

# Catalyst Application Profile – update tracker

This document tracks what new Catalyst Application Profiles have been added in each CAP release:

Note the CAP's are additive, so the latest CAP always include all of the previous CAP updates as well.

## October 14 2010 – Catalyst 10.9 CAP1

- DirectX 9 application updates:
  - Multiplayer Medal of Honor CrossFire update
  - Darksider performance and CrossFire Anti-Aliasing update
  - NBA 2K11 CrossFire update
- DirectX10/11 application updates:
  - Stone Giant CrossFire update
  - Multiplayer Medal of Honor CrossFire update
  - CivV tweak CrossFire update
  - Hawx2 CrossFire update
  - F1 CrossFire update
  - World of Warcraft DX11 version CrossFire update

## November 5 2010 – Catalyst 10.10 CAP1

- F1 2010 (DX9 mode) – improves CrossFire performance
- Age of Wonders / Age of Wonders II – resolves negative CrossFire scaling issues
- Just Cause 2 – improves CrossFire performance for 3 GPU configurations
- ComputeMark – improves CrossFire performance

## November 12 2010 – Catalyst 10.10 CAP2

- Left 4 Dead 2 – Updated CrossFire profile for “The Sacrifice” updated version

## November 19 2010 – Catalyst 10.11 CAP1

- Nostradamus: The Last Prophecy – resolves negative CrossFire scaling
- DarkFall – Forced on Anti-Aliasing through the Catalyst Control Center has been disabled

## November 26 2010 – Catalyst 10.11 CAP2

- Two Worlds 2: Improves CrossFire performance
- James Bond 007 – Black Stone: Improves CrossFire performance
- Call of Duty: Black Ops: Improves CrossFire performance
- Lion Heart – Enables Anti-Aliasing support through the Catalyst Control Center
- F1 2010: Fixes water flickering when running in CrossFire mode

## December 3 2010 – Catalyst 10.11 CAP3

- HomeFront – Improves CrossFire performance
- DvaMira 2.0 (Russian version of Two World 2) – Improves CrossFire performance

- Final Fantasy XIV – Forced on Anti-Aliasing through the Catalyst Control Center has been disabled
- Track Mania Nations Forever – Forced on Anti-Aliasing through the Catalyst Control Center has been disabled

**December 10 2010 – Catalyst 10.11 CAP4**

- 3DMark 2011 – Improves CrossFire performance
- Dead Space 2 – Forced on Anti-Aliasing through the Catalyst Control Center has been disabled

**January 14 2011 – Catalyst 10.12 CAP1**

- Tron: Evolution – Improves CrossFire performance

**January 21 2011 – Catalyst 10.12 CAP2**

- Dva Mira 2 (Two Worlds 2) DX10 version: Improves CrossFire performance
- Global Agenda: Improves CrossFire performance
- RIFT: Improve CrossFire performance
- Fable III – resolves negative CrossFire scaling

**January 28 2011 – Catalyst 11.1 CAP1**

- Need for Speed: Shift 2: Improves CrossFire performance
- F1 2010: Fixes flickering seen on some tracks when running in CrossFire mode

**February 18 – Catalyst 11.2 CAP1**

- ComputeMark v1.2: Improves CrossFire performance
- Breach – Forced on Anti-Aliasing through the Catalyst Control Center has been disabled

**February 25 – Catalyst 11.2 CAP2**

- Dexter – resolves negative CrossFire scaling