Release Notes

intel.

DRIVER VERSION: 30.0.101.1404

DATE: March 8, 2022

HIGHLIGHTS:

- Support enabled for [Cross-Adapter resource Scan-Out (CASO)](#) to optimize processing, bandwidth, and latency for hybrid graphics Windows 11* systems on 11th Generation Intel® Core™ Processors with Intel® Iris® Xe graphics.

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KEY ISSUES FIXED:

- Minor graphic anomalies seen in **Far Cry New Dawn* (DX11), Atlas* (DX11)** on 11th Generation Intel® Core™ Processors with Intel® Iris® Xe graphics.
- Intermittent crash or hang seen in **Resident Evil 4*** on 11th Generation Intel® Core™ Processors with Intel® Iris® Xe graphics.
- Benchmark ignores resolution settings in Fullscreen mode in **Tom Clancy's Rainbow Six Siege* (Vulkan)** on Intel® Iris® Xe Discrete graphics.
- Blank screen observed on 8k TV Monitor after setting to clone mode with 4k display on 12th Generation Intel® Core™ Processors with Intel® UHD graphics.

KNOWN ISSUES:

- Intermittent crash or hang may be seen in Call of Duty: Black Ops Cold War* (DX12), Deathloop* (DX12), Far Cry 6* (DX12), New World* (DX12) (when launching),
- Minor graphic anomalies may be observed in Baldur's Gate 3* (Vulkan), Dark Souls 3* (DX11), Diablo II: Resurrected* (DX12), Far Cry 6* (DX12), Farming Simulator 22* (DX12), Forza Horizon 4* (DX12), Halo Infinite* (DX12), Mount & Blade II: Bannerlord* (DX11), No Man's Sky* (Vulkan), Tom Clancy's Ghost Recon Breakpoint* (DX11).
- "Update driver" pop-up error may be seen while launching Battlefield 1* after upgrading from 30.0.100.9955 or older drivers due to the driver version roll-over.
- Error may be seen when launching Call of Duty Vanguard* (DX12).
- [11th Generation Intel® Core™ Processors with Intel® Iris® Xe graphics]: Intermittent crash or hang may be seen in ANVIL* (DX12), Final Fantasy VII Remake Intergrade* (DX12), NBA 2K21* (DX12) (when switching resolution from 1920 x 1080 to 1600 x 900 and 1280 x 720), The Ascent *(DX11).
- [11th Generation Intel® Core™ Processors with Intel® Iris® Xe graphics]: Minor graphic anomalies may be seen in Deus Ex Mankind Divided* (DX11), Elden Ring* (DX12), Elex* (DX11), Euro Truck Simulator* (OpenGL) (in main menu on changing graphic preset), Garry's Mod* (DX9), Gears 5* (DX12), God of War* (DX11), MechWarrior 5* (DX12), Microsoft Flight Simulator* (DX11) (during installation), New World* (DX12) (while changing quality preset), Rage 2* (Vulkan), The Ascent* (DX11).
- [11th Generation Intel® Core™ Processors with Intel® Iris® Xe graphics]: Black screen and TDR seen after launching and during gameplay in Gears 5* (DX12).
- [Intel® Iris® Xe Discrete graphics]: Intermittent crash or hang may be seen in Battlefield 2042* (DX12), Conan Exiles* (Low End Laptop Mode" in game settings), Forza Horizon 4* (DX12), Forza Motorsport 6* (DX12), Red Dead Redemption 2* (Vulkan) (MSAA enabled), Spyro: Reignited Trilogy* (DX11).
- [Intel® Iris® Xe Discrete graphics]: Minor graphic anomalies may be observed in Call of the Duty: Vanguard* (DX12), Code Vein*(DX11), Escape from Tarkov* (DX11), GRID 2019* (DX12), Microsoft Flight Simulator*(DX11), Red Dead Redemption 2* (Vulkan), Wolfenstein II: The New Colossus* (Vulkan).
- [10th Generation Intel® Core™ processors with Intel Iris Plus graphics]: Minor graphic anomalies may be seen in Chief Architect Premier* (DX12).
- [10th Generation Intel® Core™ processors with Intel UHD Graphics]: Intermittent crash or hang may be seen in Battlefield V.
- [11th and 12th Generation Intel® Core™ Processors]: Display is getting blanked out with 4K@60hz resolution connected via dock.
- [12th Generation Intel® Core™ Processors with Intel® UHD graphics]: Intermittent crash or hang may be seen in Marvel's Avengers* (DX12), Wolfenstein: Youngblood (Vulkan).
- [12th Generation Intel® Core™ Processors with Intel® UHD graphics]: Minor graphic anomalies may be observed in Genshin Impact*(DX11), Ring of Elysium* (DX12).
- Running DX11 games in Fullscreen with the Windows "Fullscreen Optimization" option disabled and changing the in-game settings to full screen may result in a black screen.

