exe*.
- [!] Improved stereo building method, see Source Engine games.
- [+] Added Burnout Paradise, Left 4 Dead, HL2 E2, FEAR 2 profiles.

Version 1.09.0021 – 2009.01.29

- [f] Fixed monitor detection on ATI, Windows XP.
- [f] Fixed blur in Call of Duty.
- [f] Fixed injection for iRacing game.
- [!] Compatibility improved with Windows 7.
- [!] New Dynamic Test.
- [+] Added profile Need for Speed Undercover, Mirror's Edge, GTA IV, Tomb Raider Underworld, Devil May Cry 4 profile.
- [+] Added key **ShowWizardAtStartup** to *config.xml*.

Version 1.09.0017 – 2008.12.31

- [f] Lot of bugs fixed
- [!] Copyright changed from iZ3D LLC to iZ3D Inc.
- [!] New version of Wizard Shift + Num *
- [!] Changed Control Center minimal window size
- [!] Optimized texture synchronization for GTA IV
- [+] New description added
- [+] Pixel Shaders modification added
- [+] Added d3dx_31.dll

Version 1.09.0013 – 2008.12.24

- [f] Laser site + auto focus shift finding fixed.
- [f] Fixed profile reading (Fallout3 != UT3).
- [f] State blocks released before Reset in DX8.
- [f] Fixed texture synchronizing.
- [!] DTest colors changed.
- [!] Trial period updated.
- [!] Mouse Lock modified for 3D application support.
- [!] Better Fraps support.
- [+] Mouse lock check box added to setup.

Version 1.09.0004 – 2008.12.09

- [f] Fixed work with Steam Community!
- [f] Fixed uninjection.
- [f] Fixed shadows in L4D on ATI.
- [f] WOW gamma bug fixed.
- [f] Fixed OSD in Dead Space.
- [!] Removed key DontCalculateInverseMatrix.
- [!] DontCheckShadowMatrix renamed to CheckShadowMatrix.
- [!] DontCheckInverseLR renamed to CheckInverseLR.
- [!] Improved shader analyzing speed.
- [!] RouterType=2 now correct work for D3D8 app's.
- [!] Fixed Crysis profile.
- [+] Added FarCry 2 profile.
- [+] Added Red Alert 3 profile.
- [+] Added "Sam & Max 104 Abe Lincoln Must Die" profile.
- [+] Added SideBySide output.
- [+] Added optimized interlaced mode.
- [+] Added clipping control to CC.
- [+] Added key CheckExistenceInverseMatrix.

Version 1.09.000 – 2008.10.24

- [!] Release version 1.09.

Version 1.08.0036 – 2008.10.23

- [f] Fixed CC startup.
- [f] Improved service startup.

Version 1.08.0035 – 2008.10.22

- [+] Added AMD/ATI output.
- [+] Added WorldShift profile.
- [!] Changed blue line coded shutter.
- [!] Updated exclusions list.
- [!] Fixed CC dynamic test.
- [!] Updated Crysis 64-bit profile.
- [!] Rewrote D3D10 disabling code for Warhammer Online.
- [f] Fixed 64-bit injector.
- [f] Fixed bug when TRA profile not work.
- [f] Fixed shadows in Oblivion.
- [f] Fixed Gamma control for non iZ3D output.

Version 1.08.0029 – 2008.09.22

- [+] Added blue line coded shutter.
- [!] Updated exclusions list.
- [!] Fixed separation.
- [!] Changed monitor detection.
- [f] Fixed static test panel detection.
- [f] Fixed bug in Crysis on NVidia.

Version 1.08.0025 – 2008.09.15

- [!] Monitor model checking modified.
- [!] Spore profile updated.
- [!] Exclusions list updated.
- [f] Fixed VR920 output on NVidia.

Version 1.08.0021 – 2008.09.09

- [+] Diagnostic report enhanced.
- [!] Autofocus message fixed.
- [!] Fixed crash bug on NVidia.
- [f] Some CC bugs fixed.
- [f] IL2 fixed.
- [f] Fixed crash bug on NVidia.
- [f] Fixed EverQuest fullscreen mode bug.

Version 1.08.0018 – 2008.09.05

- [+] Added profile for Spore.
- [!] Fixed bug in Alone in the Dark (NVidia) and video memory leak (ATI).
- [!] New images for static test.
- [!] Updated Company of Heroes profile.
- [f] Some bugs fixed in CC.

