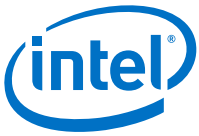


Intel® Graphics Driver v38.15.0 (32-bit) for Intel® Pentium® / Celeron® Processor N3000 Family and Intel® Atom™ x5-E8000 Processor Windows* 7 Release

User Guide

March 2016

Document Number: 332136-003



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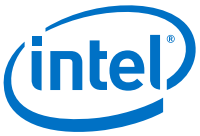
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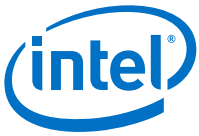
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Revision History

Date	Revision	Description
March 2016	003	• Added support for Intel® Atom™ X5-E8000 Processor
August 2015	002	• 1.0 Introduction, updated note hyperlink • 1.3 Related Documents, updated hyperlink and changed bullet one to "549688- *EHCI Removal from Braswell SoC – Technical White Paper*" • Section 5.3 revised note. • 5.4.1 Intel® Graphics Driver "Setup.exe" Step 2 Installation revised • Section 5.4.4 revised Note • Appendix A revised Example INF File
March 2015	001	• Initial release.



1.0 Introduction

The Intel® Graphics Driver is designed to meet the requirements of embedded applications. The Intel® Graphics Driver contains support for the following Intel Chipsets/Processors:

- Intel® Pentium®/Celeron® Processor N3000 Family
- Intel® Atom™ x5-E8000 Processor

Note: If you need support for a chipset/processor that is not listed above but is in the same family as those listed, please first check for an appropriate version for download on the Intel® Embedded Design Center (http://www.intel.com/p/en_US/embedded/hwsw/software/) or contact your Intel representative. Intel does not support other variants of video firmware that are not stated in the driver package release note or this user's guide.

Intel® Graphics Driver supports the following types of display devices:

- HDMI
- DisplayPort
- Embedded DisplayPort (eDP)

Intel® Graphics Driver is designed to work with fixed-function systems, such as Point-of-Sale (POS) devices, ATMs, gaming devices, In-vehicle Information/Entertainment systems, etc. It can be configured to work with various hardware and software systems and supports Windows* operating systems.

Note: Refer to product release notes for more details on Intel® Graphics Driver supported features.

1.1 Purpose

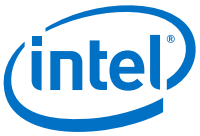
This manual provides information on both firmware and software, providing hardware design considerations, installation requirements, and static configuration options.

1.2 Intended Audience

This document is targeted at all platform and system developers who need to interface with the graphics subsystem. This includes, but is not limited to: platform designers, system BIOS developers, system integrators, original equipment manufacturers, system control application developers, and end users.

1.3 Related Documents

The following documents provide additional information that may be useful when using the Intel® Graphics Driver. Additional resources are available at Intel® Embedded Design Center (http://www.intel.com/p/en_US/embedded/hwsw/software/).



- *549688- EHCI Removal from Braswell SoC – Technical White Paper*
- *556723 - Intel® HD Graphics - Binary Modification Program (BMP) User's Guide for GOP/VBIOS VBT Revision 1.0 or above.*
  This document provides information on configuration of VBT for GOP driver/Vbios.
- 507988 - *Intel® HD Graphics Driver – Common User Interface (CUI) Supporting 4th Generation Intel® Core™ Processor Graphics - Software Product Specification (SPS)* - Rev. 1.4 or above.
  This document describes of all the CUI pages, features, and functions.
- *Intel® Media SDK 2014 Developer's Guide* (http://download-software.intel.com/sites/default/files/Intel_Media_Developers_Guide_0.pdf).
- *VESA BIOS Extensions/Display Data Channel Standard*
  This document provides information on the 4F VBE functions, which are supported by the Intel® Embedded Video BIOS.
- *VESA BIOS Extension (VBE) Core Functions Standard Version 3.0*
  Contains information on the VESA BIOS Extension (VBE) specification for standard software access to graphics display controllers that support resolutions, color depths, and framebuffer organizations beyond the VGA hardware standard.

Note: The last two documents above are available from http://www.vesa.org. Membership may be required to access these documents. Reproductions may also be available from elsewhere on the Internet.

1.4 Conventions

The following conventions are used throughout this document:

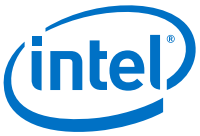
Boldface	Represents text that you type and text that appears on a screen.
Italics	Introduces new terms and titles of documents.
`Courier New`	Identifies the names of files, executable program names, and text that appears in a file.
Angle Brackets (<>)	Encloses variable values in syntax or value ranges that you must replace with actual values.

1.5 Acronyms and Terminology

The table below lists the acronyms and terminology used throughout this document:

Table 1. Acronyms and Terminology

Term	Description
API	Application Programming Interface.
BIOS	Basic Input/Output System. The Intel®Graphics Driver interacts with two BIOS systems: system BIOS and Video firmware (i.e., VBIOS).
BMP	Binary Modification Program; allows customizing the data in VBT.
Clone Display Configuration	A type of display configuration that drives two display devices, each displaying the same content, but can have different resolutions and (independent) timings. Compare DIH Display Configuration.
Contrast Ratio	Measure of the difference between light and dark on a display. If the contrast is increased, the difference between light and dark is increased (i.e., something white will be very bright and something black will be very dark). Brightness and Contrast Controls differ in function between CRTs and LCDs.
CUI	Common User Interface.
DC	Display Configuration.
DP	Display Port.
DTD	Detailed Timing Descriptor. Set of timing values used for EDID-less devices.
EDID	Extended Display Identification Data. A VESA standard that allows the display device to send identification and capabilities information to the Intel® Graphics Driver. Intel® Graphics Driver reads all EDID data, including resolution and timing data, from the display, thus negating the need for configuring DTD data for the device.
EDID-less	A display that does not have the capability to send identification and timing information to the driver and requires DTD information to be defined in the driver.
eDP	Embedded Display Port.
EFI	Extensible Firmware Interface.
Extended Clone Mode	A feature that allows you to have different sized displays in Clone mode.
Framebuffer	A region of physical memory used to store/render graphics to a display.
GOP	Graphics Output Protocol.
HDCP	High-bandwidth Digital-Content Protection. A specification that uses the DVI interface. HDCP encrypts the transmission of digital content between the video source (transmitter) and the digital display (receiver).
HDMI	High-Definition Multimedia Interface, an uncompressed, all-digital, audio/ video interface.
OS	Operating System.
PCI	Peripheral Component Interface.
POST	Power On Self Test.
PWM	Pulse Width Modulation.
Reserved Memory	A region of physical memory in a Windows* Embedded Compact 7 system set aside for BIOS, VBIOS, and graphics driver operations. Reserved memory can be configured for use by the operating system and other applications when not in use by the BIOS.
Single Display Configuration	A type of display configuration that supports only one display device.
SSC	Spread Spectrum Clock.
System BIOS	The standard BIOS used for basic input and output operations on PCs.
VBIOS	Video Basic Input Output System. A component of system BIOS that drives graphics input and output.



Term	Description
VBT	The Video BIOS Table (VBT) is a block of customizable platform-specific data used by the Video BIOS and device drivers such as Flat Panel Timings, OEM definable Mode Timing, GPIO pins, Clock, and more.
VESA	Video Electronics Standards Association.
VGA	Video Graphics Array. A graphics display standard developed by IBM* that uses analog signals rather than digital signals.

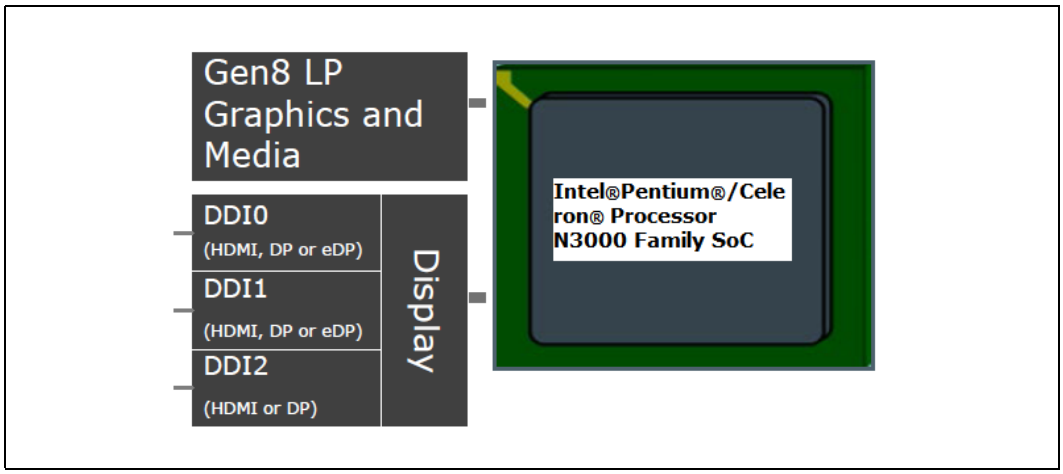
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2.0 Architectural Overview

2.1 Introduction

The Intel® Graphics Driver controls the processor to perform display and render operations. The video firmware is predominantly leveraged by System BIOS during system boot, but is also used at runtime by the driver to handle full-screen text mode on the operating system(s).

Figure 1. Intel® Pentium®/Celeron® Processor N3000 Family



2.1.1 Display Options

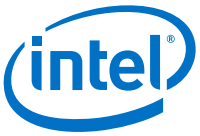
The following section describes the types of displays and configurations supported by Intel® EMGD.

2.1.1.1 Types of Displays

The table below lists the types of displays supported by the Intel® Graphics Driver.

Table 2. Types of Displays Supported

Display	Description
HDMI	High-Definition Multimedia Interface
DP	Display Port
eDP	embedded Display Port



2.1.1.2 Display Configuration

Intel® Graphics Driver supports driving three displays simultaneously. Several configurations are supported, dependent on operating system and processor. The various display configurations are described in the table below.

Table 3. Display Configuration Definitions

Display Configuration Mode	Description
Single	Normal desktop configuration, single monitor
Clone	Two displays, same content, different resolutions, independent timings
Extended	Two displays, different content, independent resolutions

The table below summarizes which display configurations are supported.

Table 4. Supported Display Configurations

Chipset	Operating System
Intel®Pentium®/Celeron® Processor N3000 Family and Intel® Atom™ x5-E8000 Processor Windows* Release	Single, Clone, Extended

2.2 Features

The following sections describe major features that Intel® Graphics Driver supports.

2.2.1 OS Support

Intel® EMGD supports the following operating systems and driver variants:

- Microsoft* Windows* 7 Professional (32-bit)
- Microsoft* Windows* 7 Ultimate (32-bit)
- Microsoft* Windows Embedded Standard* 7 (32-bit)
- Microsoft* Windows Embedded POSReady* 7 (32-bit)

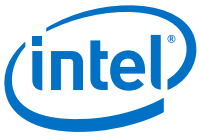
Note: This driver does not support Windows* 7 64-bit, Intel® Graphics Driver for Windows*. 64-bit is available in Intel® Validation Internet Portal (VIP) with version number 15.38.0.64.XXXX (XXXX refers to build number).

2.2.2 Intel® Media SDK

The Intel® Media Software Development Kit (Intel® Media SDK) is a cross-platform application programming interface (API) for developing consumer and professional media applications, including video editing and processing, media conversion, streaming and playback, and video conferencing.

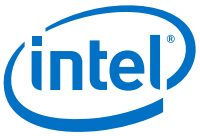
The SDK makes it easy for developers to optimize applications for Intel® HD Graphics' fixed-function hardware acceleration, currently part of the 2nd, 3rd, and 4th generation Intel® Core™ and new Intel® Atom™ processors.

Media SDK is used to enable features such as hardware accelerated video encode and other media features. It enables the most efficient handling for all of these sorts of capabilities.



For additional information including documentation for use of Intel Media SDK, please see: http://software.intel.com/media-client-solutions.

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3.0 Configuration

3.1 Binary Modification Program

Intel® Binary Modification Program (BMP) is an application that allows you to modify the data in Video BIOS Table (VBT). The Video BIOS Table (VBT) is a block of customizable platform-specific data. It holds platform specific information used by the Video BIOS and device drivers such as Flat Panel Timings, OEM definable Mode Timing, GPIO pins, Clock, and more. The data in the VBT is customized using the BMP (Binary Modification Program) utility or simply editing the source code and rebuilding.

3.2 Configuring VBT Using BMP

1. Install the latest version of Intel® BMP on your host to be able to launch BMP. Download the latest version Intel® BMP and the latest version of Video BIOS files (`.bsf` and `.dat`) from https://platformsw.intel.com. If you do not have access, contact your Intel Representative.
2. Intel® BMP is designed for ease of use and configuration of Intel® Graphics Driver VBIOS. Each configuration page has online help available and each data field is validated. Refer to *Intel® HD Graphics - Binary Modification Program (BMP) User's Guide for GOP/VBIOS VBT* for more details on how to use BMP for VBT customization.

3.3 Common User Interface (CUI)

Intel® Graphics Driver uses the standard Intel HD Graphics CUI interface for runtime configuration changes. As such, you may see the name “HD Graphics” instead of “graphics driver” when accessing the on-screen menus of the CUI. This is to be expected, and may change in the future. For details on using the CUI interface, refer to the separate *Intel HD Graphics Driver Common User Interface Reference Software Product Specification* document listed in Section 1.3, “Related Documents” on page 6.

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4.0 Firmware: VBIOS

4.1 Overview

The Intel® Video firmware (VBIOS) incorporates many of the features and capabilities of the Intel® Graphics Driver. Windows 7 requires a VBIOS to boot properly so you must be sure your firmware on your platform has a VBIOS. The video firmware includes support for the following processor:

- Intel® Pentium®/Celeron® Processor N3000 Family
- Intel® Atom™ x5-E8000 Processor

Intel VBIOS uses the BMP tool for configuration. For more detail about VBIOS configuration, refer to the BMP document (for VBIOS as detailed in "Related Documents" on page 6) and in Section 4.0.

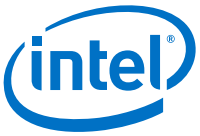
4.2 System Requirements for Video Firmware

The target system must contain one of the following Intel processor:

- Intel® Pentium®/Celeron® Processor N3000 Family
- Intel® Atom™ x5-E8000 Processor
- The target system must contain a minimum of 64-MB of RAM.

Note: If you will be making VBIOS configuration changes, you will need access to your BIOS vendor's merge tool and flash utility as well as have the support files to make "VBT" (Video Bios Table) changes. Changes are merged into your BIOS and VBIOS images then flashed back onto the platform. Contact your BIOS vendor for details.

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5.0 Installing Windows* OS Drivers

5.1 Overview

This chapter describes the installation and configuration of the Intel® Pentium®/ Celeron® Processor N3000 Family and Intel® Atom™ x5-E8000 Processor for Windows* Operating System. The instructions given here are applicable for 32-bit operating systems unless otherwise specifically mentioned. Refer to the product release notes for more details on the driver capabilities.

5.2 Hardware and Software Requirements

The following lists hardware and software requirements for installing Intel® EMGD for Windows:

- The system must contain one of the following Intel processors or chipsets:
  - Intel® Pentium®/Celeron® Processor N3000 Family
  - Intel® Atom™ x5-E8000 Processor
- The software should be installed on systems with at least 2 GB of system memory.
- There should be sufficient hard disk space in the <TEMP> directory on the system to install this software.
- The drivers included with this distribution package are designed to function with all released versions of Microsoft Windows* 7 OS available at the time of release of this package.

5.3 General Installation Instruction

1. The operating system must be installed prior to the installation of the driver.
2. This installation procedure is specific only to the version of driver and installation file included in this release.

Note: The EHCI Controller is removed from Intel® Pentium®/Celeron® Processor N3000 Family. This may affect Windows* 7 installation using USB Media as Windows* 7 OS doesn't have a native support xHCI driver. Refer to white paper #549688 for details on how to install Windows* 7 OS.

5.4 Installation of Intel® EMGD on a Windows* Platform

5.4.1 Intel® EMGD "Setup.exe" Installation

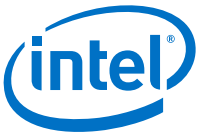
1. Locate the hard drive directory where the driver files are stored with the browser or the explore feature of Windows*.
2. Double-click `Setup.exe` from this directory.
   The Install dialog appears. By default on Windows* 7, a checkbox is selected to automatically run WinSAT and enable the Windows Aero desktop theme (if supported). If this support should be turned off, clear this checkbox.
3. Click **Next** to continue.
4. Read the License Agreement and then click **Yes** to proceed.
5. Review the Readme File Information and then click **Next** to proceed.
6. When the Setup Progress is complete, click **Next** to proceed.
7. When the Setup Complete screen appears, click **Finish** to restart your computer.

5.4.2 Intel® EMGD "Hard Disk" Installation

1. Click **Start**, right-click **Computer**, and select **Properties**.
2. From the left panel, click **Device Manager**.
3. IF UPDATING DRIVER GO TO STEP 5.
4. Double-click **Video Controller (VGA Compatible)** if present under Other Devices. (Go To STEP 6.)
5. Select **Display adapters** and then double-click on the graphics controller shown.
6. Click the **Driver** tab and select **Update Driver**.
7. Select the following option: **Browse my computer for driver software**.
8. Select the following option: **Let me pick from a list of device drivers on my computer**.
9. Click **Have Disk...** and then **Browse**.
10. Enter the directory where you unzipped the file you downloaded, and then enter the `Graphics` subdirectory. Highlight **igdlh.INF** file. Click **Open**.
11. Click **OK** and then click **Next**. The operating system installs the driver.
12. Click **Close** and then click **Yes** to reboot. The driver should now be loaded.

5.4.3 Intel® EMGD Manual Installation

1. Click **Start**, right-click **Computer**, and select **Properties**.
2. From the left panel, click **Device Manager**.
3. IF UPDATING DRIVER GO TO STEP 5.
4. Double-click **Video Controller (VGA Compatible)** if present under Other Devices. (Go To STEP 6.)
5. Select **Display adapters** and then double-click on the graphics controller shown.
6. Click the **Driver** tab and select **Update Driver**.
7. Select the following option: **Browse my computer for driver software**.
8. Click **Browse**.



9. Enter the directory where you unzipped the file you downloaded, and then enter the Graphics subdirectory.
10. Click **OK** and then click **Next**. The operating system installs the driver if it considers this an upgrade.
11. Click **Close** and then click **Yes** to reboot. The driver should now be loaded.

