Bumping the required CUDA version for the next release to >=5.0 (in Change 5080) means that workaround for the driver bug that caused a large cudaStreamSynchronize overhead in pre-API v5.0 (304.xx) drivers is not relevant anymore and can be removed.

## Associated revisions

**Revision 01efcdd4 - 09/23/2015 08:31 PM - Roland Schulz**

Bump required CUDA version from 4.0+ to 5.0+

Removes the need for the polling wait workaround.

Refs #1831

Change-id: I937dc0bdff8b6663fb89998eb750d3759620486e5

**Revision 655d252f - 10/01/2015 08:00 PM - Berk Hess**

Removed CUDA polling wait

Now that we require CUDA 5.0+, the polling wait is no longer needed.

Also removed some unused functions, function arguments and variables.

Fixes #1831

Change-id: I3e21fc3e326030d738b35ce7874818569c525f0

## History

**#1 - 09/24/2015 12:08 AM - Gerrit Code Review Bot**

Gerrit received a related patchset '6' for issue #1831.

Uploader: Roland Schulz (roland@rschulz.eu)

Change-id: I937dc0bdff8b6663fb89998eb750d3759620486e5

Gerrit URL: https://gerrit.gromacs.org/5080

**#2 - 09/25/2015 02:34 PM - Gerrit Code Review Bot**

Gerrit received a related patchset '2' for issue #1831.

Uploader: Szilárd Páll (pall.szilard@gmail.com)

Change-id: I3e21fc3e326030d738b35ce7874818569c525f0

Gerrit URL: https://gerrit.gromacs.org/5120

**#3 - 10/01/2015 08:15 PM - Berk Hess**

- Status changed from New to Resolved

Applied in changeset 655d252f8222f2a7253dc303c78af6a91d34ed13.

**#4 - 02/15/2016 08:32 PM - Szilárd Páll**

- Status changed from Resolved to Closed

**#5 - 02/15/2016 08:32 PM - Szilárd Páll**

- Target version changed from future to 2016