Version 1.08.0015 – 2008.08.29

- [+] Added profile for Warhammer Online.
- [!] OblivionMonoMatrixCheck, RenderInMonoForIndentityVWMatrices replaced by MonoFixedPipelineCheckingMethodIndex.
- [!] Multiple simultaneously device support added.
- [!] Updated LOTRO profile.
- [f] Fixed NPC strip in AoC.
- [f] Some bugs fixed in CC.

Version 1.08.0014 – 2008.08.20

- [!] Control Center redesigned.
- [!] Driver optimized.
- [+] Added Alone In The Dark profile.
- [+] Added GTA: San Andreas profile.
- [!] Shader matrix search improved.
- [f] Fixed FSX, WIC, GoW profile.
- [f] Fixed run Steam games with different resolution.

Version 1.08.0007 – 2008.07.21

- [+] Added Spore Creature Creator profile.
- [+] QuickTime Player added to exclusions list.
- [f] Fixed bug with Tom Clancy's Rainbow Six 3: Raven Shield.

Version 1.08.0005 – 2008.07.18

- [+] Added Test Drive Unlimited, D&D Online, SAMURAI WARRIORS 2 profile.
- [!] Removed key DontCreateRightTextureInWideMode.
- [f] Fixed bug with House of Dead 3.
- [f] Fixed Gears of War profile.
- [f] Fixed OSD in Assassin's Creed.
- [f] Fixed bug with some DX8 games.

Version 1.08.0003 – 2008.07.10

- [+] Added EQ, GTA San Andreas profile.
- [+] Added message when output dll can't be loaded.
- [!] All strings now may localize.
- [f] Fixed WoW Alt-Tab crash.
- [f] Fixed "Half-Life 2 Episode Two" profile.

Version 1.08.0001 – 2008.06.30

- [+] Added laser sight.
- [+] Added API that allow disable driver for specific game.
- [!] D3D9 driver minor optimizations.
- [!] Optimized StretchRect method on NVidia.
- [!] Setup now require close programs that use driver.
- [!] For reducing video memory usage changed Crysis profile..
- [!] Setup localized.
- [!] RHW modification optimized.
- [!] Auto-focus optimized.
- [!] Unified driver names conversion.
- [f] Fixed bug with video players.

Version 1.08.0000 – 2008.06.05

- [+] Added trial days left in OSD.
- [!] Setup minor changes.

Version 1.07.0038 – 2008.05.30

- [!] Auto focus speed increased.
- [!] Auto focus improved.
- [f] Fixed bug with working in 64-bit system.

Version 1.07.0037 – 2008.05.28

- [+] Added yellow/blue anaglyph (set OutputMode to 3).

Version 1.07.0034 – 2008.05.23

- [f] Fixed bug in OGL driver.
- [!] RHW vertexes modification optimized.
- [!] Trial mode updated.

Version 1.07.0033 – 2008.05.22

- [f] Fixed bug in D3D8 driver.
- [f] Fixed bug in OGL driver.

Version 1.07.0032 – 2008.05.20

- [+] Autofocus SearchFrameSizeY parameter.
- [+] Autofocus ShiftSpeed parameter.
- [!] AutoFocus improved.

Version 1.07.0031 – 2008.05.16

- [f] Fixed many, many bugs in D3D8 driver.
- [f] Fixed reading Config.xml in OpenGL driver.
- [f] Fixed error when OpenGL driver shutdown.
- [f] Fixed memory leak in D3D9 driver.
- [f] Fixed bug in WRT (NVidia) mode, GRID now work properly.
- [!] Modification of the RHW vertexes optimized.

Version 1.07.0030 – 2008.05.05

- [f] Fixed Reset() bug in Vista SP1.
- [+] Added profile for StarTrek Legacy.

Version 1.07.0029 – 2008.04.28

- [f] Fixed mouse lock bug in Win64.

Version 1.07.0028 – 2008.04.25

- [f] Fixed bug in windowed mode – incorrect detection of window
- [f] Fixed FPS drop when driver hotkeys pressed
- [f] Fixed model big parallax in Mythos game
- [!] GlobalMultiplier renamed in SeparationScale

Version 1.07.0020 – 2008.04.8

- [+] 32-bit and 64 bit supported under 64-bit OS
- [+] 64-bit dynamic test added

- [!] When video card doesn't support Depth Textures without PCF use R32F
- [!] New autofocus algorithm.