5.4.4 Installation of Intel Display Audio Driver

1. Click **Start**, right-click **Computer**, and click **Properties**.
2. Click **Device Manager** on the left.
3. In the **User Account Control** window, click **Yes**.
4. Double-click **Sound, video and game controllers**.
5. If installing from scratch, right-click the **High Definition Audio** controller. If updating the driver, right-click the **Intel Display Audio** controller. Click **Update Driver Software**....
6. Click **Browse my computer for driver software**.
7. Click **Let me pick from a list of device drivers on my computer**.
8. Click **Have Disk**... and click **Browse**.
9. Browse to the directory where you unzipped the file you downloaded, click the **DisplayAudio** folder, and select the **IntcDAud.inf** file. Click **Open** and click **OK**.
10. Select **Intel(R) Display Audio** and click **Next**.
11. The operating system will install the driver. Click **Finish** to complete the installation.
12. Click **Yes** to reboot. The driver should now be loaded.

Note: To determine if the driver has been loaded correctly, refer to the Verifying Installation of the Software section below.

5.5 Verifying Installation of Intel® EMGD

1. Click **Start**, right-click **Computer**, and select **Properties**.
2. From the left panel, click **Device Manager**.
3. Select **Display adapters**. The Intel Graphics Driver should be listed. If not, the driver is not installed correctly.

5.6 Verifying Installation of Intel® Display Audio Driver

1. Click **Start**, right-click **Computer**, and select **Properties**.
2. Click **Device Manager**.
3. Select the **Intel(R) Display Audio** device.
4. Audio Function Driver should be listed and not with a yellow exclamation mark (!). If not, the driver is not installed correctly.
5. To check the version of the driver, refer to the section below.

5.7 Identifying the Intel® EMGD Version

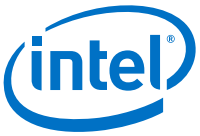
1. Click **Start**, right-click **Computer**, and select **Properties**.

2. From the left panel, click **Device Manager**.
3. Select **Display adapters** and then double-click on the graphics controller shown.
4. Click the **Driver** tab and note the driver version.

5.8 Identifying Intel® Display Audio Driver Version

1. Click **Start**, right-click **Computer**, and select **Properties**.
2. From the left panel, click **Device Manager**.
3. Double-click **Intel(R) Display Audio**.
4. Select the **Driver** tab and then click **Driver Details**.
5. The function driver (`IntcDAud.sys`) version should be listed on this screen.

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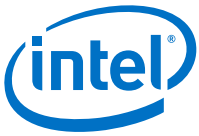


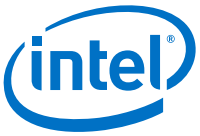
6.0 Runtime CUI Configuration

You can change the configuration and runtime attributes of the driver using the Intel® CUI runtime configuration tool. It provides a user-friendly platform for the user to make feature changes and customize the graphics settings to enhance the viewing experience. It retrieves status of the display and driver and is also used to configure the supported display attributes.

For more details on CUI Configuration, refer to *Intel® HD Graphics Driver – Common User Interface (CUI) Software Product Specification (SPS) Supporting 4th Generation Intel® Core™ Processor Graphics* (Document #507988).

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Appendix A Example INF File

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;

;=========================================================================


;

; Installation inf for the Intel Corporation graphics adapter.

;

[Version]

Signature="$WINDOWS NT$"

Provider=%Intel%

ClassGUID={4D36E968-E325-11CE-BFC1-08002BE10318}
```

```
Class=Display
CatalogFile=igdlh.cat
DriverVer=12/03/2015,38.15.0.1125
;
; Package Info for Co-Installer
;
[PackageInfo]
Name=Graphics
INFSource=%1%

[SignatureAttributes]
igdumdim32.dll=SignatureAttributes.PETrust
igd10iumd32.dll=SignatureAttributes.PETrust
igd10idpp32.dll=SignatureAttributes.PETrust
igd11dxva32.dll=SignatureAttributes.PETrust
igdusc32.dll=SignatureAttributes.PETrust
igdmd32.dll=SignatureAttributes.PETrust

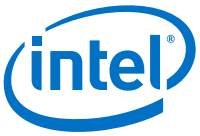
igfxexps.dll=SignatureAttributes.PETrust

iglhcp32.dll=SignatureAttributes.PETrust

iglhsip32.dll=SignatureAttributes.PETrust
igfxcmrt32.dll=SignatureAttributes.PETrust

[SignatureAttributes.PETrust]
PETrust=true

[DestinationDirs]
DefaultDestDir  = 11  ; system32
;-- start BDW --
igfx.Miniport     = 12  ; drivers
```



```
;-- start CHV --
igfx.MiniportLP  = 12  ; drivers
;-- end section
igfx.UserMode   = 11  ; system32

;-- start GEN8 --
OpenGL_Gen8.Copy     = 11  ; system32

;-- end  sections --

CUI.Copy       = 11  ; system32

;-- start OGLES --

OpenGL_EGL.Copy     = 11  ; system32
OpenGL_ES1.Copy     = 11  ; system32
OpenGL_ES2.Copy     = 11  ; system32

;-- end section

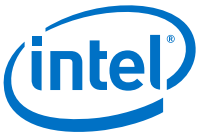
OpenCL_Gpu.Copy = 11  ; system32

OpenCL_Cpu_System.Copy    = 11                                  ; system32
OpenCL_Cpu_Root.Copy     = 16422, Common Files\Intel\OpenCL            ; program
files\Common Files\Intel\OpenCL
OpenCL_Cpu_Bin_x86.Copy   = 16422, Common Files\Intel\OpenCL\bin\x86     ;
program files\Common Files\Intel\OpenCL\bin\x86
OpenCL_Cpu_Bin_Tbb.Copy   = 16422, Common Files\Intel\OpenCL\bin\x86\tbb  ;
program files\Common Files\Intel\OpenCL\bin\tbb

MSDK_w7.copy = 16422, Intel\Media SDK   ; Program Files
MSDK_w8.copy = 16422, Intel\Media SDK   ; Program Files
```

```
;
; Driver information
;
[Manufacturer]
%Intel%   = IntelGfx, NTx86.6.1, NTx86.6.2, NTx86.6.3, NTx86.6.4


;=================================================================
;   Windows 7 Install
;=================================================================
[IntelGfx.NTx86.6.1]
;-- start HSW --
; HSW Classic
%iHSWGT1D%   = iHSWD_w7, PCI\VEN_8086&DEV_0402
%iHSWGT1M%    = iHSWM_w7, PCI\VEN_8086&DEV_0406
%iHSWGT2D%   = iHSWD_w7, PCI\VEN_8086&DEV_0412
%iHSWGT2M%    = iHSWM_w7, PCI\VEN_8086&DEV_0416
%iHSWGT15D%    = iHSWD_w7, PCI\VEN_8086&DEV_041E
; HSW ULT
%iHSWGT1UT%    = iHSWM_w7, PCI\VEN_8086&DEV_0A06
%iHSWGT2UT%    = iHSWM_w7, PCI\VEN_8086&DEV_0A16
%iHSWGT3UT%    = iHSWM_w7, PCI\VEN_8086&DEV_0A26
%iHSWGT3UT28W%  = iHSWM_w7, PCI\VEN_8086&DEV_0A2E
%iHSWGT2UX%  = iHSWM_w7, PCI\VEN_8086&DEV_0A1E
%iHSWGT1ULX%  = iHSWM_w7, PCI\VEN_8086&DEV_0A0E
; HSW CRW
%iHSWGT3CW%     = iHSWM_w7, PCI\VEN_8086&DEV_0D26
%iHSWGT3CWDT%   = iHSWD_w7, PCI\VEN_8086&DEV_0D22
; HSW Server
%iHSWSVGT1%   = iHSWD_w7, PCI\VEN_8086&DEV_040A
%iHSWSVGT2%    = iHSWD_w7, PCI\VEN_8086&DEV_041A
;-- start BDWSIM --
```



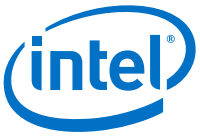
```
; BDW Simulation
%iBDWGD0% = iBDWM_w7, PCI\VEN_8086&DEV_0090
%iBDWGT0%    = iBDWM_w7, PCI\VEN_8086&DEV_0BD0
%iBDWGT1%   = iBDWM_w7, PCI\VEN_8086&DEV_0BD1
%iBDWGT2%   = iBDWM_w7, PCI\VEN_8086&DEV_0BD2
%iBDWGT3%   = iBDWM_w7, PCI\VEN_8086&DEV_0BD3
%iBDWGT4%   = iBDWM_w7, PCI\VEN_8086&DEV_0BD4
;-- start BDW --
; BDW HW
%iBDWULTGT1%= iBDWM_w7, PCI\VEN_8086&DEV_1606
%iBDWULXGT1%= iBDWM_w7, PCI\VEN_8086&DEV_160E
%iBDWULTGT2%= iBDWM_w7, PCI\VEN_8086&DEV_1616
%iBDWULTGT3%= iBDWM_w7, PCI\VEN_8086&DEV_1626
%iBDWULXGT2%= iBDWM_w7, PCI\VEN_8086&DEV_161E
%iBDWHALOGT2%  = iBDWM_w7, PCI\VEN_8086&DEV_1612
%iBDWGT2SRVR%  = iBDWM_w7, PCI\VEN_8086&DEV_161A
%iBDWHALOGT3%  = iBDWM_w7, PCI\VEN_8086&DEV_1622
%iBDWGT3SRVR%  = iBDWM_w7, PCI\VEN_8086&DEV_162A
%iBDWULTGT328W%  = iBDWM_w7, PCI\VEN_8086&DEV_162B
;-- start CHV --
%iCHVGM0%    = iCHVM_w7, PCI\VEN_8086&DEV_22B0
%iCHVGM1%    = iCHVM_w7, PCI\VEN_8086&DEV_22B1
;-- start CHVSIM --
%iCHVSIM%    = iCHVMF_w7, PCI\VEN_8086&DEV_22B0&REV_FF
%iCHVSIMA%    = iCHVMF_w7, PCI\VEN_8086&DEV_22B0&REV_FA
%iCHVSIMB%    = iCHVMF_w7, PCI\VEN_8086&DEV_22B0&REV_FB
%iCHVSIMC%    = iCHVMF_w7, PCI\VEN_8086&DEV_22B0&REV_FC
%iCHVSIMK%    = iCHVMF_w7, PCI\VEN_8086&DEV_22B0&REV_FD
;-- end sections --
;================================================================
;   Windows 8 Install
```

```
;================================================================
[IntelGfx.NTx86.6.2]
;-- start HSW --
; HSW Classic
%iHSWGT1D%    = iHSWD_w8, PCI\VEN_8086&DEV_0402
%iHSWGT1M%    = iHSWM_w8, PCI\VEN_8086&DEV_0406
%iHSWGT2D%    = iHSWD_w8, PCI\VEN_8086&DEV_0412
%iHSWGT2M%    = iHSWM_w8, PCI\VEN_8086&DEV_0416
%iHSWGT15D%   = iHSWD_w8, PCI\VEN_8086&DEV_041E
; HSW ULT
%iHSWGT1UT%   = iHSWM_w8, PCI\VEN_8086&DEV_0A06
%iHSWGT2UT%   = iHSWM_w8, PCI\VEN_8086&DEV_0A16
%iHSWGT3UT%   = iHSWM_w8, PCI\VEN_8086&DEV_0A26
%iHSWGT3UT28W%  = iHSWM_w8, PCI\VEN_8086&DEV_0A2E
%iHSWGT2UX%   = iHSWM_w8, PCI\VEN_8086&DEV_0A1E
%iHSWGT1ULX%  = iHSWM_w8, PCI\VEN_8086&DEV_0A0E
; HSW CRW
%iHSWGT3CW%     = iHSWM_w8, PCI\VEN_8086&DEV_0D26
%iHSWGT3CWDT%   = iHSWD_w8, PCI\VEN_8086&DEV_0D22
; HSW Server
%iHSWSVGT1%   = iHSWD_w8, PCI\VEN_8086&DEV_040A
%iHSWSVGT2%   = iHSWD_w8, PCI\VEN_8086&DEV_041A
;-- start BDWSIM --
; BDW Simulation
%iBDWGD0%       = iBDWM_w8, PCI\VEN_8086&DEV_0090
%iBDWGT0%    = iBDWM_w8, PCI\VEN_8086&DEV_0BD0
%iBDWGT1%   = iBDWM_w8, PCI\VEN_8086&DEV_0BD1
%iBDWGT2%   = iBDWM_w8, PCI\VEN_8086&DEV_0BD2
%iBDWGT3%   = iBDWM_w8, PCI\VEN_8086&DEV_0BD3
%iBDWGT4%   = iBDWM_w8, PCI\VEN_8086&DEV_0BD4
;-- start BDW --
```



```
; BDW HW
%iBDWULTGT1%= iBDWM_w8, PCI\VEN_8086&DEV_1606
%iBDWULXGT1%= iBDWM_w8, PCI\VEN_8086&DEV_160E
%iBDWULTGT2%= iBDWM_w8, PCI\VEN_8086&DEV_1616
%iBDWULTGT3%= iBDWM_w8, PCI\VEN_8086&DEV_1626
%iBDWULXGT2%= iBDWM_w8, PCI\VEN_8086&DEV_161E
%iBDWHALOGT2% = iBDWM_w8, PCI\VEN_8086&DEV_1612
%iBDWGT2SRVR%  = iBDWM_w8, PCI\VEN_8086&DEV_161A
%iBDWHALOGT3% = iBDWM_w8, PCI\VEN_8086&DEV_1622
%iBDWGT3SRVR%  = iBDWM_w8, PCI\VEN_8086&DEV_162A
%iBDWULTGT328W%  = iBDWM_w8, PCI\VEN_8086&DEV_162B
;-- start CHV --
%iCHVGM0%    = iCHVM_w8, PCI\VEN_8086&DEV_22B0
%iCHVGM1%    = iCHVM_w8, PCI\VEN_8086&DEV_22B1
;-- start CHVSIM --
%iCHVSIM%    = iCHVMF_w8, PCI\VEN_8086&DEV_22B0&REV_FF
%iCHVSIMA%    = iCHVMF_w8, PCI\VEN_8086&DEV_22B0&REV_FA
%iCHVSIMB%    = iCHVMF_w8, PCI\VEN_8086&DEV_22B0&REV_FB
%iCHVSIMC%    = iCHVMF_w8, PCI\VEN_8086&DEV_22B0&REV_FC
%iCHVSIMK%    = iCHVMF_w8, PCI\VEN_8086&DEV_22B0&REV_FD
;-- end sections --
;================================================================
;   Windows 8.1 Install
;================================================================
[IntelGfx.NTx86.6.3]
;-- start HSW --
; HSW Classic
%iHSWGT1D%   = iHSWD_w81, PCI\VEN_8086&DEV_0402
%iHSWGT1M%    = iHSWM_w81, PCI\VEN_8086&DEV_0406
%iHSWGT2D%   = iHSWD_w81, PCI\VEN_8086&DEV_0412
%iHSWGT2M%    = iHSWM_w81, PCI\VEN_8086&DEV_0416
```

```
%iHSWGT15D%    = iHSWD_w81, PCI\VEN_8086&DEV_041E
; HSW ULT
%iHSWGT1UT%    = iHSWM_w81, PCI\VEN_8086&DEV_0A06
%iHSWGT2UT%    = iHSWM_w81, PCI\VEN_8086&DEV_0A16
%iHSWGT3UT%    = iHSWM_w81, PCI\VEN_8086&DEV_0A26
%iHSWGT3UT28W%  = iHSWM_w81, PCI\VEN_8086&DEV_0A2E
%iHSWGT2UX%  = iHSWM_w81, PCI\VEN_8086&DEV_0A1E
%iHSWGT1ULX%  = iHSWM_w81, PCI\VEN_8086&DEV_0A0E
; HSW CRW
%iHSWGT3CW%     = iHSWM_w81, PCI\VEN_8086&DEV_0D26
%iHSWGT3CWDT% = iHSWD_w81, PCI\VEN_8086&DEV_0D22
; HSW Server
%iHSWSVGT1%   = iHSWD_w81, PCI\VEN_8086&DEV_040A
%iHSWSVGT2%    = iHSWD_w81, PCI\VEN_8086&DEV_041A
;-- start BDWSIM --
; BDW Simulation
%iBDWGD0%  = iBDWM_w81, PCI\VEN_8086&DEV_0090
%iBDWGT0%    = iBDWM_w81, PCI\VEN_8086&DEV_0BD0
%iBDWGT1%   = iBDWM_w81, PCI\VEN_8086&DEV_0BD1
%iBDWGT2%   = iBDWM_w81, PCI\VEN_8086&DEV_0BD2
%iBDWGT3%   = iBDWM_w81, PCI\VEN_8086&DEV_0BD3
%iBDWGT4%   = iBDWM_w81, PCI\VEN_8086&DEV_0BD4
;-- start BDW --
; BDW HW
%iBDWULTGT1%= iBDWM_w81, PCI\VEN_8086&DEV_1606
%iBDWULXGT1%= iBDWM_w81, PCI\VEN_8086&DEV_160E
%iBDWULTGT2%= iBDWM_w81, PCI\VEN_8086&DEV_1616
%iBDWULTGT3%= iBDWM_w81, PCI\VEN_8086&DEV_1626
%iBDWULXGT2%= iBDWM_w81, PCI\VEN_8086&DEV_161E
%iBDWHALOGT2% = iBDWM_w81, PCI\VEN_8086&DEV_1612
%iBDWGT2SRVR%  = iBDWM_w81, PCI\VEN_8086&DEV_161A
%iBDWHALOGT3% = iBDWM_w81, PCI\VEN_8086&DEV_1622
```



```
%iBDWGT3SRVR%  = iBDWM_w81, PCI\VEN_8086&DEV_162A

%iBDWULTGT328W%  = iBDWM_w81, PCI\VEN_8086&DEV_162B

;-- start CHV --

%iCHVGM0%    = iCHVM_w81, PCI\VEN_8086&DEV_22B0

%iCHVGM1%    = iCHVM_w81, PCI\VEN_8086&DEV_22B1

;-- start CHVSIM --

%iCHVSIM%    = iCHVMF_w81, PCI\VEN_8086&DEV_22B0&REV_FF

%iCHVSIMA%    = iCHVMF_w81, PCI\VEN_8086&DEV_22B0&REV_FA

%iCHVSIMB%    = iCHVMF_w81, PCI\VEN_8086&DEV_22B0&REV_FB

%iCHVSIMC%    = iCHVMF_w81, PCI\VEN_8086&DEV_22B0&REV_FC

%iCHVSIMK%    = iCHVMF_w81, PCI\VEN_8086&DEV_22B0&REV_FD

;-- end sections --

;


[IntelGfx.NTx86.6.4]

;no install on Threshold


; General installation section

;

;================================================================
================

;  Windows 7 Device Sections

;================================================================
================

