Identifying the Shader Model of Your Graphics Card in Windows

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The information in this article applies to:

QUESTION

How do I locate the shader model of my graphics card on my Windows-based computer?

ANSWER

The shader model can be identified using a Microsoft utility called DirectX Capabilities Viewer.
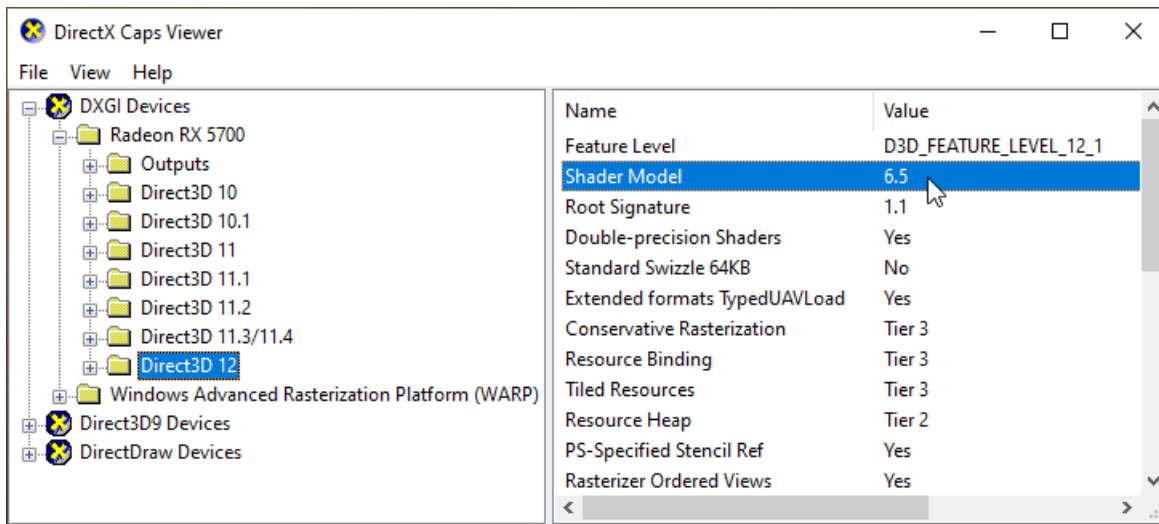
To identify the shader model

1. Download the Microsoft DirectX Capabilities Viewer (https://cloud.chiefarchitect.com/1/downloads/support/dxcapsviewer.exe).

   The executable file for this utility will most likely be located in the Downloads folder, unless you've chosen a specific location to save it to.

2. Once downloaded, double-click on the **dxcapsviewer.exe** located on your system to open the utility.

3. With the utility open, expand **DXGI Devices** in the top left corner, expand the folder for your video card, then click on the **Direct3D 12** folder. The **Shader Model** version will be listed on the right side.

4. If the shader model is not using at least version 6.0, the driver for your graphics card may need to be updated to be compatible with newer versions of Chief Architect software. Please see the appropriate troubleshooting article in the Related Articles section below to learn more about updating drivers.

   If the shader model does not list 6.0 or greater after updating the graphics card driver, the graphics card may be incompatible. Please refer to the Related Articles section below to learn more about the minimum system requirements.

Note: Some graphics cards (e.g. NVIDIA 700 series) may support shader model 6.0, but may be lacking a critical feature called "Extended formats TypedUAVLoad". If a graphics card does not support this feature, the word "No" will be mentioned beside this feature in the image above, and the card will not function with newer versions of Chief Architect software.

Related Articles

📄 Chief Architect Minimum System Requirements (https://www.chiefarchitect.com/support/article/KB-02761/chief-architect-minimum-system-requirements.html)

📄 Home Designer Minimum System Requirements (/support/article/KB-01095/home-designer-minimum-system-requirements.html)

📄 Locating Your Computer's Specifications (/support/article/KB-03129/locating-your-computer-s-specifications.html)

📄 Troubleshooting 3D Camera View Display Problems in Chief Architect (https://www.chiefarchitect.com/support/article/KB-00106/troubleshooting-3d-camera-view-display-problems-in-chief-architect.html)

📄 Troubleshooting 3D Camera View Display Problems in Home Designer (/support/article/KB-00897/troubleshooting-3d-camera-view-display-problems-in-home-designer.html)