Version 1.07.0015 – 2008.03.25

- [!] App that use multiple SwapChain's should now correct work in mono
- [f] Fixed warning about disconnected monitor panel
- [f] Fixed per profile key settings
- [f] Fixed UT3 profile

Version 1.07.0013 – 2008.03.21

- [+] Added iZ3D span mode
- [!] BF2 & BF2142 now don't use RouterType = 1
- [!] Write JPS moved before drawing OSD
- [f] Some bugs fixed in CC

Version 1.07.0008 – 2008.03.17

- [+] Added 3DStudio Max profile and updated WoW profile
- [+] OpenGL now protected
- [+] Added link to .NET Framework for x64
- [!] Shader analyzing performance increased
- [f] Some bugs fixed in CC

Version 1.07.0003 – 2008.03.12

- [+] Added OutputMode = 1 for SideBySideOutput
- [f] Fixed setup for 64-bit Windows
- [f] Some bugs fixed in CC

Version 1.07.0002 – 2008.03.07

- [+] Added support 32-bit games under 64-bit OS
- [+] Added flags CreateSquareRTInMono & CreateRTThatLessThanBBInMono, that can reduce video memory usage and sometimes fix shadows
- [+] Added autofocus (NumPad /)
- [+] Added separated OpenGL injector
- [+] Hotkeys now can specified per profile
- [+] Added profiles for LOTR Online Shadows of Angmar, Dungeons & Dragons Online, World Of Warcraft, Silent Hunter 3, Windows Photo Gallery
- [+] Added sessions per game statistic
- [!] Service and Control Center now use named pipes for communication
- [!] Updated external libraries
- [!] Output methods moved from iZ3DWrapperD3D9.dll to different dll's.
- [!] Small changes in structure of config.xml
- [!] CC minimizing when double click to tray icon and they visible
- [!] Config.xml, BaseProfile.xml and report.txt moved to Common AppData
- [f] Fixed RHW modifying in D3D9 driver (for game NWN 2)
- [f] Fixed bug in D3D9 driver on NVidia (for game Everquest 2)
- [f] Fixed bug with shader conversion in D3D8 drivers (for game There)
- [f] Fixed UI in Hitman: Blood Money
- [f] Fixed first window deactivating when creating second window
- [f] Steam Community now work with driver

Version 1.07.0001 – 2008.02.11

- [f] Fixed some bugs in D3D8 drivers
- [!] Improved D3D8 shaders analyzing

- [!] Updated CC icon
- [!] Changed font in D3D9 driver
- [!] Code from iZ3DDriver.dll moved to iZ3DUutils.dll

Version 1.07.0000 – 2008.01.14

- [f] Fixed bug in Hellgate London
- [!] Screenshots now called by profile name
- [!] Added video card information to diagnostic report
- [!] Only one Control Center now can started
- [+] Added ignore list from old profile conversion to new format during setup
- [+] Added warning to Control Center when one of monitor panels disconnected
- [+] Added NVidia and ATI incorrect monitor gamma detection during setup
- [+] Added automatic monitor panels detection for new monitor models
- [+] Added monitor inf file
- [+] Mouse lock added
- [+] Added per game static for debugging

Version 1.06.0335 – 2007.12.12

- [f] Fixed shadows in Oblivion and sometimes in S.T.A.L.K.E.R.
- [f] Fixed dynamic test.

Version 1.06.0329 – 2007.12.11

- [f] Fixed color precision when gamma enabled.
- [!] Changed depth stencil textures format

Version 1.06.0326 – 2007.12.10

- [+] Added profiles for Google Earth, UT3 and Gears of War
- [+] Added support RAWZ/INTZ formats for depth stencil textures synchronization
- [f] Fixed bug with some windowed applications.
- [!] Removed flag RenderToRightInMono.

Version 1.06.0316 – 2007.12.07

- [+] Added new algorithm wide depthstencil texture synchronization
- [f] Profile config reading when user profile exists.

Version 1.06.0296 – 2007.12.03

- [f] Show test windows fixed.
- [+] BF2 shadows fixed.

Version 1.06.0279 – 2007.11.30

- [+] Added Control Center for driver management.
- [!] By default disabled depth stencil textures in WRT mode.

