

Intel® HD Graphics Driver Release Notes

Driver versions: 15.22.50.2509 and 15.22.50.64.2509

Date: 08/31/2011

A driver is software written for a specific operating system. It is used by the operating system to communicate with a specific hardware device. Intel makes generic versions of the Intel graphics drivers available, but recommends using drivers that may be provided by your computer manufacturer for your particular computer model.

To check whether your computer is using the latest driver, use the Intel® Driver [Update Utility](#). If you have a customized driver installed in your system, please contact your [computer manufacturer](#) for the latest driver.

Summary

This major graphics driver update for 2nd Generation Intel® Core™ processors with Intel® HD graphics once again improves game performance by up to 37% on ULV platforms and select shipping games. 2nd Generation Intel® Core™ processors continue to offer the best mainstream gaming experience with popular titles released in 2011 playable out of the box. Additionally, new media applications and devices released in 2011 take advantage of unique Intel capabilities like Intel® Clear Video HD Technology (Intel® CVT HD), Intel® Quick Sync Video, Intel® Wireless Display and InTru™ 3D.

System Requirements

Software: All versions of Windows* 7 and Windows Vista* operating systems (not Windows XP)

Hardware: All versions of systems supporting Intel® HD Graphics

- For additional help see: [Identifying your Intel® graphics controller](#)

Contents of the Package:

1. Intel® HD Graphics Driver
2. Intel® Display Audio Driver
3. Intel® Turbo Boost Technology Driver

Recommended Applications

Intel and Independent Software Vendors work together to bring customers a great mainstream gaming and leadership media experience. A list of showcase applications is available [here](#) and the list of tested games is available [here](#).

These lists are non-exhaustive and may grow over time as new games and applications come to market and are tested.

Performance Improvements

This driver release was designed to increase 3D gaming performance on mobile platforms across a variety of titles. Intel has tested a number of games on the 2nd Generation Intel Core mobile processor^{1,2} with Intel® HD Graphics 3000. The results listed below are for Mobile systems.

Game	FPS Gain ³
Starcraft 2: Wings of Liberty – Devil’s Playground ⁵	37%
Resident Evil 5 Benchmark ⁵	10%
Dawn of War: Chaos Rising ⁴	29%
Battlefield: Bad Company 2 ⁴	28%
DIRT 2 ⁴	12%
Supreme Commander 2 ⁴	16%

Notes

1. Intel Core i7-2677M (1800 MHz/2x256KB/4MB) [Turbo 8-8-8-11] Intel reference board with Intel® 6 Series Chipset (BIOS: ASNBCPT1.86C.0053.P00.1011251242, 9.2.0.1030), 4GB DDR3-1333memory (2x 2GB), Hitachi 320 hard drive, Intel HD Graphics 3000
2. Intel® Graphics and Media Control Panel Power Plan set to “Plugged In, Balance”
3. Test results based on a comparison between the latest Intel HD Graphics 3000 driver version 15.22.50.64.2509 and the previous version 15.22.1.64.2361.
4. Game configurations set to “low”. Results may vary depending on individual settings within a game. Not all games have the same configuration options.
5. Game configurations set to “performance”. Results may vary depending on individual settings within a game. Not all games have the same configuration options.

* Other names and brands may be claimed as the property of others

Performance tests and ratings are measured using specific computer systems and/or components and reflect the approximate performance of Intel® products as measured by those tests. Any difference in system hardware or software design or configuration may affect actual performance. Buyers should consult other sources of information to evaluate the performance of systems or components they are considering purchasing. For more information on performance tests and on the performance of Intel products, visit Intel Performance Benchmark Limitations.

Software and workloads used in performance tests may have been optimized for performance only on Intel® microprocessors. Performance tests, such as SYSmark* and MobileMark*, are measured using specific computer systems, components, software, operations, and functions. Any change to any of those factors may cause the results to vary. You should consult other information and performance tests to assist you in fully evaluating your contemplated purchases, including the performance of that product when combined with other products.

Relative performance for each benchmark is calculated by taking the actual benchmark result for the first platform tested and assigning it a value of 1.0 as a baseline. Relative performance for the remaining platforms tested was calculated by dividing the actual benchmark result for the baseline platform into each of the specific benchmark results of each of the other platforms and assigning them a relative performance number that correlates with the performance improvements reported.

Fixed Issues

Fixed Issues	Operating System	Graphics
Resolved intermittent crashing when an HDMI monitor is connected	Windows 7	Intel HD Graphics 2000 & Intel HD Graphics 3000
WebGL rendering anomaly in Google Chrome* and Mozilla Firefox* browsers resolved.	Windows 7	Intel HD Graphics 2000 & Intel HD Graphics 3000
Eliminated minor rendering artifacts that were present in a few particular scenes in the following games:	Windows 7	Intel HD Graphics 2000 & Intel HD Graphics 3000
Assassin's Creed*		
Darkspore*		
The Elder Scrolls IV: Oblivion*		
Empire: Total War*		
F1 2010*		
King of Kings 3*		
Mass Effect 2*		
Medal of Honor*		
StarCraft II: Wings of Liberty*		
Sudden Attack*		
Tom Clancy's H.A.W.X		
Warhammer 40,000: Dawn of War II - Retribution*		
Fixed corruption issue in the Battlefield: Bad Company 2* game (DirectX* 9 version)	Windows 7	Intel HD Graphics 2000 & Intel HD Graphics 3000
Fixed corruption in James Cameron's Avatar: The Game* game in DirectX* 9 mode	Windows 7	Intel HD Graphics 2000 & Intel HD Graphics 3000

Fixed corruption issue that was present in Crysis* game when antialiasing was enabled	Windows 7	Intel HD Graphics 2000 & Intel HD Graphics 3000
Text characters in the game menu of Tom Clancy's H.A.W.X.2* displayed correctly.	Windows 7	Intel HD Graphics 2000 & Intel HD Graphics 3000
Dragon Age II* game was starting in DirectX* 11 mode by default	Windows 7	Intel HD Graphics 2000 & Intel HD Graphics 3000
OpenGL driver enhanced with combination of one new extension, performance optimizations, and fixes to enable and/or improve user experience. The following applications benefit from these enhancements:	Windows 7	Intel HD Graphics 2000 & Intel HD Graphics 3000
Amnesia*		
Brink*		
The Chronicles of Riddick: Assault on Dark Athena*		
The Chronicles of Riddick: Escape from Butcher Bay*		
CINEBENCH*		
Magic: The Gathering*		
Minecraft*		
SPECviewPerf* 11 (OpenGL* test)		
Unigine* (OpenGL*)		
Aquarium screensaver showed a black square on second monitor and is now fixed	Windows 7	Intel HD Graphics 2000 & Intel HD Graphics 3000

* Other names and brands may be claimed as the property of others.