CONTENTS OF THE PACKAGE:

- Intel® Graphics Driver
- Intel® Display Audio Driver 10.26.0.12 (6th Gen and related Pentium Silver and Celeron processors)
- Intel® Display Audio Driver 10.27.0.12 (7th, 8th, 9th, 10th Gen Intel® Core™ processors)
- Intel® Display Audio Driver 11.1.0.20 (10th Gen Intel® Core™ processors with Iris Plus Graphics)
- Intel® Display Audio Driver 11.2.0.10 (Intel® Core™ Processors with Intel® Hybrid Technology)
- Intel® Media SDK Runtime (21.0.1.35)
- Intel® oneVPL[6] GPU Runtime (21.0.2.6)
- Intel® Graphics Compute Runtime for OpenCL* Driver
- Intel® Graphics Command Center (installed via Microsoft* Store)
- Vulkan*[3] Runtime Installer
- Intel® Graphics Driver Installer (1.0.594)
- oneAPI Level Zero Loader and Validation Layer
- Intel® Graphics Compute Runtime for OneAPI Level Zero specification

OPERATING SYSTEM SUPPORT:

Intel Graphics[1]	Microsoft Windows® 11 64-bit October 2021 Update (21H2)	Microsoft Windows® 10 64-bit November 2021 Update (21H2)	Microsoft Windows® 10 64-bit May 2021 Update (21H1)	Microsoft Windows® 10 64-bit October 2020 Update (20H2)	Microsoft Windows® 10 64-bit November 2019 Update (1909)	Microsoft Windows® 10 64-bit May 2019 Update (1903)	Microsoft Windows® 10 64-bit October 2018 Update (1809)
12th Generation Intel® Core™ Processors with Intel® UHD graphics (Codename Alder Lake)	X	X	X	X	–	–	–
11th Generation Intel® Core™ H-Series mobile Processors with Intel® Iris® Xᵉ graphics (Codename Tiger Lake - H)	X	X	X	X	–	–	–
11th Generation Intel® Core™ Processors with Intel® UHD graphics (Codename Rocket Lake)	X	X	X	X	–	–	–
Intel® Iris® Xᵉ Discrete Graphics (Codename DG1)	X	X	X	X	–	–	–
Intel® Pentium® Processor family and Intel® Celeron® Processor family (Codename Jasper Lake)	X	X	X	X	X	–	–
11th Generation Intel® Core™ Processors with Intel® Iris® Xᵉ graphics (Codename Tiger Lake)	X	X	X	X	X	–	–
Intel® Core™ Processor with Intel® Hybrid Technology (Codename Lakefield)	X	X	X	X	X	–	–
Intel® Atom®, Pentium® and Celeron® processor family (Codename Elkhart Lake)	X	X	X	X	X	X	X
10th Generation Intel® Core™ processors with Intel Iris Plus graphics (Codename Ice Lake)	X	X	X	X	X	X	–
10th Generation Intel® Core™ processors with Intel UHD Graphics (Codename Comet Lake)	X	X	X	X	X	X	–
9th Generation Intel® Core™ processors, related Pentium®/Celeron® processors, and Intel Xeon® processors, with Intel UHD Graphics 630 (Codename Coffee Lake-R)	X	X	X	X	X	X	–
8th Generation Intel® Core™ processors, related Pentium/ Celeron processors, and Intel Xeon processors, with Intel Iris Plus Graphics 655 and Intel UHD Graphics 610, 620, 630, P630 (Codename Kaby Lake-R, Coffee Lake)	X	X	X	X	X	X	–
Intel® Pentium® and Celeron® processor family (Codename Gemini Lake)	–	X	X	X	X	X	–
7th Generation Intel® Core™ processors, related Pentium/ Celeron processors, and Intel Xeon processors, with Intel Iris Plus Graphics 640, 650 and Intel HD Graphics 610, 615, 620, 630, P630 (Codename Kaby Lake)	–	X	X	X	X	X	–
6th Generation Intel® Core™, Intel Core™ M, and related Pentium® processors with Intel® Iris™ Graphics 540, Intel® Iris™ Graphics 550, Intel® Iris™ Pro Graphics 580, and Intel® HD Graphics 510, 515, 520, 530 (Codename Skylake)	–	X	X	X	X	X	–