;-- start HSW --

[iHSWM_w7]

FeatureScore=E6

DelFiles=CUI.DelFiles

CopyFiles=igfx.Miniport, igfx.UserMode,  Opm.Copy  , CUI.Copy  ,
OpenCL_Cpu_System.Copy , OpenCL_Cpu_Root.Copy , OpenCL_Cpu_Bin_x86.Copy ,
OpenCL_Cpu_Bin_Tbb.Copy , OpenCL_Gpu.Copy  , OpenGL_EGL.Copy,
OpenGL_ES1.Copy, OpenGL_ES2.Copy , MSDK_w7.copy

AddReg =  igfx_SoftwareDX11SettingsImola

AddReg =  igfx_SoftwareCommonSettings
```

```
DelReg =   igfx_RemoveDeviceSettings

AddReg = CUI.AddReg
AddReg = CUISDK.AddReg

DelReg  = CUI.DelReg
DelReg  = CUISDK.DelReg

DelReg  = OpenGL.DelReg
AddReg  = OpenGL.Not_Installed

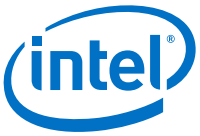
AddReg = OpenCL.AddReg

DelReg  = OpenCL.DelReg

AddReg = Enable3DContexts_Mobl_AddSwSettings
DelReg  = Enable3DContexts_Mobl_DelSwSettings

AddReg = Common_AddSwSettings
DelReg  = Common_DelSwSettings
AddReg = Common_Mobile_AddSwSettings
DelReg  = Common_Mobile_DelSwSettings

DelReg  = Common_Device_Specific_DelSwSettings
DelReg  = PwrCons_UserPolicy_DelSwSettings; Delete device specific regkeys
AddReg = PwrCons_HSW_AddSwSettings
AddReg = AlternateScramblerSupport_HSW_AddSwSettings
AddReg   = XVYCCFeature_AddSwSettings
DelReg   = XVYCCFeature_DelSwSettings
AddReg = DisplayDPP_HSW_AddSwSettings
DelReg = DisplayDPP_HSW_DelSwSettings
AddReg = DisplayOptimization_HSW_AddSwSettings
```



```
DelReg  = DisplayOptimization_DelSwSettings
AddReg   =   AllowDeepCStates_HSW_AddSwSettings
DelReg    =  AllowDeepCStates_HSW_DelSwSettings
AddReg = igfx_SLT_NB_AddSwSettings
DelReg  = igfx_SLT_NB_DelSwSettings
AddReg =  EnableDetachableEDPSupport_HSW_AddSwSettings
DelReg  =  EnableDetachableEDPSupport_DelSwSettings
AddReg = eDPNoFLT_HSW_AddSwSettings
DelReg = eDPNoFLT_HSW_DelSwSettings

AddReg = MSDK_4_0_AddSwSettings
DelReg = MSDK_4_0_DelSwSettings
AddReg = MSDK_Win7_MFT_Enable
DelReg = MSDK_Win7_MFT_Disable

RegisterDLLs = MSDK_w7_RegisterDLLs, CUI_Register_DLLs

AddPowerSetting = PowerPlanSettings
AddReg = TiledDisplay_AddSwSettings
DelReg = TiledDisplay_DelSwSettings

[iHSWM_w7.HW]
AddReg = igfx_MSI_HardwareDeviceSettings

[iHSWM_w7.CoInstallers]
AddReg = CoInst.AddReg
CopyFiles = CoInst.CopyFiles

[iHSWM_w7.GeneralConfigData]
MaximumNumberOfDevices = 2
MaximumDeviceMemoryConfiguration = 512
```

```
[iHSWM_w7.Services]

AddService = igfx, 0x00000002, igfx_Service_Inst

AddService = cphs,, CP_HECI_Service_Inst


AddService = igfxCUIService1.0.0.0,, CUI_Service_Inst


;=================================================================
================

[iHSWD_w7]

FeatureScore=E6

DelFiles=CUI.DelFiles

CopyFiles=igfx.Miniport, igfx.UserMode,  Opm.Copy  , CUI.Copy  ,
OpenCL_Cpu_System.Copy , OpenCL_Cpu_Root.Copy , OpenCL_Cpu_Bin_x86.Copy ,
OpenCL_Cpu_Bin_Tbb.Copy , OpenCL_Gpu.Copy  , OpenGL_EGL.Copy,
OpenGL_ES1.Copy, OpenGL_ES2.Copy , MSDK_w7.copy

AddReg =  igfx_SoftwareDX11SettingsImola

AddReg =  igfx_SoftwareCommonSettings

DelReg =   igfx_RemoveDeviceSettings


AddReg = CUI.AddReg

AddReg = CUISDK.AddReg


DelReg  = CUI.DelReg

DelReg  = CUISDK.DelReg


DelReg  =  OpenGL.DelReg

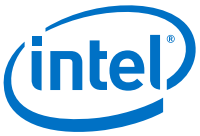
AddReg  = OpenGL.Not_Installed


AddReg = OpenCL.AddReg


DelReg = OpenCL.DelReg


AddReg =  Common_AddSwSettings

DelReg  =  Common_DelSwSettings
```



```
AddReg =  Common_DT_AddSwSettings
DelReg  =  Common_DT_DelSwSettings

DelReg  =  Common_Device_Specific_DelSwSettings; Delete device specific regkeys
AddReg =  PwrCons_HSW_AddSwSettings
AddReg =  AlternateScramblerSupport_HSW_AddSwSettings
AddReg   = XVYCCFeature_AddSwSettings
DelReg    = XVYCCFeature_DelSwSettings
AddReg =  DisplayDPP_HSW_AddSwSettings
DelReg =  DisplayDPP_HSW_DelSwSettings
AddReg =  DisplayOptimization_HSW_AddSwSettings
DelReg  =  DisplayOptimization_DelSwSettings
AddReg   =   AllowDeepCStates_HSW_AddSwSettings
DelReg    =  AllowDeepCStates_HSW_DelSwSettings
AddReg =  igfx_SLT_NB_AddSwSettings
DelReg  =  igfx_SLT_NB_DelSwSettings
AddReg = eDPNoFLT_HSW_AddSwSettings
DelReg = eDPNoFLT_HSW_DelSwSettings

AddReg = MSDK_4_0_AddSwSettings
DelReg  = MSDK_4_0_DelSwSettings
AddReg = MSDK_Win7_MFT_Enable
DelReg  = MSDK_Win7_MFT_Disable

RegisterDLLs = MSDK_w7_RegisterDLLs, CUI_Register_DLLs

AddReg  = AUDIO_DT_WA_AddSwSettings
DelReg  = AUDIO_DT_WA_DelSwSettings
AddReg = TiledDisplay_AddSwSettings
DelReg = TiledDisplay_DelSwSettings

[iHSWD_w7.HW]
```

```
AddReg = igfx_MSI_HardwareDeviceSettings


[iHSWD_w7.CoInstallers]

AddReg = CoInst.AddReg

CopyFiles = CoInst.CopyFiles


[iHSWD_w7.GeneralConfigData]

MaximumNumberOfDevices = 2

MaximumDeviceMemoryConfiguration = 512


[iHSWD_w7.Services]

AddService = igfx, 0x00000002, igfx_Service_Inst

AddService = cphs,, CP_HECI_Service_Inst


AddService = igfxCUIService1.0.0.0,, CUI_Service_Inst


;================================================================
;-- start BDW --

[iBDWM_w7]

FeatureScore=E6

DelFiles=CUI.DelFiles

CopyFiles=igfx.Miniport, igfx.UserMode,  Opm.Copy  , CUI.Copy , OpenGL_Gen8.Copy
, OpenCL_Cpu_System.Copy , OpenCL_Cpu_Root.Copy , OpenCL_Cpu_Bin_x86.Copy ,
OpenCL_Cpu_Bin_Tbb.Copy , OpenCL_Gpu.Copy   , OpenGL_EGL.Copy,
OpenGL_ES1.Copy, OpenGL_ES2.Copy , MSDK_w7.copy

AddReg =  igfx_SoftwareDX11SettingsImola

AddReg =  igfx_SoftwareCommonSettings

DelReg =   igfx_RemoveDeviceSettings


AddReg = CUI.AddReg

AddReg = CUISDK.AddReg


DelReg  = CUI.DelReg
```



```
DelReg  = CUISDK.DelReg

AddReg =  OpenGL_Gen8.AddReg
AddReg  = OpenGL.Installed

AddReg = OpenCL.AddReg

DelReg = OpenCL.DelReg

AddReg = Enable3DContexts_Mobl_AddSwSettings
DelReg  = Enable3DContexts_Mobl_DelSwSettings

AddReg = Common_AddSwSettings
DelReg  = Common_DelSwSettings
AddReg = Common_Mobile_AddSwSettings
DelReg  = Common_Mobile_DelSwSettings

DelReg  = Common_Device_Specific_DelSwSettings; Delete device specific regkeys
AddReg =  PwrCons_BDW_AddSwSettings
AddReg  = AlternateScramblerSupport_BDW_AddSwSettings
AddReg   = XVYCCFeature_AddSwSettings
DelReg    = XVYCCFeature_DelSwSettings
AddReg =  DisplayDPP_BDW_AddSwSettings
DelReg =  DisplayDPP_BDW_DelSwSettings
AddReg =  DisplayOptimization_BDW_AddSwSettings
DelReg  =  DisplayOptimization_DelSwSettings
AddReg   =   AllowDeepCStates_BDW_AddSwSettings
DelReg    =  AllowDeepCStates_BDW_DelSwSettings
AddReg = MBOOUI_BDW_AddSwSettings
DelReg = MBOOUI_BDW_DelSwSettings
AddReg =  igfx_SLT_NB_AddSwSettings
DelReg  =  igfx_SLT_NB_DelSwSettings
```

```
AddReg = MBO_BDW_Enable_AddSwSettings
DelReg = MBO_BDW_Disable_DelSwSettings
AddReg = HG_BDW_AddSwSettings
DelReg = HG_BDW_DelSwSettings

AddReg = MSDK_4_0_AddSwSettings
DelReg  = MSDK_4_0_DelSwSettings
AddReg = MSDK_Win7_MFT_Enable
DelReg  = MSDK_Win7_MFT_Disable

RegisterDLLs = MSDK_w7_RegisterDLLs, CUI_Register_DLLs

AddPowerSetting = PowerPlanSettings

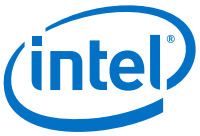
AddReg = TiledDisplay_AddSwSettings
DelReg = TiledDisplay_DelSwSettings

[iBDWM_w7.HW]
AddReg = igfx_MSI_HardwareDeviceSettings

[iBDWM_w7.CoInstallers]
AddReg = CoInst.AddReg
CopyFiles = CoInst.CopyFiles

[iBDWM_w7.GeneralConfigData]
MaximumNumberOfDevices = 2
MaximumDeviceMemoryConfiguration = 512

[iBDWM_w7.Services]
AddService = igfx, 0x00000002, igfx_Service_Inst
AddService = cphs,, CP_HECI_Service_Inst
```



```
AddService = igfxCUIService1.0.0.0,, CUI_Service_Inst


;=================================================================
================

;-- start CHV --

;

;

[iCHVM_w7]

FeatureScore=E6

DelFiles=CUI.DelFiles

CopyFiles=igfx.MiniportLP, igfx.UserMode,  OpmCHV.Copy  , CUI.Copy ,
OpenGL_Gen8.Copy  , OpenCL_Cpu_System.Copy , OpenCL_Cpu_Root.Copy ,
OpenCL_Cpu_Bin_x86.Copy , OpenCL_Cpu_Bin_Tbb.Copy , OpenCL_Gpu.Copy  ,
OpenGL_EGL.Copy, OpenGL_ES1.Copy, OpenGL_ES2.Copy , MSDK_w7.copy

AddReg =  igfx_SoftwareDX11SettingsImola

AddReg =  igfx_SoftwareCommonSettings

DelReg =   igfx_RemoveDeviceSettings


AddReg = CUI.AddReg

AddReg = CUISDK.AddReg


DelReg  = CUI.DelReg

DelReg  = CUISDK.DelReg


AddReg =  OpenGL_Gen8.AddReg

AddReg  = OpenGL.Installed


AddReg = OpenCL.AddReg


DelReg = OpenCL.DelReg

DelReg = OpenCL.DelReg


AddReg =  Common_AddSwSettings

DelReg  =  Common_DelSwSettings
```

```
AddReg =  Common_Mobile_AddSwSettings
DelReg  =  Common_Mobile_DelSwSettings

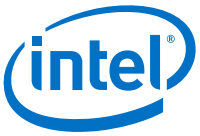
DelReg  =  Common_Device_Specific_DelSwSettings; Delete device specific regkeys
DelReg =   PwrCons_UserPolicy_DelSwSettings
AddReg =  PwrCons_CHV_AddSwSettings
AddReg  = AsyncFlips_CHV_AddSwSettings
DelReg     = AsyncFlips_CHV_DelSwSettings
AddReg =  AlternateScramblerSupport_CHV_AddSwSettings
AddReg =  DisplayDPP_CHV_AddSwSettings
DelReg =  DisplayDPP_CHV_DelSwSettings
AddReg =  DisplayOptimization_CHV_AddSwSettings
DelReg =   DisplayOptimization_DelSwSettings
AddReg =  AllowDeepCStates_CHV_AddSwSettings
DelReg =  AllowDeepCStates_CHV_DelSwSettings
AddReg =  EnableDetachableEDPSupport_CHV_AddSwSettings
DelReg  =  EnableDetachableEDPSupport_DelSwSettings
AddReg = AudioLPE_WA_AddSwSettings
DelReg = AudioLPE_WA_DelSwSettings
AddReg = ScalerToExternalDisplay_CHV_AddSwSettings
DelReg = ScalerToExternalDisplay_CHV_DelSwSettings

AddReg = MSDK_4_0_AddSwSettings
DelReg  = MSDK_4_0_DelSwSettings
AddReg = MSDK_Win7_MFT_Enable
DelReg  = MSDK_Win7_MFT_Disable

RegisterDLLs = MSDK_w7_RegisterDLLs, CUI_Register_DLLs

AddPowerSetting = PowerPlanSettings

[iCHVM_w7.HW]
```



```
AddReg = igfx_MSI_HardwareDeviceSettings


[iCHVM_w7.CoInstallers]

AddReg = CoInst.AddReg

CopyFiles = CoInst.CopyFiles


[iCHVM_w7.GeneralConfigData]

MaximumNumberOfDevices = 2

MaximumDeviceMemoryConfiguration = 512


[iCHVM_w7.Services]

AddService = igfxLP, 0x00000002, igfx_Service_Inst_LP

AddService = cphs,, CP_HECI_Service_Inst


AddService = igfxCUIService1.0.0.0,, CUI_Service_Inst


;=========================================================
================

;-- start CHVSIM --

;

; Pre-SI Debug Only - Not POR

;

[iCHVMF_w7]

FeatureScore=E6

DelFiles=CUI.DelFiles

CopyFiles=igfx.Miniport, igfx.UserMode,  OpmCHV.Copy  , CUI.Copy ,
OpenGL_Gen8.Copy  , OpenCL_Cpu_System.Copy , OpenCL_Cpu_Root.Copy ,
OpenCL_Cpu_Bin_x86.Copy , OpenCL_Cpu_Bin_Tbb.Copy , OpenCL_Gpu.Copy   ,
OpenGL_EGL.Copy, OpenGL_ES1.Copy, OpenGL_ES2.Copy

AddReg =  igfx_SoftwareDX11SettingsImola

AddReg =  igfx_SoftwareCommonSettings

DelReg =   igfx_RemoveDeviceSettings


AddReg = CUI.AddReg
```

```
AddReg = CUISDK.AddReg

DelReg  = CUI.DelReg
DelReg  = CUISDK.DelReg

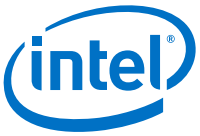
AddReg =  OpenGL_Gen8.AddReg
AddReg  = OpenGL.Installed

AddReg = OpenCL.AddReg

DelReg = OpenCL.DelReg
DelReg = OpenCL.DelReg

AddReg =  Common_AddSwSettings
DelReg  =  Common_DelSwSettings
AddReg =  Common_Mobile_AddSwSettings
DelReg  =  Common_Mobile_DelSwSettings

DelReg  =  Common_Device_Specific_DelSwSettings; Delete device specific regkeys
DelReg =   PwrCons_UserPolicy_DelSwSettings
AddReg =  PwrCons_CHV_AddSwSettings
AddReg =  AlternateScramblerSupport_CHV_AddSwSettings
AddReg =  DisplayDPP_CHV_AddSwSettings
AddReg =  DisplayOptimization_CHV_AddSwSettings
DelReg =   DisplayOptimization_DelSwSettings
AddReg =  AllowDeepCStates_CHV_AddSwSettings
DelReg =  AllowDeepCStates_CHV_DelSwSettings
AddReg =  EnableDetachableEDPSupport_CHV_AddSwSettings
DelReg  =  EnableDetachableEDPSupport_DelSwSettings
AddReg = AudioLPE_WA_AddSwSettings
DelReg = AudioLPE_WA_DelSwSettings
AddReg = ScalerToExternalDisplay_CHV_AddSwSettings
```



```
DelReg = ScalerToExternalDisplay_CHV_DelSwSettings

AddReg = MSDK_4_0_AddSwSettings
DelReg  = MSDK_4_0_DelSwSettings
AddReg = MSDK_Win7_MFT_Enable
DelReg  = MSDK_Win7_MFT_Disable

RegisterDLLs = MSDK_w7_RegisterDLLs, CUI_Register_DLLs

AddPowerSetting = PowerPlanSettings

[iCHVMF_w7.HW]
AddReg = igfx_MSI_HardwareDeviceSettings

[iCHVMF_w7.CoInstallers]
AddReg = CoInst.AddReg
CopyFiles = CoInst.CopyFiles

[iCHVMF_w7.GeneralConfigData]
MaximumNumberOfDevices = 2
MaximumDeviceMemoryConfiguration = 512

[iCHVMF_w7.Services]
AddService = igfx, 0x00000002, igfx_Service_Inst
AddService = cphs,, CP_HECI_Service_Inst

AddService = igfxCUIService1.0.0.0,, CUI_Service_Inst

;-- end sections

;================================================================
```

```
; Windows 8 Device Sections

;================================================================
================

;-- start HSW --

[iHSWM_w8]