Version 1.06.0005 – 2007.11.26

- [+] Added optimization for WideRenderTarget mode (increased FPS in Oblivion, Bioshock and such others)
- [+] Added support depth stencil textures in WideRenderTarget mode (TimeShift now work in that mode)
- [+] Added support profiles with cmdline
- [+] Added profiles for LOTR: Online and D&D: Online
- [+] Added profile for Portal that fix depth of portal gun
- [!] Optimized CRC calculation
- [f] Fixed shader analyzing for ARMA

Version 1.06.0004 – 2007.11.07

- [f] Fixed uninject on Windows Vista
- [f] Fixed service hung
- [+] Added support fast user switch

Version 1.06.0003 – 2007.11.06

- [f] Fixed installation on Windows XP
- [f] Fixed artifacts in in TimeShift
- [f] Fixed UT2004 crash
- [f] Minor artifacts in WOW
- [f] EVE Online run in window mode

Version 1.06.0002 – 2007.11.02

- [f] Fixed crash on exit from Battlefield 2
- [f] Control center don't save settings
- [f] Keys for convergence not saved
- [+] Added profile for Company of Heroes

Version 1.06.0001 – 2007.10.29

- [+] Antialiasing now enabled on NVidia
- [!] Sight not shifted in the right eye (SeparationMode=2)
- [f] Fixed screen selecting characters in Team Fortress 2
- [f] Fixed dynamic shadows in Overlord
- [!] Now screenshots in <User>\Pictures\Z3D Driver Screenshots
- [f] Fixed RouterType=1 under Vista

Version 1.06.0000 – 2007.10.20

- [+] Added OSD for displaying separation and convergence
- [!] Updated profiles for Tomb Raider and Lego Star Wars
- [!] Increased performance on NVidia videocards
- [f] Fixed minimap in GTA:SA, GTA:VC
- [f] Fixed shadows in Fable: The Lost Chapters
- [f] Fixed bug with antialiasing
- [f] Fixed static shadows in Battlefield 2

Version 1.05.0002 – 2007.09.27

- [+] Profiles for many games
- [f] Crysis now working

Version 1.05.0001 – 2007.09.20

- [!] Antialiasing disabled

Version 1.05.0000 – 2007.09.14

- [+] Profiles for many games
- [+] GDI Gamma support
- [!] Improved performance WideRenderTarget= 1 on all cards for Antialiasing render speed up
- [f] Minor bugs fixed

Version 1.03.0002 – 2007.09.06

- [+] Profile for Guild Wars
- [f] Gamma correction fixed
- [f] Antialiasing bug on NVidia videocards with MRT fixed

Version 1.03.0000 – 2007.09.03

- [+] Antialiasing support
- [!] Camera movement algorithm
- [!] Installer test screens
- [f] Wide renderTarget refactored and optimised

Version 1.01.0003 – 2007.06.25

- [+] "About" page added
- [+] Vista injection support added
- [+] DX version checking during installation
- [+] Re-Setup screen button
- [f] ISS Compiler icon bug fixed

Version 1.01.0000 – 2007.06.13

- [f] CPL not started when run as ordinal application
- [f] Setting resolution, colors depth and refresh rate during setup
- [f] Module handle read during DLLMain

Version 1.00.0009 – 2007.06.09

- [f] Win2000 CPL unresolved external function (GetModuleHandleEx)
- [f] Removed EDID reading from registry

Version 1.00.0008 – 2007.06.05

- [f] ISS script totally refactored
- [f] Driver not started in startup

Version 1.00.0007 – 2007.05.25

- [+] Automatic screen enable
- [+] CPL double hook detection
- [+] CPL injection mechanism improved
- [f] Incorrect window selection by hotkey while setup procedure

Version 1.00.0006 – 2007.05.21

- [+] Automatic screen detection during installation process

Version 1.00.0005 – 2007.05.16

- [f] Screen shoot name changes

Version 1.00.0004 – 2007.05.16

- [+] Black background around test images
- [f] Incorrect test window positioning
- [f] Keyboard focus selection in CPL

Version 1.00.0003 – 2007.05.15

- [+] ChangeLog.txt added in driver
- [+] "Stereo test" button added in CPL
- [f] HotKeys modifier (Ctrl-Alt-Shift-Win) don't work
- [f] Admin privileges check during installation process

Version 1.00.0001 – 2007.05.10

- [f] Incorrect regions and window handle in Present() function
- [f] HotKeys work only if application in focus

Version 1.00.0001 – 2007.05.07

[+] FPS meter

[+] Screen shot making by pressing "PrintScreen" key

Version 1.00.0000 – 2007.04.26

[+] Inital version