

Release Notes

DRIVER VERSION: 15.33.22.3621

DATE: June 3, 2014

SUMMARY:

This document provides information about Intel's Graphics Driver for Microsoft Windows* 8.1, Microsoft Windows* 8 and Microsoft Windows* 7¹ operating systems. This driver supports 3rd and 4th Generation Intel® Core™ Processors with Intel® Iris™ and HD Graphics and select Pentium®/Celeron® Processors with Intel® HD 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.

Note: ¹ Microsoft Windows 7 operating system is not supported on Celeron® Processors J1750/J1800/J1850/J1900/N2805/N2806/N2807/N2810/N2815/N2820/N2830/N2910/N2920/N2930 with Intel® HD Graphics and Pentium® Processors J2850/J2900/N3510/N3520/N3530 with Intel® HD Graphics.

SUPPORTED PRODUCTS:

SOFTWARE

This driver supports 32-bit variants of Windows* 8.1, Microsoft Windows* 8 and Microsoft Windows* 7 operating systems.

HARDWARE

All platforms with the following configurations are supported:

Intel® Graphics ¹	DirectX* ²	OpenGL*	OpenCL*	Intel® Quick Sync Video	Intel® Wireless Display	Intel® Insider™	InTru™ 3D	Intel® Clear Video HD Technology
4th Generation Intel® Core™ Processors with Intel® Iris™ Pro Graphics 5200	11.1	4.2	1.2	Yes	Yes ^{3,4}	Yes	Yes	Yes
4th Generation Intel® Core™ Processors with Intel® Iris™ Graphics 5100	11.1	4.2	1.2	Yes	Yes ^{3,4}	Yes	Yes	Yes
4th Generation Intel® Core™ Processors with Intel® HD Graphics 5000/4600/4400/4200	11.1	4.2	1.2	Yes	Yes ^{3,4}	Yes	Yes	Yes
3rd Generation Intel® Core™ Processors with Intel® HD Graphics 4000/2500	11.0	4.0	1.2	Yes	Yes ^{3,4}	Yes	Yes	Yes
Intel® Pentium® Processor 1403 v2/1405 v2/ 2020M/2030M/2117U/2129Y/2127U/ A1018/G2010/G2020/G2020T/G2030/ G2030T/G2100T/G2120/G2120T/G2130/ G2140 with Intel® HD Graphics	11.0	4.0	1.2	No	No	No	No	No

Intel® Pentium® Processor 3558U/3560M/3561Y/G3220/G3220T/ G3240/G3240T/G3320TE/G3420/G3420T/ G3430 G3440/G3440T/G3450/G3258 with Intel® HD Graphics	11.1	4.2	1.2	Yes	No	No	No	No
Intel® Pentium® Processor 3550M/3556U/ 3560Y with Intel® HD Graphics	11.1	4.2	1.2	No	No	No	No	No
Intel® Pentium® Processor J1750/ J1850/J2850/ /N3510/N3520/ N2805/N2806/ N2810/N2815/N2820/ N2910/N2920 with Intel® HD Graphics	11.0	4.0	1.2	No ⁵	No	No	No	No
Intel® Celeron® Processor 927UE/1000M/ 1005M/1007U/1017U/1019Y/1020E/ 1020M/1037U/1047UE/G1610/G1620/ G1620T/G1610T/G1630 with Intel® HD Graphics	11.0	4.0	1.2	No	No	No	No	No
Intel® Celeron® Processor 2957U/2961Y/ 2970M/2981U/G1820/G1820T/G1820TE/G 1830/ G1840/G1840T/G1850 with Intel® HD Graphics	11.1	4.2	1.2	Yes	No	No	No	No
Intel® Celeron® Processor 2000E/2002E/ 2950M/2955U/2980U/2955U with Intel® HD Graphics	11.1	4.2	1.2	No	No	No	No	No
Intel® Celeron® Processor J1800/ J2900/ /J1900/N2807/N2830/N2930/N3530 with Intel® HD Graphics	11.0	4.0	1.2	Yes ⁵	Yes	No	No	No

Note:

1. If you are uncertain which Intel processor is in your computer, Intel recommends using the [Intel Processor Identification Utility](#) or [Intel Driver Update Utility](#) to identify your Intel processor.
2. In the Intel® Iris™ and HD Graphics Control Panel (under Options > Options menu > Information Center), the 'Installed DirectX* version' refers to the operating system's DirectX version. The Information Center's 'Supported DirectX* Version' refers to the Intel Graphics Driver's supported DirectX version.
3. The Intel® Wireless Display software application is available only for Microsoft Windows 7 and Windows 8 operating systems.
4. Intel Wireless Display native Miracast* support under Windows 8.1 is now supported through the operating system's Charms menu. For more information, see the [Miracast FAQ](#).
5. Intel® Quick Sync Video is supported on select SKUs including: Intel® Pentium® N3530 processor, Intel® Celeron® N2830 processor, Intel® Celeron® N2930 processor, Intel® Celeron® N2807 processor, Intel® Pentium® J2900 processor, Intel® Celeron® J1900 processor, and Intel® Celeron® J1800 processor.

CONTENTS OF THE PACKAGE:

- Intel® Iris™ and HD Graphics Driver
- Intel® Display Audio Driver
- Intel® Media SDK Runtime
- Intel® OpenCL* Driver
- Intel® Graphics Control Panel

NEW FEATURES :

- Intel® Graphics Control Panel has now been updated with below improvements

- Improved responsiveness and faster launch
- A new tile - 'profiles' has been introduced in the Graphics control panel to allow users to save/share/import settings
- Intel graphics control panel now offers an option to allow user to disable driver reporting Multi-Sample Antialiasing (MSAA) capabilities to applications. Some applications automatically enable MSAA, if the driver reports support for it. Enabling MSAA makes the workload more intensive, it can impact the frame rate/smoothness of animation for certain applications. In such cases, this option provides the user the ability to disable MSAA. The option appears in the 3D tile of Graphics control panel, under Anti-aliasing sub section.
- Optimizations in the driver binary size for DirectX* user mode driver DLL files. This implies a smaller disk footprint for the graphics driver.
- This driver enhances support for 4k2k (or Ultra Hi Definition) panels by adding the capability of an overlay plane (generally used for video playback) to be utilized for 4k2k panels.
- HEVC decode now supported by the driver and video players can now take advantage of the GPU accelerated decode support offered by Intel

ISSUES FIXED:

Fixed issue where with an A/V receiver and a HDMI/ DisplayPort monitor connected to the system in that order, sound playback would stop working when either the A/V receiver or the HDMI/ DisplayPort monitors are switched off and then switched back on.	Windows* 8.1
Fixed blue screen error "The computer has rebooted from a bugcheck" referencing 0x3b seen after turning off an A/V Receiver or HDMI TV.	Windows* 8.1
Resolved the issue of game crash while playing Thief* game	Windows* 8.1
Resolved the issue where terrain textures were missing while playing the EverQuest NEXT Landmark* game	Windows* 8.1
Resolved issue where display corruption was observed while playing Borderlands* 2 game	Windows* 8.1
Fixed an issue where display corruption was observed while playing Resident Evil* 6 game	Windows* 8.1
Resolved an issue where display corruption was observed while playing DOTA* 2 (Defense of the Ancients*) game	Windows* 8.1
Resolved visual corruption issue while playing Watch Dogs* game	Windows* 8.1
Resolved the game crash issue while playing The Witness* game	Windows* 8.1
Display corruption was observed at some parts of the screen while playing Call of Duty: Ghosts* game	Windows* 8.1
Resolved issue of screen flicker being observed while playing Slugger* game	Windows* 8.1
Resolved issue where display flickering was observed on certain textures while playing AION*game	Windows* 8.1
Resolved issue where two audio devices showed up when HDMI and DisplayPort monitors are connected to the system in Dual Display clone mode	Windows* 8.1
Resolved issue where the message 'Display driver stopped working and has recovered' would appear after closing and opening the lid on a system where the close lid event is set to 'do nothing' in the power settings page of operating system	Windows* 8.1