FeatureScore=E0

DelFiles=CUI.DelFiles

CopyFiles=igfx.Miniport, igfx.UserMode, Opm.Copy  , CUI.Copy  ,
OpenCL_Cpu_System.Copy , OpenCL_Cpu_Root.Copy , OpenCL_Cpu_Bin_x86.Copy ,
OpenCL_Cpu_Bin_Tbb.Copy , OpenCL_Gpu.Copy  , OpenGL_EGL.Copy,
OpenGL_ES1.Copy, OpenGL_ES2.Copy , MSDK_w8.copy

AddReg =  igfx_SoftwareDX11SettingsImola

AddReg =  igfx_SoftwareCommonSettings

DelReg =   igfx_RemoveDeviceSettings


AddReg = CUI.AddReg

AddReg = CUISDK.AddReg


DelReg  = CUI.DelReg

DelReg  = CUISDK.DelReg


DelReg  = OpenGL.DelReg

AddReg  = OpenGL.Not_Installed


AddReg = OpenCL.AddReg


DelReg  = OpenCL.DelReg


AddReg = Enable3DContexts_Mobl_AddSwSettings

DelReg  = Enable3DContexts_Mobl_DelSwSettings


AddReg = Common_AddSwSettings

DelReg  = Common_DelSwSettings

AddReg = Common_Mobile_AddSwSettings
```



```
DelReg  = Common_Mobile_DelSwSettings

DelReg  = Common_Device_Specific_DelSwSettings; Delete device specific regkeys
DelReg  = PwrCons_UserPolicy_DelSwSettings
AddReg = PwrCons_HSW_AddSwSettings
AddReg = AlternateScramblerSupport_HSW_AddSwSettings
AddReg   = XVYCCFeature_AddSwSettings
DelReg    = XVYCCFeature_DelSwSettings
AddReg = DisplayDPP_HSW_AddSwSettings
DelReg = DisplayDPP_HSW_DelSwSettings
AddReg   =   AllowDeepCStates_HSW_AddSwSettings
DelReg    =  AllowDeepCStates_HSW_DelSwSettings
AddReg = DisplayOptimization_HSW_AddSwSettings
DelReg  = DisplayOptimization_DelSwSettings
AddReg = igfx_SLT_NB_AddSwSettings
DelReg  = igfx_SLT_NB_DelSwSettings
AddReg = EnableDetachableEDPSupport_HSW_AddSwSettings
DelReg  = EnableDetachableEDPSupport_DelSwSettings
AddReg = eDPNoFLT_HSW_AddSwSettings
DelReg = eDPNoFLT_HSW_DelSwSettings

AddReg = MSDK_4_0_AddSwSettings
DelReg = MSDK_4_0_DelSwSettings
AddReg = MSDK_Win8_MFT_Enable
DelReg = MSDK_Win8_MFT_Disable

RegisterDLLs = MSDK_w8_RegisterDLLs, CUI_Register_DLLs

AddPowerSetting = PowerPlanSettings
AddReg = TiledDisplay_AddSwSettings
DelReg = TiledDisplay_DelSwSettings
```

```
[iHSWM_w8.HW]

AddReg = igfx_MSI_HardwareDeviceSettings


[iHSWM_w8.CoInstallers]

AddReg = CoInst.AddReg

CopyFiles = CoInst.CopyFiles


[iHSWM_w8.GeneralConfigData]

MaximumNumberOfDevices = 2

MaximumDeviceMemoryConfiguration = 512


[iHSWM_w8.Services]

AddService = igfx, 0x00000002, igfx_Service_Inst

AddService = cphs,, CP_HECI_Service_Inst


AddService = igfxCUIService1.0.0.0,, CUI_Service_Inst


;=================================================================
================

[iHSWD_w8]

FeatureScore=E0

DelFiles=CUI.DelFiles

CopyFiles=igfx.Miniport, igfx.UserMode,  Opm.Copy  , CUI.Copy  ,
OpenCL_Cpu_System.Copy , OpenCL_Cpu_Root.Copy , OpenCL_Cpu_Bin_x86.Copy ,
OpenCL_Cpu_Bin_Tbb.Copy , OpenCL_Gpu.Copy  , OpenGL_EGL.Copy,
OpenGL_ES1.Copy, OpenGL_ES2.Copy , MSDK_w8.copy

AddReg =  igfx_SoftwareDX11SettingsImola

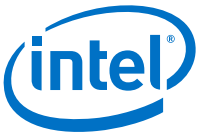
AddReg =  igfx_SoftwareCommonSettings

DelReg =   igfx_RemoveDeviceSettings


AddReg = CUI.AddReg

AddReg = CUISDK.AddReg


DelReg  = CUI.DelReg
```



```
DelReg  = CUISDK.DelReg

DelReg  =  OpenGL.DelReg
AddReg  = OpenGL.Not_Installed

AddReg = OpenCL.AddReg

DelReg = OpenCL.DelReg

AddReg = Common_AddSwSettings
DelReg  = Common_DelSwSettings
AddReg = Common_DT_AddSwSettings
DelReg  = Common_DT_DelSwSettings

DelReg  = Common_Device_Specific_DelSwSettings; Delete device specific regkeys
AddReg =  PwrCons_HSW_AddSwSettings
AddReg =  AlternateScramblerSupport_HSW_AddSwSettings
AddReg   = XVYCCFeature_AddSwSettings
DelReg    = XVYCCFeature_DelSwSettings
AddReg =  DisplayDPP_HSW_AddSwSettings
DelReg =  DisplayDPP_HSW_DelSwSettings
AddReg =  DisplayOptimization_HSW_AddSwSettings
DelReg  =  DisplayOptimization_DelSwSettings
AddReg   =   AllowDeepCStates_HSW_AddSwSettings
DelReg    =  AllowDeepCStates_HSW_DelSwSettings
AddReg =  igfx_SLT_NB_AddSwSettings
DelReg  =  igfx_SLT_NB_DelSwSettings
AddReg = eDPNoFLT_HSW_AddSwSettings
DelReg = eDPNoFLT_HSW_DelSwSettings

AddReg = MSDK_4_0_AddSwSettings
DelReg = MSDK_4_0_DelSwSettings
```

```
AddReg = MSDK_Win8_MFT_Enable
DelReg = MSDK_Win8_MFT_Disable

RegisterDLLs = MSDK_w8_RegisterDLLs, CUI_Register_DLLs

AddReg  = AUDIO_DT_WA_AddSwSettings
DelReg  = AUDIO_DT_WA_DelSwSettings
AddReg = TiledDisplay_AddSwSettings
DelReg = TiledDisplay_DelSwSettings

[iHSWD_w8.HW]
AddReg = igfx_MSI_HardwareDeviceSettings

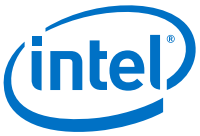
[iHSWD_w8.CoInstallers]
AddReg = CoInst.AddReg
CopyFiles = CoInst.CopyFiles

[iHSWD_w8.GeneralConfigData]
MaximumNumberOfDevices = 2
MaximumDeviceMemoryConfiguration = 512

[iHSWD_w8.Services]
AddService = igfx, 0x00000002, igfx_Service_Inst
AddService = cphs,, CP_HECI_Service_Inst

AddService = igfxCUIService1.0.0.0,, CUI_Service_Inst

;=================================================================
;-- start BDW --
[iBDWM_w8]
FeatureScore=E0
```



```
DelFiles=CUI.DelFiles

CopyFiles=igfx.Miniport, igfx.UserMode,  Opm.Copy  , CUI.Copy , OpenGL_Gen8.Copy
, OpenCL_Cpu_System.Copy , OpenCL_Cpu_Root.Copy , OpenCL_Cpu_Bin_x86.Copy ,
OpenCL_Cpu_Bin_Tbb.Copy , OpenCL_Gpu.Copy   , OpenGL_EGL.Copy,
OpenGL_ES1.Copy, OpenGL_ES2.Copy , MSDK_w8.copy

AddReg =  igfx_SoftwareDX11SettingsImola

AddReg =  igfx_SoftwareCommonSettings

DelReg =   igfx_RemoveDeviceSettings


AddReg = CUI.AddReg

AddReg = CUISDK.AddReg


DelReg  = CUI.DelReg

DelReg  = CUISDK.DelReg


AddReg =  OpenGL_Gen8.AddReg

AddReg  = OpenGL.Installed


AddReg = OpenCL.AddReg


DelReg = OpenCL.DelReg


AddReg = Enable3DContexts_Mobl_AddSwSettings

DelReg  = Enable3DContexts_Mobl_DelSwSettings


AddReg = Common_AddSwSettings

DelReg  = Common_DelSwSettings

AddReg = Common_Mobile_AddSwSettings

DelReg  = Common_Mobile_DelSwSettings


DelReg  = Common_Device_Specific_DelSwSettings; Delete device specific regkeys

AddReg =  PwrCons_BDW_AddSwSettings

AddReg =  AlternateScramblerSupport_BDW_AddSwSettings
```

```
AddReg   = XVYCCFeature_AddSwSettings
DelReg    = XVYCCFeature_DelSwSettings
AddReg =  DisplayDPP_BDW_AddSwSettings
DelReg =  DisplayDPP_BDW_DelSwSettings
AddReg =  DisplayOptimization_BDW_AddSwSettings
DelReg  =  DisplayOptimization_DelSwSettings
AddReg   =   AllowDeepCStates_BDW_AddSwSettings
DelReg    =  AllowDeepCStates_BDW_DelSwSettings
AddReg = MBOOUI_BDW_AddSwSettings
DelReg = MBOOUI_BDW_DelSwSettings
AddReg =  igfx_SLT_NB_AddSwSettings
DelReg  =  igfx_SLT_NB_DelSwSettings
AddReg = EnableDetachableEDPSupport_BDW_AddSwSettings
DelReg  = EnableDetachableEDPSupport_DelSwSettings
AddReg = MBO_BDW_Enable_AddSwSettings
DelReg = MBO_BDW_Disable_DelSwSettings
AddReg = HG_BDW_AddSwSettings
DelReg = HG_BDW_DelSwSettings

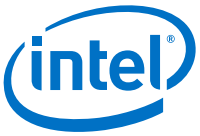
AddReg = MSDK_4_0_AddSwSettings
DelReg = MSDK_4_0_DelSwSettings
AddReg = MSDK_Win8_MFT_Enable
DelReg = MSDK_Win8_MFT_Disable

RegisterDLLs = MSDK_w8_RegisterDLLs, CUI_Register_DLLs

AddPowerSetting = PowerPlanSettings

AddReg = TiledDisplay_AddSwSettings
DelReg = TiledDisplay_DelSwSettings

[iBDWM_w8.HW]
```



```
AddReg = igfx_MSI_HardwareDeviceSettings


[iBDWM_w8.CoInstallers]

AddReg = CoInst.AddReg

CopyFiles = CoInst.CopyFiles


[iBDWM_w8.GeneralConfigData]

MaximumNumberOfDevices = 2

MaximumDeviceMemoryConfiguration = 512


[iBDWM_w8.Services]

AddService = igfx, 0x00000002, igfx_Service_Inst

AddService = cphs,, CP_HECI_Service_Inst


AddService = igfxCUIService1.0.0.0,, CUI_Service_Inst


;=================================================================
================

;-- start CHV --

[iCHVM_w8]

FeatureScore=E0

DelFiles=CUI.DelFiles

CopyFiles=igfx.MiniportLP, igfx.UserMode,  OpmCHV.Copy  , CUI.Copy ,
OpenGL_Gen8.Copy  , OpenCL_Cpu_System.Copy , OpenCL_Cpu_Root.Copy ,
OpenCL_Cpu_Bin_x86.Copy , OpenCL_Cpu_Bin_Tbb.Copy , OpenCL_Gpu.Copy   ,
OpenGL_EGL.Copy, OpenGL_ES1.Copy, OpenGL_ES2.Copy , MSDK_w8.copy

AddReg =  igfx_SoftwareDX11SettingsImola

AddReg =  igfx_SoftwareCommonSettings

DelReg =   igfx_RemoveDeviceSettings


AddReg = CUI.AddReg

AddReg = CUISDK.AddReg


DelReg  = CUI.DelReg
```

```
DelReg  = CUISDK.DelReg

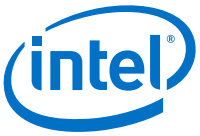

AddReg =  OpenGL_Gen8.AddReg
AddReg  = OpenGL.Installed


AddReg = OpenCL.AddReg


DelReg = OpenCL.DelReg


AddReg = Common_AddSwSettings
DelReg  = Common_DelSwSettings
AddReg = Common_Mobile_AddSwSettings
DelReg  = Common_Mobile_DelSwSettings


DelReg  = Common_Device_Specific_DelSwSettings; Delete device specific regkeys
DelReg  = PwrCons_UserPolicy_DelSwSettings
AddReg = PwrCons_CHV_AddSwSettings
AddReg  = AsyncFlips_CHV_AddSwSettings
DelReg    = AsyncFlips_CHV_DelSwSettings
AddReg =  AlternateScramblerSupport_CHV_AddSwSettings
AddReg =  DisplayDPP_CHV_AddSwSettings
DelReg =  DisplayDPP_CHV_DelSwSettings
AddReg =  DisplayOptimization_CHV_AddSwSettings
DelReg  =  DisplayOptimization_DelSwSettings
AddReg =  AllowDeepCStates_CHV_AddSwSettings
DelReg =  AllowDeepCStates_CHV_DelSwSettings
AddReg =  EnableDetachableEDPSupport_CHV_AddSwSettings
DelReg  =  EnableDetachableEDPSupport_DelSwSettings
AddReg = AudioLPE_WA_AddSwSettings
DelReg = AudioLPE_WA_DelSwSettings
AddReg    = ScalerToExternalDisplay_CHV_AddSwSettings
DelReg    = ScalerToExternalDisplay_CHV_DelSwSettings
```



```
AddReg = MSDK_4_0_AddSwSettings
DelReg = MSDK_4_0_DelSwSettings
AddReg = MSDK_Win8_MFT_Enable
DelReg = MSDK_Win8_MFT_Disable

RegisterDLLs = MSDK_w8_RegisterDLLs, CUI_Register_DLLs

AddPowerSetting = PowerPlanSettings

[iCHVM_w8.HW]
AddReg = igfx_MSI_HardwareDeviceSettings

[iCHVM_w8.CoInstallers]
AddReg = CoInst.AddReg
CopyFiles = CoInst.CopyFiles

[iCHVM_w8.GeneralConfigData]
MaximumNumberOfDevices = 2
MaximumDeviceMemoryConfiguration = 512

[iCHVM_w8.Services]
AddService = igfxLP, 0x00000002, igfx_Service_Inst_LP
AddService = cphs,, CP_HECI_Service_Inst

AddService = igfxCUIService1.0.0.0,, CUI_Service_Inst

;=================================================================
;-- start CHVSIM --
[iCHVMF_w8]
FeatureScore=E0
```

```
DelFiles=CUI.DelFiles

CopyFiles=igfx.Miniport, igfx.UserMode,  OpmCHV.Copy  , CUI.Copy ,
OpenGL_Gen8.Copy  , OpenCL_Cpu_System.Copy , OpenCL_Cpu_Root.Copy ,
OpenCL_Cpu_Bin_x86.Copy , OpenCL_Cpu_Bin_Tbb.Copy , OpenCL_Gpu.Copy  ,
OpenGL_EGL.Copy, OpenGL_ES1.Copy, OpenGL_ES2.Copy , MSDK_w8.copy

AddReg =  igfx_SoftwareDX11SettingsImola

AddReg =  igfx_SoftwareCommonSettings

DelReg =   igfx_RemoveDeviceSettings


AddReg = CUI.AddReg

AddReg = CUISDK.AddReg


DelReg  = CUI.DelReg

DelReg  = CUISDK.DelReg


AddReg =  OpenGL_Gen8.AddReg

AddReg  = OpenGL.Installed


AddReg = OpenCL.AddReg


DelReg = OpenCL.DelReg


AddReg = Common_AddSwSettings

DelReg  = Common_DelSwSettings

AddReg = Common_Mobile_AddSwSettings

DelReg  = Common_Mobile_DelSwSettings


DelReg  = Common_Device_Specific_DelSwSettings; Delete device specific regkeys

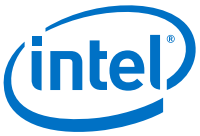
DelReg  = PwrCons_UserPolicy_DelSwSettings

AddReg = PwrCons_CHV_AddSwSettings

AddReg =  AlternateScramblerSupport_CHV_AddSwSettings

AddReg =  DisplayDPP_CHV_AddSwSettings

AddReg =  DisplayOptimization_CHV_AddSwSettings
```



```
DelReg  =  DisplayOptimization_DelSwSettings
AddReg =  AllowDeepCStates_CHV_AddSwSettings
DelReg =  AllowDeepCStates_CHV_DelSwSettings
AddReg =  EnableDetachableEDPSupport_CHV_AddSwSettings
DelReg  =  EnableDetachableEDPSupport_DelSwSettings
AddReg = AudioLPE_WA_AddSwSettings
DelReg = AudioLPE_WA_DelSwSettings
AddReg    = ScalerToExternalDisplay_CHV_AddSwSettings
DelReg    = ScalerToExternalDisplay_CHV_DelSwSettings

AddReg = MSDK_4_0_AddSwSettings
DelReg = MSDK_4_0_DelSwSettings
AddReg = MSDK_Win8_MFT_Enable
DelReg = MSDK_Win8_MFT_Disable

RegisterDLLs = MSDK_w8_RegisterDLLs, CUI_Register_DLLs

AddPowerSetting = PowerPlanSettings

[iCHVMF_w8.HW]
AddReg = igfx_MSI_HardwareDeviceSettings

[iCHVMF_w8.CoInstallers]
AddReg = CoInst.AddReg
CopyFiles = CoInst.CopyFiles

[iCHVMF_w8.GeneralConfigData]
MaximumNumberOfDevices = 2
MaximumDeviceMemoryConfiguration = 512

[iCHVMF_w8.Services]
AddService = igfx, 0x00000002, igfx_Service_Inst
```

```
AddService = cphs,, CP_HECI_Service_Inst


AddService = igfxCUIService1.0.0.0,, CUI_Service_Inst


;-- end sections --

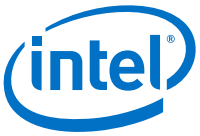

;=================================================================
;  Windows 8.1 Device Sections
;=================================================================
;-- start HSW --
[iHSWM_w81]
FeatureScore=DA
DelFiles=CUI.DelFiles
CopyFiles=igfx.Miniport, igfx.UserMode,  Opm.Copy  , CUI.Copy  ,
OpenCL_Cpu_System.Copy , OpenCL_Cpu_Root.Copy , OpenCL_Cpu_Bin_x86.Copy ,
OpenCL_Cpu_Bin_Tbb.Copy , OpenCL_Gpu.Copy  , OpenGL_EGL.Copy,
OpenGL_ES1.Copy, OpenGL_ES2.Copy , MSDK_w8.copy
AddReg =  igfx_SoftwareDX11SettingsImola
AddReg =  igfx_SoftwareCommonSettings
DelReg =   igfx_RemoveDeviceSettings