SUPPORTED APIs:

API	Version	Intel Graphics[1]
DirectX*[4]	12	6th Generation Intel® Core™ processors and higher
Vulkan* [3]	1.2	6th Generation Intel® Core™ processors and higher
OpenGL*	4.6	6th Generation Intel® Core™ processors and higher
OpenCL*	3.0	6th Generation Intel® Core™ processors and higher
Intel® oneAPI*[5] Level Zero	1.7[5]	6th Generation Intel® Core™ processors and higher
Intel® oneAPI Video Processing Library*[6] GPU RT	2.6	11th Generation Intel® Core™ processors and higher and Xe Graphics and newer

If you are uncertain of which Intel processor is in your computer, Intel recommends using the Intel Processor Identification Utility or Intel Driver & Support Assistant to identify your Intel processor.

Be sure to check out **gameplay.intel.com**, where you'll find recommended in-game settings for your Intel Graphics system for many more of your favorite games.

Note:

1. Intel Labs conducts independent testing of supported titles on Intel platforms to ensure playability. Please refer to publisher system requirements to ensure compatibility with your system.
2. Are you still experiencing an error preventing the driver update? Look here for **why and a solution**.
   Graphics Driver Smart Installer Enhancement allows end-users to upgrade systems with OEM DCH drivers to newer Intel generic DCH drivers. OEM customizations are preserved during this upgrade process, in accordance with Microsoft* DCH driver design principles (refer to Microsoft documentation, "Extension INF Publishing Whitepaper" to learn more). The installer will continue to restrict OEM non-DCH to Intel Generic non-DCH upgrades as well as OEM non-DCH to Intel Generic DCH driver upgrades. End-users will continue to be referred to OEM websites. WARNING: Installing this Intel generic graphics driver will overwrite your Computer Manufacturer (OEM) customized driver. OEM drivers are handpicked, customized, and validated to resolve platform-specific issues, enable features and enhancements, and improve system stability. The generic driver's intention is to temporarily test new features, game enhancements, or check if an issue is resolved. Once testing is complete Intel advises reinstalling the OEM driver until they validate it and release their own version.
   Any graphics issues found using Intel generic graphics drivers should be reported directly to Intel. Corporate customers should always use OEM drivers and report all issues through the vendor they purchased the platforms and support through.
3. Product is conformant with the Vulkan* 1.2 specification. Vulkan* and the Vulkan* logo are registered trademarks of the Khronos Group Inc*.
4. In the Intel Graphics Command Center (System > Driver), the 'Microsoft DirectX* version refers to the operating system's DirectX version. The DirectX 12 API is supported but some optional features may not be available. Applications using the DirectX 12 API should query for feature support before using specific hardware features. Please note that DirectX12 is only supported on Windows 10 and DirectX11.3 support is also available on supported Microsoft* operating systems.
5. Intel® oneAPI Level Zero version is supported on 6th generation Intel® Core™ processors and above. Note that Intel® Atom processors are not supported.
6. Intel® oneAPI Video Processing Library GPU Runtime* release – more details below
   a. Intel® OneAPI Video Processing Library Specification: https://spec.oneapi.io/versions/latest/elements/oneVPL/source/index.html
   b. Upgrading from Intel® Media SDK to Intel® oneAPI Video Processing Library
7. See the Windows Subsystem for Linux Installation Guide for Windows 10 onwards for more details about how to install a supported Linux distribution.

More on Intel Processors

For more information on the Intel Core processor family, Intel Xeon E processor family, and 12th Generation Intel Core processors, please visit:

12th Gen Intel® Core™ Processors
Intel® Core™ Processor Family
Intel® Xeon® E Processors
Intel® Graphics

We continuously strive to improve the quality of our products to better serve our users and appreciate feedback on any issues you discover and suggestions for future driver releases. If you have an issue to submit, **please follow the guidance found here** Default level information for reporting Graphics issues.

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