Noise or display corruption was seen at the bottom of the screen while trying to switch between the Power conservation settings page and the 'New Windows User Interface' screen	Windows* 8.1
The screen might turn black when resuming from sleep with an HDMI monitor connected to the system in Extended Desktop mode	Windows* 8.1
Display might not come up when unplugging a HDMI monitor and attaching another monitor using VGA port	Windows* 8.1
Resolved issue where black screen was seen during system boot up on an Ultra Hi-Definition (UHD) panel	Windows* 8.1
Resolved issue of wide gamut feature missing in the graphics control panel when specific monitors are attached	Windows* 8.1
Resolved issue of three display setting not persisting after changing the display setting from three display to single display configuration and then back to three display configuration	Windows* 8.1
Resolved the requirement of having to install graphics driver twice before it showed up under device manager	Windows* 8.1
Resolved an issue where no text strings were displayed in the rotation menu when right clicking on the desktop	Windows* 8.1
Intel graphics tray icon would disappear from taskbar after changing hotkey status in the Intel graphics control panel	Windows* 8.1
While playing an audio file in a triple display configuration with a HDMI and a VGA monitor connected, switching the secondary and tertiary displays causes no sound output	Windows* 8.1
Resolved an issue which prevented changing size of the graphics control panel after making changes to display scaling in the graphics control panel	Windows* 8.1
Resolved issue where the brightness of the notebook display increased when the notebook is connected back to AC power after the display is turned off	Windows* 8.1
When attempting to change the location of Display 1 and Display 2 in extended desktop setting, the location is not kept after clicking on the apply button on Intel graphics control panel	Windows* 8.1
Resolved issue where the display would black out while undocking the system from a docking station with a monitors connected to the docking station through VGA and DisplayPort	Windows* 8.1
Resolved issue of no sound output heard from a few HDMI monitors after setting dual display configuration while playing a video file on Windows Media player*	Windows* 8.1
Resolved issue of garbage display seen on the screen while playing .mpg video file in full screen using Windows Media Player	Windows* 8.1
Fixed an issue where display corruption was observed while playing a video with YouTube* using Internet Explorer*	Windows* 8.1
The graphics control panel was not localized to HongKong SAR language when the operating system language is set to the same	Windows* 7

APPLICATIONS TO BE UPDATED:

It is recommended to upgrade the below list of applications to avoid any unexpected issues.

- 3DMark11*: Upgrade to 1.0.3 or later
- Batman Arkham City*: Upgrade to the latest patch
- Mafia 2*: Upgrade to the latest patch
- Company of Heroes*: Upgrade to 2.101 and update Opposing Fronts to 2.500 or Tales of Valor to 2.601
- HomeFront*: Upgrade to 1.0.5 or later
- Unigine Heaven*: Upgrade to 2.5 or later
- Battlefield 3*: Upgrade to latest patch

KNOWN ISSUES:

- Intel® Iris™ and HD Graphics Control Panel may report incorrect DirectX* version. Please use the Hardware table above as a reference for supported APIs and features.
- Google Earth* application: Display corruption may be seen when activating ground level view.
- In dual display configuration, when dragging the Intel® Graphics Control Panel from one display to another, display corruptions might be seen on the Graphics Control Panel on select Pentium®/Celeron® Processors with Intel® HD Graphics
- With a three display configuration with video playing on the wirelessly connected display, the image might freeze in case the wirelessly connected display is repeatedly unplugged and plugged back
- Wireless display connection might be lost while playing back video through Blu-Ray disk on a wirelessly connected display configured as extended desktop
- On a 3rd Generation Intel® Core™ Processor, a wirelessly connected display might freeze while upgrading the graphics device driver on the system with Windows* 7
- The Intel® Display Refresh Rate Switching option does not show up in Intel® Graphics Control Panel on 3rd Generation Intel® Core™ Processor
- The graphics power plans do not get updated when any saved power plans are applied in the Intel® Graphics Control Panel
- Running some benchmarks in full-screen may not fit the full display's size
- While running the default camera application, reduce the window size to half of the screen. During this, put the system to sleep and resume back. A green fringe lining might be observed while trying to change the camera.
- Transcoding to HEVC is currently not supported.

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