AddReg = CUI.AddReg
AddReg = CUISDK.AddReg


DelReg  = CUI.DelReg
DelReg  = CUISDK.DelReg


DelReg  = OpenGL.DelReg
AddReg  = OpenGL.Not_Installed


AddReg = OpenCL.AddReg
```



```
DelReg  = OpenCL.DelReg

AddReg = Enable3DContexts_Mobl_AddSwSettings
DelReg  = Enable3DContexts_Mobl_DelSwSettings

AddReg = Common_AddSwSettings
DelReg  = Common_DelSwSettings
AddReg = Common_Mobile_AddSwSettings
DelReg  = Common_Mobile_DelSwSettings

DelReg  = Common_Device_Specific_DelSwSettings; Delete device specific regkeys
DelReg  = PwrCons_UserPolicy_DelSwSettings
AddReg = PwrCons_HSW_AddSwSettings
AddReg = AlternateScramblerSupport_HSW_AddSwSettings
AddReg   = XVYCCFeature_AddSwSettings
DelReg   = XVYCCFeature_DelSwSettings
AddReg = DisplayDPP_HSW_AddSwSettings
DelReg = DisplayDPP_HSW_DelSwSettings
AddReg = DisplayOptimization_HSW_AddSwSettings
DelReg  = DisplayOptimization_DelSwSettings
AddReg   =   AllowDeepCStates_HSW_AddSwSettings
DelReg   =  AllowDeepCStates_HSW_DelSwSettings
AddReg = igfx_SLT_NB_AddSwSettings
DelReg  = igfx_SLT_NB_DelSwSettings
AddReg = EnableDetachableEDPSupport_HSW_AddSwSettings
DelReg  = EnableDetachableEDPSupport_DelSwSettings
AddReg = eDPNoFLT_HSW_AddSwSettings
DelReg = eDPNoFLT_HSW_DelSwSettings

AddReg = MSDK_4_0_AddSwSettings
DelReg = MSDK_4_0_DelSwSettings
AddReg = MSDK_Win8_MFT_Enable
```

```
DelReg = MSDK_Win8_MFT_Disable

RegisterDLLs = MSDK_w8_RegisterDLLs, CUI_Register_DLLs

AddPowerSetting = PowerPlanSettings
AddReg = TiledDisplay_AddSwSettings
DelReg = TiledDisplay_DelSwSettings

[iHSWM_w81.HW]
AddReg = igfx_MSI_HardwareDeviceSettings

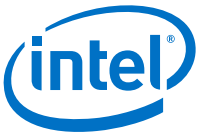
[iHSWM_w81.CoInstallers]
AddReg = CoInst.AddReg
CopyFiles = CoInst.CopyFiles

[iHSWM_w81.GeneralConfigData]
MaximumNumberOfDevices = 2
MaximumDeviceMemoryConfiguration = 512

[iHSWM_w81.Services]
AddService = igfx, 0x00000002, igfx_Service_Inst
AddService = cphs,, CP_HECI_Service_Inst

AddService = igfxCUIService1.0.0.0,, CUI_Service_Inst

;=================================================================
[iHSWD_w81]
FeatureScore=DA
DelFiles=CUI.DelFiles
CopyFiles=igfx.Miniport, igfx.UserMode,  Opm.Copy  , CUI.Copy  ,
OpenCL_Cpu_System.Copy , OpenCL_Cpu_Root.Copy , OpenCL_Cpu_Bin_x86.Copy ,
OpenCL_Cpu_Bin_Tbb.Copy , OpenCL_Gpu.Copy  , OpenGL_EGL.Copy,
OpenGL_ES1.Copy, OpenGL_ES2.Copy , MSDK_w8.copy
```



```
AddReg =  igfx_SoftwareDX11SettingsImola
AddReg =  igfx_SoftwareCommonSettings
DelReg =   igfx_RemoveDeviceSettings

AddReg = CUI.AddReg
AddReg = CUISDK.AddReg

DelReg  = CUI.DelReg
DelReg  = CUISDK.DelReg

DelReg  =  OpenGL.DelReg
AddReg  = OpenGL.Not_Installed

AddReg = OpenCL.AddReg

DelReg = OpenCL.DelReg

AddReg = Common_AddSwSettings
DelReg  = Common_DelSwSettings
AddReg = Common_DT_AddSwSettings
DelReg  = Common_DT_DelSwSettings

DelReg  = Common_Device_Specific_DelSwSettings; Delete device specific regkeys
AddReg =  PwrCons_HSW_AddSwSettings
AddReg =  AlternateScramblerSupport_HSW_AddSwSettings
AddReg   = XVYCCFeature_AddSwSettings
DelReg    = XVYCCFeature_DelSwSettings
AddReg =  DisplayDPP_HSW_AddSwSettings
DelReg =  DisplayDPP_HSW_DelSwSettings
AddReg =  DisplayOptimization_HSW_AddSwSettings
DelReg  =  DisplayOptimization_DelSwSettings
AddReg   =   AllowDeepCStates_HSW_AddSwSettings
```

```
DelReg    =  AllowDeepCStates_HSW_DelSwSettings
AddReg =  igfx_SLT_NB_AddSwSettings
DelReg  =  igfx_SLT_NB_DelSwSettings
AddReg = eDPNoFLT_HSW_AddSwSettings
DelReg = eDPNoFLT_HSW_DelSwSettings

AddReg = MSDK_4_0_AddSwSettings
DelReg = MSDK_4_0_DelSwSettings
AddReg = MSDK_Win8_MFT_Enable
DelReg = MSDK_Win8_MFT_Disable

RegisterDLLs = MSDK_w8_RegisterDLLs, CUI_Register_DLLs

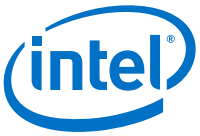
AddReg  = AUDIO_DT_WA_AddSwSettings
DelReg  = AUDIO_DT_WA_DelSwSettings
AddReg = TiledDisplay_AddSwSettings
DelReg = TiledDisplay_DelSwSettings

[iHSWD_w81.HW]
AddReg = igfx_MSI_HardwareDeviceSettings

[iHSWD_w81.CoInstallers]
AddReg = CoInst.AddReg
CopyFiles = CoInst.CopyFiles

[iHSWD_w81.GeneralConfigData]
MaximumNumberOfDevices = 2
MaximumDeviceMemoryConfiguration = 512

[iHSWD_w81.Services]
AddService = igfx, 0x00000002, igfx_Service_Inst
AddService = cphs,, CP_HECI_Service_Inst
```



```
AddService = igfxCUIService1.0.0.0,, CUI_Service_Inst


;=================================================================
================

;-- start BDW --

[iBDWM_w81]

FeatureScore=DA

DelFiles=CUI.DelFiles

CopyFiles=igfx.Miniport, igfx.UserMode,  Opm.Copy  , CUI.Copy , OpenGL_Gen8.Copy
, OpenCL_Cpu_System.Copy , OpenCL_Cpu_Root.Copy , OpenCL_Cpu_Bin_x86.Copy ,
OpenCL_Cpu_Bin_Tbb.Copy , OpenCL_Gpu.Copy   , OpenGL_EGL.Copy,
OpenGL_ES1.Copy, OpenGL_ES2.Copy , MSDK_w8.copy

AddReg =  igfx_SoftwareDX11SettingsImola

AddReg =  igfx_SoftwareCommonSettings

DelReg =   igfx_RemoveDeviceSettings


AddReg = CUI.AddReg

AddReg = CUISDK.AddReg


DelReg  = CUI.DelReg

DelReg  = CUISDK.DelReg


AddReg =  OpenGL_Gen8.AddReg

AddReg  = OpenGL.Installed


AddReg = OpenCL.AddReg


DelReg = OpenCL.DelReg


AddReg = Enable3DContexts_Mobl_AddSwSettings

DelReg  = Enable3DContexts_Mobl_DelSwSettings

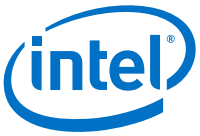

AddReg = Common_AddSwSettings
```

```
DelReg  = Common_DelSwSettings
AddReg = Common_Mobile_AddSwSettings
DelReg  = Common_Mobile_DelSwSettings

DelReg  = Common_Device_Specific_DelSwSettings; Delete device specific regkeys
AddReg =  PwrCons_BDW_AddSwSettings
AddReg =  AlternateScramblerSupport_BDW_AddSwSettings
AddReg   = XVYCCFeature_AddSwSettings
DelReg    = XVYCCFeature_DelSwSettings
AddReg =  DisplayDPP_BDW_AddSwSettings
DelReg =  DisplayDPP_BDW_DelSwSettings
AddReg =  DisplayOptimization_BDW_AddSwSettings
DelReg  =  DisplayOptimization_DelSwSettings
AddReg   =   AllowDeepCStates_BDW_AddSwSettings
DelReg    =  AllowDeepCStates_BDW_DelSwSettings
AddReg = MBOOUI_BDW_AddSwSettings
DelReg = MBOOUI_BDW_DelSwSettings
AddReg =  igfx_SLT_NB_AddSwSettings
DelReg  =  igfx_SLT_NB_DelSwSettings
AddReg = EnableDetachableEDPSupport_BDW_AddSwSettings
DelReg  = EnableDetachableEDPSupport_DelSwSettings
AddReg = MBO_BDW_Enable_AddSwSettings
DelReg = MBO_BDW_Disable_DelSwSettings
AddReg = HG_BDW_AddSwSettings
DelReg = HG_BDW_DelSwSettings

AddReg = MSDK_4_0_AddSwSettings
DelReg = MSDK_4_0_DelSwSettings
AddReg = MSDK_Win8_MFT_Enable
DelReg = MSDK_Win8_MFT_Disable

RegisterDLLs = MSDK_w8_RegisterDLLs, CUI_Register_DLLs
```



```
AddPowerSetting = PowerPlanSettings

AddReg = TiledDisplay_AddSwSettings
DelReg = TiledDisplay_DelSwSettings

[iBDWM_w81.HW]
AddReg = igfx_MSI_HardwareDeviceSettings

[iBDWM_w81.CoInstallers]
AddReg = CoInst.AddReg
CopyFiles = CoInst.CopyFiles

[iBDWM_w81.GeneralConfigData]
MaximumNumberOfDevices = 2
MaximumDeviceMemoryConfiguration = 512

[iBDWM_w81.Services]
AddService = igfx, 0x00000002, igfx_Service_Inst
AddService = cphs,, CP_HECI_Service_Inst

AddService = igfxCUIService1.0.0.0,, CUI_Service_Inst

;=================================================================
;-- start CHV --
[iCHVM_w81]
FeatureScore=DA
DelFiles=CUI.DelFiles
CopyFiles=igfx.MiniportLP, igfx.UserMode,  OpmCHV.Copy  , CUI.Copy ,
OpenGL_Gen8.Copy  , OpenCL_Cpu_System.Copy , OpenCL_Cpu_Root.Copy ,
OpenCL_Cpu_Bin_x86.Copy , OpenCL_Cpu_Bin_Tbb.Copy , OpenCL_Gpu.Copy  ,
OpenGL_EGL.Copy, OpenGL_ES1.Copy, OpenGL_ES2.Copy , MSDK_w8.copy
AddReg =  igfx_SoftwareDX11SettingsImola
```

```
AddReg =  igfx_SoftwareCommonSettings
DelReg =   igfx_RemoveDeviceSettings

AddReg = CUI.AddReg
AddReg = CUISDK.AddReg

DelReg  = CUI.DelReg
DelReg  = CUISDK.DelReg

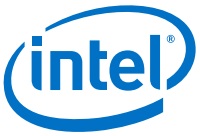
AddReg =  OpenGL_Gen8.AddReg
AddReg  = OpenGL.Installed

AddReg = OpenCL.AddReg

DelReg = OpenCL.DelReg

AddReg = Common_AddSwSettings
DelReg  = Common_DelSwSettings
AddReg = Common_Mobile_AddSwSettings
DelReg  = Common_Mobile_DelSwSettings

DelReg  = Common_Device_Specific_DelSwSettings; Delete device specific regkeys
DelReg  = PwrCons_UserPolicy_DelSwSettings
AddReg = PwrCons_CHV_AddSwSettings
AddReg  = AsyncFlips_CHV_AddSwSettings
DelReg    = AsyncFlips_CHV_DelSwSettings
AddReg =  AlternateScramblerSupport_CHV_AddSwSettings
AddReg =  DisplayDPP_CHV_AddSwSettings
DelReg =  DisplayDPP_CHV_DelSwSettings
AddReg =  DisplayOptimization_CHV_AddSwSettings
DelReg  =  DisplayOptimization_DelSwSettings
AddReg =  AllowDeepCStates_CHV_AddSwSettings
```



```
DelReg =  AllowDeepCStates_CHV_DelSwSettings
AddReg =  EnableDetachableEDPSupport_CHV_AddSwSettings
DelReg  =  EnableDetachableEDPSupport_DelSwSettings
AddReg = AudioLPE_WA_AddSwSettings
DelReg = AudioLPE_WA_DelSwSettings
AddReg    = ScalerToExternalDisplay_CHV_AddSwSettings
DelReg    = ScalerToExternalDisplay_CHV_DelSwSettings

AddReg = MSDK_4_0_AddSwSettings
DelReg = MSDK_4_0_DelSwSettings
AddReg = MSDK_Win8_MFT_Enable
DelReg = MSDK_Win8_MFT_Disable

RegisterDLLs = MSDK_w8_RegisterDLLs, CUI_Register_DLLs

AddPowerSetting = PowerPlanSettings

[iCHVM_w81.HW]
AddReg = igfx_MSI_HardwareDeviceSettings

[iCHVM_w81.CoInstallers]
AddReg = CoInst.AddReg
CopyFiles = CoInst.CopyFiles

[iCHVM_w81.GeneralConfigData]
MaximumNumberOfDevices = 2
MaximumDeviceMemoryConfiguration = 512

[iCHVM_w81.Services]
AddService = igfxLP, 0x00000002, igfx_Service_Inst_LP
AddService = cphs,, CP_HECI_Service_Inst
```

```
AddService = igfxCUIService1.0.0.0,, CUI_Service_Inst


;=================================================================
;-- start CHVSIM --

[iCHVMF_w81]

FeatureScore=DA

DelFiles=CUI.DelFiles

CopyFiles=igfx.Miniport, igfx.UserMode,  OpmCHV.Copy  , CUI.Copy ,
OpenGL_Gen8.Copy  , OpenCL_Cpu_System.Copy , OpenCL_Cpu_Root.Copy ,
OpenCL_Cpu_Bin_x86.Copy , OpenCL_Cpu_Bin_Tbb.Copy , OpenCL_Gpu.Copy  ,
OpenGL_EGL.Copy, OpenGL_ES1.Copy, OpenGL_ES2.Copy , MSDK_w8.copy

AddReg =  igfx_SoftwareDX11SettingsImola

AddReg =  igfx_SoftwareCommonSettings

DelReg =  igfx_RemoveDeviceSettings


AddReg = CUI.AddReg

AddReg = CUISDK.AddReg


DelReg  = CUI.DelReg

DelReg  = CUISDK.DelReg


AddReg =  OpenGL_Gen8.AddReg

AddReg  = OpenGL.Installed


AddReg = OpenCL.AddReg

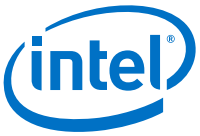

DelReg = OpenCL.DelReg


AddReg = Common_AddSwSettings

DelReg  = Common_DelSwSettings

AddReg = Common_Mobile_AddSwSettings

DelReg  = Common_Mobile_DelSwSettings
```



```
DelReg  = Common_Device_Specific_DelSwSettings; Delete device specific regkeys
DelReg  = PwrCons_UserPolicy_DelSwSettings
AddReg = PwrCons_CHV_AddSwSettings
AddReg =  AlternateScramblerSupport_CHV_AddSwSettings
AddReg =  DisplayDPP_CHV_AddSwSettings
AddReg =  DisplayOptimization_CHV_AddSwSettings
DelReg  =  DisplayOptimization_DelSwSettings
AddReg =  AllowDeepCStates_CHV_AddSwSettings
DelReg =  AllowDeepCStates_CHV_DelSwSettings
AddReg =  EnableDetachableEDPSupport_CHV_AddSwSettings
DelReg  =  EnableDetachableEDPSupport_DelSwSettings
AddReg = AudioLPE_WA_AddSwSettings
DelReg = AudioLPE_WA_DelSwSettings
AddReg = ScalerToExternalDisplay_CHV_AddSwSettings
DelReg = ScalerToExternalDisplay_CHV_DelSwSettings

AddReg = MSDK_4_0_AddSwSettings
DelReg = MSDK_4_0_DelSwSettings
AddReg = MSDK_Win8_MFT_Enable
DelReg = MSDK_Win8_MFT_Disable

RegisterDLLs = MSDK_w8_RegisterDLLs, CUI_Register_DLLs

AddPowerSetting = PowerPlanSettings

[iCHVMF_w81.HW]
AddReg = igfx_MSI_HardwareDeviceSettings

[iCHVMF_w81.CoInstallers]
AddReg = CoInst.AddReg
CopyFiles = CoInst.CopyFiles
```

```
[iCHVMF_w81.GeneralConfigData]

MaximumNumberOfDevices = 2

MaximumDeviceMemoryConfiguration = 512


[iCHVMF_w81.Services]

AddService = igfx, 0x00000002, igfx_Service_Inst

AddService = cphs,, CP_HECI_Service_Inst


AddService = igfxCUIService1.0.0.0,, CUI_Service_Inst


;-- end sections --


;=================================================================
;  Media SDK Support
;=================================================================
[MSDK_4_0_AddSwSettings]

;-- start HSW --

; HSW

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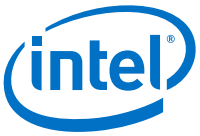
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; HSW ULT

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HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_0A26, APIVersion, %REG_DWORD%, 0x108

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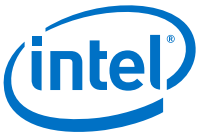
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HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_0A2E, Merit,%REG_DWORD%, 0x08000015



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HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_0A1E, APIVersion, %REG_DWORD%, 0x108

HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_0A1E, Merit,%REG_DWORD%, 0x08000015

HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_0A1E, Path, %REG_SZ%, "%16422%\Intel\Media SDK\libmfxhw32.dll"

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HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_0A0E, APIVersion, %REG_DWORD%, 0x108

HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_0A0E, Merit,%REG_DWORD%, 0x08000015

HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_0A0E, Path, %REG_SZ%, "%16422%\Intel\Media SDK\libmfxhw32.dll"

; HSW CRW

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HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_0D26, Merit,%REG_DWORD%, 0x08000015

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0x8086

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0x08000015

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"%16422%\Intel\Media SDK\libmfxhw32.dll"


; HSW Server


HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_040A, DeviceID, %REG_DWORD%,
0x040A

HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_040A, VendorID, %REG_DWORD%,
0x8086

HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_040A, APIVersion, %REG_DWORD%,
0x108

HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_040A, Merit,%REG_DWORD%,
0x08000015

HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_040A, Path, %REG_SZ%,
"%16422%\Intel\Media SDK\libmfxhw32.dll"


HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_041A, DeviceID, %REG_DWORD%,
0x041A

HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_041A, VendorID, %REG_DWORD%,
0x8086

HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_041A, APIVersion, %REG_DWORD%,
0x108

HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_041A, Merit,%REG_DWORD%,
0x08000015

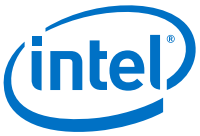
HKLM, Software\Intel\MediaSDK\Dispatch\iHSW_041A, Path, %REG_SZ%,
"%16422%\Intel\Media SDK\libmfxhw32.dll"


;-- start BDW --

; BDW ULT

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1606, DeviceID, %REG_DWORD%,
0x1606

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1606, VendorID, %REG_DWORD%,
0x8086
```



HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1606, APIVersion, %REG_DWORD%, 0x108

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1606, Merit,%REG_DWORD%, 0x08000015

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1606, Path, %REG_SZ%, "%16422%\Intel\Media SDK\libmfxhw32.dll"

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1616, DeviceID, %REG_DWORD%, 0x1616

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1616, VendorID, %REG_DWORD%, 0x8086

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1616, APIVersion, %REG_DWORD%, 0x108

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1616, Merit,%REG_DWORD%, 0x08000015

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1616, Path, %REG_SZ%, "%16422%\Intel\Media SDK\libmfxhw32.dll"

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1626, DeviceID, %REG_DWORD%, 0x1626

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1626, VendorID, %REG_DWORD%, 0x8086

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1626, APIVersion, %REG_DWORD%, 0x108

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1626, Merit,%REG_DWORD%, 0x08000015

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1626, Path, %REG_SZ%, "%16422%\Intel\Media SDK\libmfxhw32.dll"

; BDW ULX

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_160E, DeviceID, %REG_DWORD%, 0x160E

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_160E, VendorID, %REG_DWORD%, 0x8086

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_160E, APIVersion, %REG_DWORD%, 0x108

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_160E, Merit,%REG_DWORD%, 0x08000015

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_160E, Path, %REG_SZ%, "%16422%\Intel\Media SDK\libmfxhw32.dll"

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_161E, DeviceID, %REG_DWORD%, 0x161E

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_161E, VendorID, %REG_DWORD%, 0x8086

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_161E, APIVersion, %REG_DWORD%, 0x108

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_161E, Merit,%REG_DWORD%, 0x08000015

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_161E, Path, %REG_SZ%, "%16422%\Intel\Media SDK\libmfxhw32.dll"

; BDW Halo

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1602, DeviceID, %REG_DWORD%, 0x1602

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1602, VendorID, %REG_DWORD%, 0x8086

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1602, APIVersion, %REG_DWORD%, 0x108

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1602, Merit,%REG_DWORD%, 0x08000015

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1602, Path, %REG_SZ%, "%16422%\Intel\Media SDK\libmfxhw32.dll"

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1612, DeviceID, %REG_DWORD%, 0x1612

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1612, VendorID, %REG_DWORD%, 0x8086

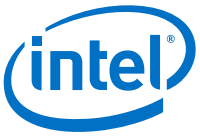
HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1612, APIVersion, %REG_DWORD%, 0x108

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1612, Merit,%REG_DWORD%, 0x08000015

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1612, Path, %REG_SZ%, "%16422%\Intel\Media SDK\libmfxhw32.dll"

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1622, DeviceID, %REG_DWORD%, 0x1622

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1622, VendorID, %REG_DWORD%, 0x8086



```
HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1622, APIVersion, %REG_DWORD%,
0x108

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1622, Merit,%REG_DWORD%,
0x08000015

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_1622, Path, %REG_SZ%,
"%16422%\Intel\Media SDK\libmfxhw32.dll"


HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_162B, DeviceID, %REG_DWORD%,
0x162B

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_162B, VendorID, %REG_DWORD%,
0x8086

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_162B, APIVersion, %REG_DWORD%,
0x108

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_162B, Merit,%REG_DWORD%,
0x08000015

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_162B, Path, %REG_SZ%,
"%16422%\Intel\Media SDK\libmfxhw32.dll"


; BDW SRVR/WRKS

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_162A, DeviceID, %REG_DWORD%,
0x162A

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_162A, VendorID, %REG_DWORD%,
0x8086

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_162A, APIVersion, %REG_DWORD%,
0x108

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_162A, Merit,%REG_DWORD%,
0x08000015

HKLM, Software\Intel\MediaSDK\Dispatch\iBDW_162A, Path, %REG_SZ%,
"%16422%\Intel\Media SDK\libmfxhw32.dll"


;-- start CHV --

; CHV

HKLM, Software\Intel\MediaSDK\Dispatch\iCHV_22B0, DeviceID, %REG_DWORD%,
0x22B0

HKLM, Software\Intel\MediaSDK\Dispatch\iCHV_22B0, VendorID, %REG_DWORD%,
0x8086

HKLM, Software\Intel\MediaSDK\Dispatch\iCHV_22B0, APIVersion, %REG_DWORD%,
0x108

HKLM, Software\Intel\MediaSDK\Dispatch\iCHV_22B0, Merit,%REG_DWORD%,
0x08000015
```

```
HKLM, Software\Intel\MediaSDK\Dispatch\iCHV_22B0, Path, %REG_SZ%,
"%16422%\Intel\Media SDK\libmfxhw32.dll"


HKLM, Software\Intel\MediaSDK\Dispatch\iCHV_22B1, DeviceID, %REG_DWORD%,
0x22B1

HKLM, Software\Intel\MediaSDK\Dispatch\iCHV_22B1, VendorID, %REG_DWORD%,
0x8086

HKLM, Software\Intel\MediaSDK\Dispatch\iCHV_22B1, APIVersion, %REG_DWORD%,
0x108

HKLM, Software\Intel\MediaSDK\Dispatch\iCHV_22B1, Merit,%REG_DWORD%,
0x08000015

HKLM, Software\Intel\MediaSDK\Dispatch\iCHV_22B1, Path, %REG_SZ%,
"%16422%\Intel\Media SDK\libmfxhw32.dll"


;-- end sections

;=================================================================
=================

[MSDK_4_0_DelSwSettings]


HKLM, Software\Intel\MediaSDK\Dispatch

;=================================================================
=================

[MSDK_Win7_MFT_Enable]

HKLM, Software\Microsoft\Windows Media Foundation\HardwareMFT, EnableDecoders,
%REG_DWORD%,  0x0001

HKLM, Software\Microsoft\Windows Media Foundation\HardwareMFT, EnableEncoders,
%REG_DWORD%,  0x0001

HKLM, Software\Microsoft\Windows Media Foundation\HardwareMFT,
EnableVideoProcessors, %REG_DWORD%, 0x0001

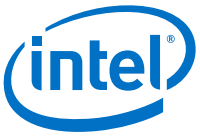

[MSDK_Win8_MFT_Enable]

HKLM, Software\Microsoft\Windows Media Foundation\HardwareMFT, EnableEncoders,
%REG_DWORD%, 0x0001

HKLM, Software\Microsoft\Windows Media Foundation\HardwareMFT, EnableDecoders,
%REG_DWORD%, 0x0001

;=================================================================
================

[MSDK_Win7_MFT_Disable]
```



```
HKLM, Software\Microsoft\Windows Media Foundation\HardwareMFT, EnableDecoders,
%REG_DWORD%,  0x0000

HKLM, Software\Microsoft\Windows Media Foundation\HardwareMFT, EnableEncoders,
%REG_DWORD%,  0x0000

HKLM, Software\Microsoft\Windows Media Foundation\HardwareMFT,
EnableVideoProcessors, %REG_DWORD%, 0x0000


[MSDK_Win8_MFT_Disable]

HKLM, Software\Microsoft\Windows Media Foundation\HardwareMFT, EnableEncoders,
%REG_DWORD%, 0x0000

HKLM, Software\Microsoft\Windows Media Foundation\HardwareMFT, EnableDecoders,
%REG_DWORD%, 0x0000

;=================================================================
==================

[MSDK_w7.copy]

; Using COPYFLG_IN_USE_TRY_RENAME

libmfxhw32.dll,,,0x00004000        ; Intel MediaSDK library

mfxplugin32_hw.dll,,,0x00004000       ; Media SDK Plugin

mfx_mft_h264vd_w7_32.dll,,,0x00004000  ; H.264 Decoder MFT

mfx_mft_h264ve_w7_32.dll,,,0x00004000  ; H.264 Encoder MFT

mfx_mft_mjpgvd_w7_32.dll,,,0x00004000  ;

mfx_mft_mp2vd_w7_32.dll,,,0x00004000   ; MPEG-2 Decoder MFT

mfx_mft_vc1vd_w7_32.dll,,,0x00004000    ; VC-1 Decoder MFT

mfx_mft_vpp_w7_32.dll,,,0x00004000       ; Video Pre-Processing MFT

m_w7_32.vp

v1_w7_32.vp

vp_w7_32.vp

c_w7_32.cpa

cpa_w7_32.vp

dev_w7_32.vp

h_w7_32.vp

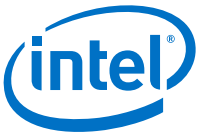
he_w7_32.vp

mj_w7_32.vp


[MSDK_w7_RegisterDLLs]
```

```
16422,Intel\Media SDK,mfx_mft_h264vd_w7_32.dll,1
16422,Intel\Media SDK,mfx_mft_h264ve_w7_32.dll,1
16422,Intel\Media SDK,mfx_mft_mjpgvd_w7_32.dll,1
16422,Intel\Media SDK,mfx_mft_mp2vd_w7_32.dll,1
16422,Intel\Media SDK,mfx_mft_vc1vd_w7_32.dll,1
16422,Intel\Media SDK,mfx_mft_vpp_w7_32.dll,1
;=================================================================
[MSDK_w8.copy]
; Using COPYFLG_IN_USE_TRY_RENAME
libmfxhw32.dll,,,0x00004000      ; Intel MediaSDK library
mfxplugin32_hw.dll,,,0x00004000       ; Media SDK Plugin
mfx_mft_h264ve_32.dll,,,0x00004000 ; H.264 Encoder MFT
mfx_mft_mjpgvd_32.dll,,,0x00004000  ; H.264 Decoder MFT
mfx_mft_vp8vd_32.dll,,,0x00004000       ; VP8 MFT
;-- start VP9 --
mfx_mft_vp9vd_32.dll,,,0x00004000       ; VP9 MFT
;-- end section
he_32.vp,,,0x00004000
c_32.cpa,,,0x00004000
cpa_32.vp,,,0x00004000
dev_32.vp,,,0x00004000
mj_32.vp,,,0x00004000

[MSDK_w8_RegisterDLLs]
16422,Intel\Media SDK,mfx_mft_h264ve_32.dll,1
16422,Intel\Media SDK,mfx_mft_mjpgvd_32.dll,1
16422,Intel\Media SDK,mfx_mft_vp8vd_32.dll,1
;-- start VP9 --
16422,Intel\Media SDK,mfx_mft_vp9vd_32.dll,1
;-- end section
;=================================================================
=
```



```
;  End - Media SDK Sections

;=============================================================
=


[CoInst.AddReg]

HKR,, CoInstallers32, %REG_MULTI_SZ%, "igfxCoIn_v1125.dll, CoDeviceInstall"


[CoInst.CopyFiles]

igfxCoIn_v1125.dll,igxpco32.dll,,0x00000010

;

; File sections

;

[CUI.DelFiles]

; No files to delete right now


;-- start BDW --

[igfx.Miniport]

igdkmd32.sys


;-- start CHV --

[igfx.MiniportLP]

igdkmd32lp.sys

;-- end section


[igfx.UserMode]

; Using COPYFLG_IN_USE_TRY_RENAME

igd10iumd32.dll,,,0x00004000

igd10idpp32.dll,,,0x00004000

igd11dxva32.dll,,,0x00004000

igdumdim32.dll,,,0x00004000

igdail32.dll,,,0x00004000

igfxcmrt32.dll,,,0x00004000
```

igfx11cmrt32.dll,,,0x00004000

igfxcmjit32.dll,,,0x00004000

IccLibDll.dll,,,0x00004000

igdusc32.dll,,,0x00004000

igdmd32.dll,,,0x00004000

igdde32.dll,,,0x00004000

;-- start BDW –-

[Opm.Copy]

iglhxs32.vp

iglhxo32.vp

iglhxc32.vp

iglhxg32.vp

iglhxo32_dev.vp

iglhxc32_dev.vp

iglhxg32_dev.vp

iglhxa32.vp

iglhxa32.cpa

iglhcp32.dll

iglhsip32.dll

IntelCpHeciSvc.exe

;-- start CHV –-

[OpmCHV.Copy]

iglhxs32lp.vp

iglhxo32.vp

iglhxc32.vp

iglhxg32.vp



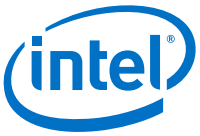
```
iglhxo32_dev.vp
iglhxc32_dev.vp
iglhxg32_dev.vp
iglhxa32.vp
iglhxa32.cpa
iglhcp32.dll

iglhsip32.dll
IntelCpHeciSvc.exe
;-- end sections

;=========================================================
==================
; Start CUI Copy Sections
;
[CUI.Copy]
igfxDH.dll,,,0x00004000          ; COPYFLG_IN_USE_TRY_RENAME
igfxDHLib.dll,,,0x00004000       ; COPYFLG_IN_USE_TRY_RENAME
igfxDHLibv2_0.dll,,,0x00004000 ; COPYFLG_IN_USE_TRY_RENAME
igfxDI.dll,,,0x00004000          ; COPYFLG_IN_USE_TRY_RENAME
igfxDILib.dll,,,0x00004000       ; COPYFLG_IN_USE_TRY_RENAME
igfxDILibv2_0.dll,,,0x00004000 ; COPYFLG_IN_USE_TRY_RENAME
igfxLHM.dll,,,0x00004000         ; COPYFLG_IN_USE_TRY_RENAME
igfxLHMLib.dll,,,0x00004000 ; COPYFLG_IN_USE_TRY_RENAME
igfxLHMLibv2_0.dll,,,0x00004000 ; COPYFLG_IN_USE_TRY_RENAME
igfxEM.exe,,,0x00004000          ; COPYFLG_IN_USE_TRY_RENAME
igfxEMLib.dll,,,0x00004000       ; COPYFLG_IN_USE_TRY_RENAME
igfxEMLibv2_0.dll,,,0x00004000 ; COPYFLG_IN_USE_TRY_RENAME
GfxUIEx.exe,,,0x00004000         ; COPYFLG_IN_USE_TRY_RENAME
Gfxv4_0.exe,,,0x00004000         ; COPYFLG_IN_USE_TRY_RENAME
Gfxv4_0.exe.config,,,0x00004000 ; COPYFLG_IN_USE_TRY_RENAME
Gfxv2_0.exe,,,0x00004000         ; COPYFLG_IN_USE_TRY_RENAME
```

```
Gfxv2_0.exe.config,,,0x00004000 ; COPYFLG_IN_USE_TRY_RENAME
GfxResources.dll,,,0x00004000 ; COPYFLG_IN_USE_TRY_RENAME
MetroIntelGenericUIFramework.dll,,,0x00004000 ; COPYFLG_IN_USE_TRY_RENAME
igfxCUIServicePS.dll,,,0x00004000 ; COPYFLG_IN_USE_TRY_RENAME
igfxCUIService.exe,,,0x00004000 ; COPYFLG_IN_USE_TRY_RENAME
igfxCPL.cpl,,,0x00004000        ; COPYFLG_IN_USE_TRY_RENAME
igfxTray.exe,,,0x00004000       ; COPYFLG_IN_USE_TRY_RENAME
igfxDTCM.dll,,,0x00004000       ; COPYFLG_IN_USE_TRY_RENAME
igfxHK.exe,,,0x00004000         ; COPYFLG_IN_USE_TRY_RENAME
igfxOSP.dll,,,0x00004000        ; COPYFLG_IN_USE_TRY_RENAME
DPTopologyApp.exe,,,0x00004000 ; COPYFLG_IN_USE_TRY_RENAME
DPTopologyApp.exe.config,,,0x00004000 ; COPYFLG_IN_USE_TRY_RENAME
DPTopologyAppv2_0.exe,,,0x00004000 ; COPYFLG_IN_USE_TRY_RENAME
DPTopologyAppv2_0.exe.config,,,0x00004000 ; COPYFLG_IN_USE_TRY_RENAME
igfxext.exe,,,0x00004000        ; COPYFLG_IN_USE_TRY_RENAME
igfxexps.dll,,,0x00004000       ; COPYFLG_IN_USE_TRY_RENAME
ColorImageEnhancement.wmv,,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME
ImageStabilization.wmv,,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME
FilmModeDetection.wmv,,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME


;
; End CUI Copy Sections
;
[CUI_Register_DLLs]
11,,igfxexps.dll,1
11,,igfxDH.dll,1
11,,igfxDI.dll,1
11,,igfxLHM.dll,1
11,,igfxDTCM.dll,1
11,,igfxOSP.dll,1
;================================================================
```



```
; OpenGL Installed
;
[OpenGL.Installed]
HKR,,  OpenGLInstalled,      %REG_DWORD%,   0x01     ; Open GL drivers installed

;
; OpenGL Not Installed
;
[OpenGL.Not_Installed]
HKR,,  OpenGLInstalled,      %REG_DWORD%,   0x00     ; Open GL drivers not
installed

;-- start GEN75 --

;-- start GEN8 --

[OpenGL_Gen8.Copy]
ig8icd32.dll,,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME

[OpenGL_Gen8.AddReg]
HKR,, OpenGLDriverName,       %REG_MULTI_SZ%, ig8icd32.dll
HKR,, OpenGLVersion,          %REG_DWORD%,    1
HKR,, OpenGLFlags,            %REG_DWORD%,    3

;-- end sections --

[OpenGL.DelReg]
HKR,, OpenGLDriverName
HKR,, OpenGLVersion
HKR,, OpenGLFlags
```

```
[OpenGL_EGL.Copy]
;-- start OGLES --
libEGL.dll,,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME
;-- end
[OpenGL_ES1.Copy]
;-- start OGLES --
libGLESv1_CM.dll,,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME
;-- end
[OpenGL_ES2.Copy]
;-- start OGLES --
libGLESv2.dll,,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME
;-- end

[OpenCL_Gpu.Copy]
igdbcl32.dll,,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME
igdrcl32.dll,,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME
igdfcl32.dll,,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME
igdclbif.bin
Intel_OpenCL_ICD32.dll,,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME
IntelOpenCL32.dll,,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME

[OpenCL.AddReg]
HKLM,"SOFTWARE\Khronos\OpenCL\Vendors",IntelOpenCL32.dll,%REG_DWORD%,0
HKLM,"SOFTWARE\Intel\IGFX\OCL",DebugInfoSupport,%REG_DWORD%,1

[OpenCL.DelReg]
HKLM,"SOFTWARE\Khronos\OpenCL\Vendors", igdrcl32.dll

[OpenCL_Cpu_System.Copy]
Intel_OpenCL_ICD32.dll,,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME
IntelOpenCL32.dll,ocl_cpu_IntelOpenCL32.dll,,0x00004000  ;
COPYFLG_IN_USE_TRY_RENAME
```



```
[OpenCL_Cpu_Root.Copy]

llvm_release_license.txt,ocl_cpu_llvm_release_license.txt,,0x00004000  ;
COPYFLG_IN_USE_TRY_RENAME

readme.txt,ocl_cpu_readme.txt,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME

version.ini,ocl_cpu_version.ini,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME


[OpenCL_Cpu_Bin_x86.Copy]

task_executor32.dll,ocl_cpu_task_executor32.dll,,0x00004000  ;
COPYFLG_IN_USE_TRY_RENAME

OclCpuBackend32.dll,ocl_cpu_OclCpuBackend32.dll,,0x00004000  ;
COPYFLG_IN_USE_TRY_RENAME

intelocl32.dll,ocl_cpu_intelocl32.dll,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME

cpu_device32.dll,ocl_cpu_cpu_device32.dll,,0x00004000  ;
COPYFLG_IN_USE_TRY_RENAME

clbltfnn8.rtl,ocl_cpu_clbltfnn8.rtl,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME

clbltfnn8_img_cbk.o,ocl_cpu_clbltfnn8_img_cbk.o,,0x00004000  ;
COPYFLG_IN_USE_TRY_RENAME

clbltfnn8_img_cbk.rtl,ocl_cpu_clbltfnn8_img_cbk.rtl,,0x00004000  ;
COPYFLG_IN_USE_TRY_RENAME

clbltfns9.rtl,ocl_cpu_clbltfns9.rtl,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME

clbltfns9_img_cbk.o,ocl_cpu_clbltfns9_img_cbk.o,,0x00004000  ;
COPYFLG_IN_USE_TRY_RENAME

clbltfns9_img_cbk.rtl,ocl_cpu_clbltfns9_img_cbk.rtl,,0x00004000  ;
COPYFLG_IN_USE_TRY_RENAME

clang_compiler32.dll,ocl_cpu_clang_compiler32.dll,,0x00004000  ;
COPYFLG_IN_USE_TRY_RENAME

__ocl_svml_n8.dll,ocl_cpu___ocl_svml_n8.dll,,0x00004000  ;
COPYFLG_IN_USE_TRY_RENAME

__ocl_svml_s9.dll,ocl_cpu___ocl_svml_s9.dll,,0x00004000  ;
COPYFLG_IN_USE_TRY_RENAME


[OpenCL_Cpu_Bin_Tbb.Copy]

tbbmalloc.dll,ocl_cpu_tbbmalloc32.dll,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME

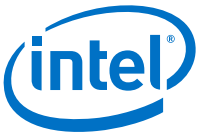
tbb.dll,ocl_cpu_tbb32.dll,,0x00004000  ; COPYFLG_IN_USE_TRY_RENAME

[OpenCL.AddReg]

HKLM,"SOFTWARE\Khronos\OpenCL\Vendors",IntelOpenCL32.dll,%REG_DWORD%,0
```

```
[CUI.DelReg]
HKLM,%CUIDeviceIndependentKey%
; Delete old style cui/driver share key
HKLM,%CUIDriverOldShareKey%
; Delete old style cui keys which are device dependent
HKLM,Software\INTEL\igfxcui
HKR,igfxEM
HKR,igfxHK
HKR,igfxcfg
HKR,igfxcpl
HKR,igfxpph
HKR,igfxsrvc
HKR,igfxtray
HKR,shellex\PropertySheetHandlers
HKR,, Display1_EnableLFPPrimaryInDDC
;
; Service Installation
;
;-- start BDW --
[igfx_Service_Inst]
ServiceType    = 1            ; SERVICE_KERNEL_DRIVER
StartType      = 3            ; SERVICE_DEMAND_START
ErrorControl   = 0            ; SERVICE_ERROR_IGNORE
LoadOrderGroup = Video
ServiceBinary  = %12%\igdkmd32.sys

;-- start CHV --
[igfx_Service_Inst_LP]
ServiceType    = 1            ; SERVICE_KERNEL_DRIVER
StartType      = 3            ; SERVICE_DEMAND_START
ErrorControl   = 0            ; SERVICE_ERROR_IGNORE
```



```
LoadOrderGroup = Video

ServiceBinary  = %12%\igdkmd32lp.sys

;-- end section


[CP_HECI_Service_Inst]

DisplayName    = "Intel(R) Content Protection HECI Service"

Description    = "Intel(R) Content Protection HECI Service - enables communication
with the Content Protection FW"

ServiceType    = 0x00000010     ; SERVICE_WIN32_OWN_PROCESS

StartType      = 2              ; SERVICE_AUTO_START

ErrorControl   = 1              ; SERVICE_ERROR_NORMAL

ServiceBinary  = %11%\IntelCpHeciSvc.exe


[CUI_Service_Inst]

DisplayName    = "Intel(R) HD Graphics Control Panel Service"

Description    = "Service for Intel(R) HD Graphics Control Panel"

ServiceType    = 0x00000010     ; SERVICE_WIN32_OWN_PROCESS

StartType      = 2              ; SERVICE_AUTO_START

ErrorControl   = 1              ; SERVICE_ERROR_NORMAL

LoadOrderGroup = ProfSvc_Group

Dependencies   = "SENS"

ServiceBinary  = %11%\igfxCUIService.exe


;

; DX11 Capable SKUS with Imola driver

;

[igfx_SoftwareDX11SettingsImola]

HKR,, InstalledDisplayDrivers,  %REG_MULTI_SZ%, igdumdim32, igd10iumd32,
igd10iumd32

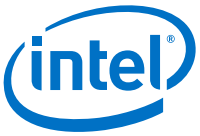
HKR,, UserModeDriverName,       %REG_MULTI_SZ%, igdumdim32.dll,
igd10iumd32.dll, igd10iumd32.dll


;
```

```
; Common Basic Device Settings
;
[igfx_SoftwareCommonSettings]
HKR,, UserModeDriverGUID,       %REG_SZ%, "{6C4BE3D5-831A-42ED-AA62-
2AEB34C8CBA4}"
HKR,, MultifunctionSupported,   %REG_DWORD%,    1
HKR,, VgaCompatible,            %REG_DWORD%,    0
HKR,, NativeResolution,         %REG_DWORD%,    1
HKR,, NativeBPP,                %REG_DWORD%,    1
HKR,, ConfigID,                 %REG_DWORD%,    0
HKR,, PC_Release_Major,         %REG_DWORD%,    38          ; EMGD Versioning
HKR,, PC_Release_Minor,         %REG_DWORD%,    15          ; 38.15 - Win7 32-bit
HKR,, BIOSHPDSupport,           %REG_DWORD%,    00
HKR,, EnableFakeCRT,            %REG_DWORD%,    01
HKR,, IntelDefaultPers,         %REG_DWORD%,    00
HKR,, ApplyNativeMode,          %REG_DWORD%,    00
HKR,, DelayInPointerShapeChange,%REG_DWORD%,    01
HKR,, MPOFeatureEnable,         %REG_DWORD%,    01
HKR,, EnableRGBColorSeparation, %REG_DWORD%,    00

; Overlay specific settings
HKR,, Disable_OverlayDSQualityEnhancement,  %REG_DWORD%,     0

; Rotation specific settings
HKR,,   Display1_EnableRotation,    %REG_DWORD%,    0x1
HKR,,   Display1_RotationCaps,      %REG_DWORD%,    0x7     ;Portrait, Inverted
Landscape, Inverted Portrait
HKR,,   Display2_RotationCaps,      %REG_DWORD%,    0x7     ;Portrait, Inverted
Landscape, Inverted Portrait
HKR,,   Display1_IndependentRotation,   %REG_DWORD%,    0x00
HKR,,   Display1_EnableIndependentRotation,    %REG_DWORD%,    0x00
HKR,,   Display1_EnableIDDC_WA,             %REG_DWORD%,    0x00
HKR,,   RotationSPLCase,    %REG_DWORD%,    0x00
```



```
HKR,,  SmoothRotationSupport,  %REG_DWORD%,  0x00

HKR,,  Display_EnableSF,  %REG_DWORD%,  0x00

HKR,,  Display_ReservePFForLFP,  %REG_DWORD%,  0x00


; Event Manager specific settings

;HKR,,  DisplayPriority,  0x00000001,  0x08, 0x80, 0x01, 0x10, 0x04, 0x40,
0x02, 0x20 ;descending

;HKR,,  EDIDDefaultXX,  %REG_DWORD%,  0x320

;HKR,,  EDIDDefaultYY,  %REG_DWORD%,  0x258

;HKR,,  EDIDDefaultRR,  %REG_DWORD%,  0x3c

;HKR,,  EDIDDefaultBPP,  %REG_DWORD%,  0x20

;HKR,,  LegacyDefaultXX,  %REG_DWORD%,  0x320

;HKR,,  LegacyDefaultYY,  %REG_DWORD%,  0x258

;HKR,,  LegacyDefaultRR,  %REG_DWORD%,  0x3c

;HKR,,  LegacyDefaultBPP,  %REG_DWORD%,  0x20


HKLM,"SYSTEM\CurrentControlSet\Control\GraphicsDrivers",UseXPModel,%REG_DWO
RD%,0

HKLM,"SYSTEM\CurrentControlSet\Control\GraphicsDrivers\Scheduler",EnablePreempti
on,%REG_DWORD%,1


[igfx_MSI_HardwareDeviceSettings]

; MSI Support

HKR, "Interrupt Management", 0x00000010

HKR, "Interrupt Management\MessageSignaledInterruptProperties", 0x00000010

HKR, "Interrupt Management\MessageSignaledInterruptProperties", MSISupported,
0x00010001, 1


[igfx_RemoveDeviceSettings]


HKR,, VgaCompatible

HKR,, NativeResolution

HKR,, NativeBPP

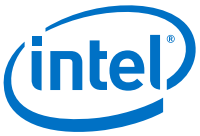
HKR,, ConfigID
```

```
HKR,, PC_Release_Major
HKR,, PC_Release_Minor
HKR,, ApplyNativeMode
HKR,, DelayInPointerShapeChange
HKR,, MPOFeatureEnable
HKR,, EnableRGBColorSeparation

; Overlay specific settings
HKR,, Disable_OverlayDSQualityEnhancement

; Rotation specific settings
HKR,,  Display1_EnableRotation
HKR,,  Display1_RotationCaps
HKR,,  Display2_RotationCaps
HKR,,  Display1_IndependentRotation
HKR,,  Display1_EnableIndependentRotation
HKR,,  Display1_EnableIDDC_WA
HKR,,  RotationSPLCase
HKR,,  SmoothRotationSupport
HKR,,  Display_EnableSF
HKR,,  Display_ReservePFForLFP

; Event Manager specific settings
HKR,,   DisplayPriority
HKR,,    EDIDDefaultXX
HKR,,   EDIDDefaultYY
HKR,,   EDIDDefaultRR
HKR,,   EDIDDefaultBPP
HKR,,   LegacyDefaultXX
HKR,,   LegacyDefaultYY
HKR,,   LegacyDefaultRR
HKR,,   LegacyDefaultBPP
```



```
HKR,,    AStatePersistence
HKR,,    PerUserPersistence
HKR,,    UseBIOSDataforDock
HKR,,    HpDock
HKR,,    TMM_Active
HKR,,    RequestSig
HKR,,    RequestedXRes
HKR,,    RequestedYRes
HKR,,    RequestedBPP
HKR,,    RequestedRate

HKR,,    HotKeyPersistence
HKR,,    HotKeyPersistMDS
HKR,,    LidPersistence
HKR,,    DockPersistence
HKR,,    HotPlugPersistence
HKR,,    PowerPersistence
HKR,,    EdidPersistence
HKR,,    LFPAlwaysPrimary
HKR,,    OpenGLInstalled


;=================================================================
; Device Common RegKey Enabling/Disabling
;=================================================================
;=================================================================
[Common_AddSwSettings]
;=================================================================
;--OEMStaticMode_AddSwSettings--
; This shows number of Static modes to be used.
```

```
; TotalStaticModes = 0-->Disable the feature.

; Following keys have 8 bytes:

; 2B XRes + 2B YRes

; + 2B RRMask (Bit 0 - 60, 1 -70, 2 - 72, 3 - 75, 4 - 85,5 - 100,6 - 120,7-15 reserved)

; + 1B BppMask(Bit 0 - 8bpp,1 - 16bpp,2 - 32bpp, 3-7 reserved)

; + 1B reserved.

; all values in Hex; l->low byte, h->high byte

; Examples:

;                                xl xh  yl yh  rl  rh  bp Rv

; HKR,, STATIC_MODE_1,%REG_BINARY%, 20,03,58,02,03,00,07,0F ; 8x6 60,70

; HKR,, STATIC_MODE_2,%REG_BINARY%, 20,03,58,02,20,00,04,0F ; 8x6 100 :
32bpp


HKR,, TotalStaticModes, %REG_DWORD%, 0


;--Underscan_AddSwSettings--

; 0 - default 7.5% under scan and OEM's can give under scan like 8,9 an 10

HKR,, Display1_AddUnderscanPercentageHDMI,%REG_DWORD%, 0


;--HDMI_VSI_AddSwSettings--

HKR,, SPDIFVendorName,%REG_SZ%, "Intel"          ; max 8 characters

HKR,, SPDIFVendorDesc,%REG_SZ%, "9xxxx"          ; max 16 characters

HKR,, HDMI_OptionalIFPriority,%REG_DWORD%, 0x21  ; default to priority 1 for SPD
Infoframe and priority 2 for VS Infoframe

HKR,, HDMI_SupportCEA861D,%REG_DWORD%, 0        ;To enable support for 861D
spec, 1-Support IT Content and RGB Quantization, 0- No 861D support. Default to 0.


;-- NonEDIDMode_AddSwSettings--

; Following keys have 20 bytes (18 byte DTD + 2 Byte flags). The 2 bytes are as follows

; First byte

;   Bit 0 -> 8Bpp Support Bit; 0-Disabled, 1-Enabled

;   Bit 1 -> 16Bpp Support Bit; 0-Disabled, 1-Enabled

;   Bit 2 -> 32Bpp Support Bit; 0-Disabled, 1-Enabled
```



```
;   Bit 3 -> Bit 3 Reserved for any new BPP mask.

;   Bit 4 -> Bit for DFP Support ; 0-Disabled, 1-Enabled

;   Bit 5 -> Bit for CRT Support ; 0-Disabled, 1-Enabled

;   Bit 6-7 -> Bits 7-6 Reserved for Device Masks, must be 0

; Second Byte

;  Bit 0 -> DTD timing is added forcefully, even if timing is present in EDID.

;  Bit 1-7 -> Reserved Bits for any new masks

HKR,, DTD_1,%REG_BINARY%,
01,1D,80,18,71,1C,16,20,58,2C,1A,00,00,00,00,00,00,86,37,01        ;
1920x1080@60...Interlaced

HKR,, DTD_2, %REG_BINARY%,
01,1D,80,D0,72,1C,16,20,10,2C,1A,80,00,00,00,00,00,86,37, 01       ;
1920x1080@50...Interlaced

HKR,, DTD_3,%REG_BINARY%,
01,1D,00,BC,52,D0,1E,20,B8,28,25,40,00,00,00,00,00,04,37, 01       ;
1280x720@50....Non-interlaced

HKR,, DTD_4, %REG_BINARY%,
01,1D,00,72,51,D0,1E,20,6E,28,25,00,00,00,00,00,00,06,37,01        ;
1280x720@60....Non-interlaced

HKR,, DTD_5,%REG_BINARY%, 00, 00, 00 ,00, 00, 00,00, 00, 00,00, 00, 00,00, 00,
00,00, 00, 00,00, 00    ;Fifth DT


 HKR,, TotalDTDCount, %REG_DWORD%, 0   ; This shows number of DTDs to be used.
;  0-->Disable the feature.


;--CRTHotPlugDefaultVrefVoltage_AddSwSettings--

HKR,, Display1_EnableCRTHotPlugDefaultVrefVoltage,   %REG_DWORD%, 1  ; 1 -
Enable(Default Value) and 0 - Disable(Customized Value)


;--AsyncFlips_AddSwSettings--

HKR,, Display1_DisableAsyncFlips,%REG_DWORD%, 0          ; 1 - Disable and 0 -
Enable


;--DelayedDetectionForDP_AddSwSettings--

HKR,, DelayedDetectionForDP,%REG_DWORD%, 500          ; Delay in ms Range - 0 -
1000


;--ResendACTSignal_AddSwSettings--
```

```
HKR,, ResendACTSignal,%REG_DWORD%, 1          ; 1 - Resend 0 - No Resend


;--DelayedDetectionForHDMI_AddSwSettings--

HKR,, DelayedDetectionForHDMI,%REG_DWORD%, 1000     ; Delay in ms Range - 0 -
1000


;--IncFixedSegWA_AddSwSettings--

HKR,, IncreaseFixedSegment,%REG_DWORD%, 0     ; 0 - disabled, 1- enabled


;--EnableHDMIUnderScan_AddSwSettings--

HKR,, EnableHDMIUnderScan,%REG_DWORD%, 1              ; 1 - UnderScan and 0 -
OverScan


;--WGFeature_AddSwSettings--

; When Wide Gamut feature is enabled, xvYCC / Ycbcr is disabled on HDMI

HKR,, WideGamutFeatureEnable,%REG_DWORD%, 0x00 ; 0x01- Enable for LFP, 0x02
- Enable for DP, 0x04 - Enable for HDMI...


;<-NarrowGamut_AddSwSettings->

HKR,, NarrowGamutSplitGammaEnable,    %REG_DWORD%,    0x00 ;0x1 - Enable 0x0
- Disable

;For Enabling Split Gamma in Narrow Gamut Feature , by default its disabled


;--DeepColorHDMI_AddSwSettings--

HKR,, DeepColorHDMIDisable,%REG_DWORD%, 0 ; 0- Enable Deep Color, 1 - Disable
Deep Color


;--MediaRefreshRateMode_AddSwSettings--

HKR,, MediaRefreshRateMask, %REG_DWORD%, 0 ; Mask to enable media refresh
rates BIT0 - LFP BIT1-7 :Reserved


;--PdTogglingTimer_AddSwSettings--

HKR,, PdTogglingTimerValue,%REG_DWORD%, 0xBF     ; increasing the delay value.


;--ExtDPNoFLT_AddSwSettings--
```



```
HKR,, NoFastLinkTrainingForExternalDP, %REG_DWORD%, 0


;--AUDIOWOVIDEOSupport_AddSwSettings--

HKR,, AudioWoVideoSupport,%REG_DWORD%, 0x01 ; 0x01- Enable, 0x00 - Disable

HKR,, AudioWoVideoStatus,%REG_DWORD%, 0x00; 0x01- Enable, 0x00 - Disable


;--AUDIOPERSISTENCE_AddSwSettings--

HKR,, DefaultAudioPolicyForClone,%REG_DWORD%, 0x01 ; 0x01- Cloned Audio Policy,
0x02 - Independent Audio Policy

HKR,, DefaultAudioPolicyForEDS,%REG_DWORD%, 0x02 ; 0x01- Cloned Audio Policy,
0x02 - Independent Audio Policy

HKR,, DriverUpgradeKey,%REG_DWORD%, 0x01 ; 0x01 - Driver Upgrade , Other
values - Reboot

HKR,, AudioPointAggregationDelay,%REG_DWORD%, 0x0F ; Delay in ms

HKR,, BasicAudioSupportForHDMI,%REG_DWORD%, 0x0 ; Default is 0. OEMs to make
it one to explicitly check for this bit

HKR,, AudioControllerEnableDelay,%REG_DWORD%, 0x1F4 ;Delay in ms

HKR,, AudioDisableInCSSupport,%REG_DWORD%, 0x0 ; 0x0 - No audio disabling in
CS. 0x1 - OEMS have to explicitly set it to 1.


;--DisableCommonUserInterface_AddSwSettings--

HKR,, CUINotRequired, %REG_DWORD%, 0  ; 0x01 -  CUI will not be loaded


;--Enable4KDisplay_AddSwSettings--

HKR,, Enable4KDisplay,%REG_DWORD%, 0x01 ; 0x01- Enables 4K Display support,
0x00 - Disable

HKR,, CollageModeFeature,%REG_DWORD%, 0x01 ; bit 0 indicates the feature
support, bit 1- indicates feature status in CUI(default is off)


;--DriverInstallState_AddSwSettings--

HKR,, Install_State, %REG_DWORD%, 0x1


;--igfx_MST_SideBandPollingDelay_AddSwSettings--

HKR,, SideMsgPollingTimeOut100msecUnit,          %REG_DWORD%,    25
```

```
;--igfx_DP12WorkAroundFlags_AddSwSettings--
HKR,, DP12WorkAroundFlags,              %REG_DWORD%,    0

;--igfx_TPV_AddSwSettings--
HKR,, TPVSolutionEnabled,       %REG_DWORD%,    1
HKR,, MAXViews,                 %REG_DWORD%,    2
HKR,, MAXDevicesInView,         %REG_DWORD%,    2
HKR,, MAXIntelDevicesActive,    %REG_DWORD%,    2
HKR,, MAXOtherDevicesActive,    %REG_DWORD%,    3
HKR,, IsExtCloneSuppt,          %REG_DWORD%,    0

;--igfx_TPV_3Pipe_AddSwSettings--
HKR,, TPVSolutionEnabled,       %REG_DWORD%,    1
HKR,, MAXViews,                 %REG_DWORD%,    3
HKR,, MAXDevicesInView,         %REG_DWORD%,    3
HKR,, MAXIntelDevicesActive,    %REG_DWORD%,    3
HKR,, MAXOtherDevicesActive,    %REG_DWORD%,    3
HKR,, IsExtCloneSuppt,          %REG_DWORD%,    0

;--igfx_Gamma_Settings--
;--Custom CSC Matrix intialized with Identity 3x3 matrix in float format--
HKR,, CustomCSCMatrix, %REG_BINARY%
;Selection of 10bit Gamma and 8bit Gamma 10 - Enables 10 bit Gamma, 8 - Enables 8
bit Gamma(Default)
HKR,, NumGammaBits,                %REG_DWORD%
; Table below is set to 10BitGamma 1024 value table currently. Each value is 2 Bytes
long, in little endian format with maximum value 0xFFFF
HKR,, LFPGammaEncodeXBit,       %REG_BINARY%

;=================================================================
[Common_DelSwSettings]
;=================================================================
```



```
;--OEMStaticMode_DelSwSettings--
; HKR,, STATIC_MODE_1
; HKR,, STATIC_MODE_2
HKR,, TotalStaticModes

;--Underscan_DelSwSettings--
HKR,, Display1_AddUnderscanPercentageHDMI

;--HDMI_VSI_DelSwSettings--
HKR,, SPDIFVendorName
HKR,, SPDIFVendorDesc
HKR,, HDMI_OptionalIFPriority
HKR,, HDMI_SupportCEA861D

;--NonEDIDMode_DelSwSettings--
HKR,, TotalDTDCount
HKR,, DTD_1
HKR,, DTD_2
HKR,, DTD_3
HKR,, DTD_4
HKR,, DTD_5

;--CRTHotPlugDefaultVrefVoltage_DelSwSettings--
HKR,, Display1_EnableCRTHotPlugDefaultVrefVoltage

;--AsyncFlips_DelSwSettings--
HKR,, Display1_DisableAsyncFlips

;--DelayedDetectionForDP_DelSwSettings--
HKR,, DelayedDetectionForDP

;--ResendACTSignal_DelSwSettings--
```

```
HKR,, ResendACTSignal

;--DelayedDetectionForHDMI_DelSwSettings--
HKR,, DelayedDetectionForHDMI

;--IncFixedSegWA_DelSwSettings--
HKR,, IncreaseFixedSegment

;--EnableHDMIUnderScan_DelSwSettings--
HKR,, EnableHDMIUnderScan

;--WGFeature_DelSwSettings--
HKR,, WideGamutFeatureEnable

;<-NarrowGamut_DelSwSettings>
HKR,, NarrowGamutSplitGammaEnable

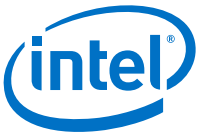
;--DeepColorHDMI_DelSwSettings--
HKR,, DeepColorHDMIDisable

;--MediaRefreshRateMode_DelSwSettings--
HKR,, MediaRefreshRateMask

;--PdTogglingTimer_DelSwSettings--
HKR,, PdTogglingTimerValue

;--ExtDPNoFLT_DelSwSettings--
HKR,, NoFastLinkTrainingForExternalDP

;--AUDIOWOVIDEOSupport_DelSwSettings--
HKR,, AudioWoVideoSupport
HKR,, AudioWoVideoStatus
```



```
;--AUDIOPERSISTENCE_DelSwSettings--
HKR,, DefaultAudioPolicyForClone
HKR,, DefaultAudioPolicyForEDS
HKR,, DriverUpgradeKey
HKR,, AudioPointAggregationDelay
HKR,, BasicAudioSupportForHDMI
HKR,, AudioControllerEnableDelay
HKR,, AudioDisableInCSSupport

;--DisableCommonUserInterface_DelSwSettings--
HKR,, CUINotRequired

;--Enable4KDisplay_DelSwSettings--
HKR,, Enable4KDisplay
HKR,, CollageModeFeature

;--DriverInstallState_DelSwSettings--
HKR,, Install_State

;--igfx_MST_SideBandPollingDelay_DelSwSettings--
HKR,, SideMsgPollingTimeOut100msecUnit
;--igfx_DP12WorkAroundFlags_DelSwSettings--
HKR,, DP12WorkAroundFlags

;--igfx_TPV_DelSwSettings--
HKR,, TPVSolutionEnabled
HKR,, MAXViews
HKR,, MAXDevicesInView
HKR,, MAXIntelDevicesActive
HKR,, MAXOtherDevicesActive
HKR,, IsExtCloneSuppt
```

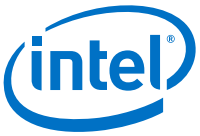
```
;--igfx_TPV_3Pipe_DelSwSettings--
HKR,, TPVSolutionEnabled
HKR,, MAXViews
HKR,, MAXDevicesInView
HKR,, MAXIntelDevicesActive
HKR,, MAXOtherDevicesActive
HKR,, IsExtCloneSuppt

;--igfx_Gamma_DelSwSettings--
HKR,, NumGammaBits
HKR,, LFPGammaEncodeXBit
HKR,, CustomCSCMatrix

;--Enable3DContexts_IVBD0_DelSwSettings

;=================================================================
[Common_Mobile_AddSwSettings]
;=================================================================
;--General_AddSwSettings
; BitMask for Displays. If Set to 1, it indicates OEM Mode is preferred over EDID
; Default Value is OEM is preferred over EDID
; Bit 0 - CRT:Bit 2 - DFP:Bit 1 and 3 reserved
HKR,, ModeEnumerationPreference,%REG_DWORD%, 0xFFFFFFFF

;--IntLVDSSwing_AddSwSettings--
; 0x00 - Medium - Data and Clk Swing set to 298 mV
; 0x01 - High - Data and Clk Swing set to 320 mV
; 0x02 - Low1 - Data and Clk Swing set to 144 mV
; 0x04 - Low2 - Data and Clk Swing set to 170 mV
; 0x08 - Low3 - Data and Clk Swing set to 196 mV
```



```
; 0x10 - Low4 - Data and Clk Swing set to 220 mV

; 0x20 - Low5 - Data and Clk Swing set to 247 mV

; 0x40 - Low6 - Data and Clk Swing set to 273 mV

HKR,, IntLVDSSwingSetting,%REG_DWORD%, 0x00


;--PNM_AddSwSettings--

HKR,, PNMClkDeviation, %REG_DWORD%, 0   ; Clock deviation value which is
multiplied by 10.

HKR,, PNMFlags, %REG_DWORD%, 0          ; Bit0: Downward Deviation, Bit1:
Upward Deviation. Bit2-31: Reserved.


;--PwrCons_DPS_AddSwSettings--

HKR,, DPSCheckboxDefault,%REG_DWORD%, 0x1

HKR,, DPSBaseLoRRValue,%REG_DWORD%, 0x0

HKR,, Display1_DPSPanel_Type,%REG_DWORD%, 0xFF ;Normal/Static DRRS = 0,
Seamless = 2, or Disable INF option = 0xFF

HKR,, DPSMotionArtifactMitigation,%REG_DWORD%, 0x1

HKR,, SupportForStaticDRRS,%REG_DWORD%, 0x0


;--MediaRRSupport_AddSwSettings--

HKR,, MediaRefreshRateSupport,%REG_DWORD%, 0x3F    ;  bit7: reserved(0), bit6:
reserved(0), bit5: 60 Hz , bit4: 50 Hz

                                    ;  bit3: 48 Hz, bit2: 30 Hz, bit1: 25 Hz, bit0: 24 Hz


;--Enable3DContexts_IVBM0_AddSwSettings--

; Game apps settings

HKR,, SupportAIL, %REG_DWORD%, 1

HKR,, @fifa.exe, %REG_DWORD%, 1

HKR,, @mnc.exe, %REG_DWORD%, 1

HKR,, @bf3.exe, %REG_DWORD%, 1

HKR,, @bf2.exe, %REG_DWORD%, 1

HKR,, @CivilizationV_DX11.exe, %REG_DWORD%, 1

HKR,, @NFS11.exe, %REG_DWORD%, 1

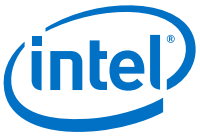
HKR,, @RE6.exe, %REG_DWORD%, 1
```

```
HKR,, @SSFIV.exe, %REG_DWORD%, 1
HKR,, @CoJGunslinger.exe, %REG_DWORD%, 1
HKR,, @Dishonored.exe, %REG_DWORD%, 1
HKR,, @dota.exe, %REG_DWORD%, 1
HKR,, @AAGame.exe, %REG_DWORD%, 1
HKR,, @Borderlands2.exe, %REG_DWORD%, 1
HKR,, @F1_2012.exe, %REG_DWORD%, 1
HKR,, @Halo2.exe, %REG_DWORD%, 1
HKR,, @BatmanAC.exe, %REG_DWORD%, 1

;=================================================================
[Common_Mobile_DelSwSettings]
;=================================================================
;--General_DelSwSettings
HKR,, ModeEnumerationPreference
;--IntLVDSSwing_DelSwSettings
HKR,, IntLVDSSwingSetting
;--PNM_DelSwSettings
HKR,, PNMClkDeviation
HKR,, PNMFlags

;--PwrCons_DPS_DelSwSettings--
HKR,, DPSCheckboxDefault
HKR,, DPSControlMode
HKR,, DPSBaseLoRRValue
HKR,, Display1_DPSPanel_Type
HKR,, DPSMotionArtifactMitigation
HKR,, SupportForStaticDRRS

;--MediaRRSupport_DelSwSettings
HKR,, MediaRefreshRateSupport
```



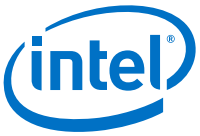
```
;--Enable3DContexts_IVBM0_DelSwSettings--
; Game apps settings
HKR,, SupportAIL
HKR,, @fifa.exe
HKR,, @mnc.exe
HKR,, @bf3.exe
HKR,, @bf2.exe
HKR,, @CivilizationV_DX11.exe
HKR,, @NFS11.exe
HKR,, @RE6.exe
HKR,, @SSFIV.exe
HKR,, @CoJGunslinger.exe
HKR,, @Dishonored.exe
HKR,, @dota.exe
HKR,, @AAGame.exe
HKR,, @Borderlands2.exe
HKR,, @F1_2012.exe, %REG_DWORD%, 1
HKR,, @Halo2.exe, %REG_DWORD%, 1
HKR,, @BatmanAC.exe, %REG_DWORD%, 1

;=================================================================
;Device Specific _AddSwSettings
;=================================================================
[Enable3DContexts_Mobl_AddSwSettings]
; Workstation apps settings
HKR,, @acad.exe, %REG_DWORD%, 1
HKR,, @MstnBenchmark.exe, %REG_DWORD%, 1
HKR,, @3dsmax.exe, %REG_DWORD%, 1
```

```
;=================================================================
;Device Specific _DelSwSettings
;=================================================================
[Enable3DContexts_Mobl_DelSwSettings]
; Workstation apps settings
HKR,, @acad.exe
HKR,, @MstnBenchmark.exe
HKR,, @3dsmax.exe


;=================================================================
[Common_DT_AddSwSettings]
;=================================================================
;--FakeEDID_AddSwSettings--
; EDID modified with private DTD for 357MHz max pixel rate, for eDP on Port D
HKR,,
FakeEDID_14_0_af0d_1723,%REG_BINARY%,0,FF,FF,FF,FF,FF,FF,0,D,AF,23,17,0,0,0,0,
2,15,1,4,95,26,15,78,2,D1,F5,93,5D,59,90,26,1D,50,54,0,0,0,1,1,1,1,1,1,1,1,1,1,
1,1,1,1,1D,36,80,A0,70,38,1E,40,2E,1E,24,0,7E,D7,10,0,0,18,0,0,0,5,0,74,8B,80,50,
70,38,97,41,8,40,6,0,0,0,0,0,0,FE,0,43,4D,49,A,20,20,20,20,20,20,20,20,20,0,0,0,FE,0
,4E,31,37,33,48,48,46,2D,45,32,31,20,20,0,39
HKR,, ReadEDIDFromRegistry, %REG_DWORD%, 1


;--Enable3DContexts_IVBD0_AddSwSettings--
; Workstation apps settings
HKR,, @acad.exe, %REG_DWORD%, 1
HKR,, @MstnBenchmark.exe, %REG_DWORD%, 1
HKR,, @3dsmax.exe, %REG_DWORD%, 1
; Game apps settings
HKR,, SupportAIL, %REG_DWORD%, 1
HKR,, @fifa.exe, %REG_DWORD%, 1
HKR,, @mnc.exe, %REG_DWORD%, 1
HKR,, @bf3.exe, %REG_DWORD%, 1
```



```
HKR,, @bf2.exe, %REG_DWORD%, 1
HKR,, @CivilizationV_DX11.exe, %REG_DWORD%, 1
HKR,, @NFS11.exe, %REG_DWORD%, 1
HKR,, @RE6.exe, %REG_DWORD%, 1
HKR,, @SSFIV.exe, %REG_DWORD%, 1
HKR,, @CoJGunslinger.exe, %REG_DWORD%, 1
HKR,, @Dishonored.exe, %REG_DWORD%, 1
HKR,, @dota.exe, %REG_DWORD%, 1
HKR,, @AAGame.exe, %REG_DWORD%, 1
HKR,, @Borderlands2.exe, %REG_DWORD%, 1
HKR,, @F1_2012.exe, %REG_DWORD%, 1
HKR,, @Halo2.exe, %REG_DWORD%, 1
HKR,, @BatmanAC.exe, %REG_DWORD%, 1

;=========================================================
================

[Common_DT_DelSwSettings]
;--FakeEDID_DelSwSettings--
HKR,, FakeEDID_14_0_af0d_1723
HKR,, ReadEDIDFromRegistry

;--Enable3DContexts_IVBD0_DelSwSettings--
; Workstation apps settings
HKR,, @acad.exe
HKR,, @MstnBenchmark.exe
HKR,, @3dsmax.exe
; Game apps settings
HKR,, SupportAIL
HKR,, @fifa.exe
HKR,, @mnc.exe
HKR,, @bf3.exe
HKR,, @bf2.exe
```

```
HKR,, @CivilizationV_DX11.exe

HKR,, @NFS11.exe

HKR,, @RE6.exe

HKR,, @SSFIV.exe

HKR,, @CoJGunslinger.exe

HKR,, @Dishonored.exe

HKR,, @dota.exe

HKR,, @AAGame.exe

HKR,, @Borderlands2.exe

HKR,, @F1_2012.exe, %REG_DWORD%, 1

HKR,, @Halo2.exe, %REG_DWORD%, 1

HKR,, @BatmanAC.exe, %REG_DWORD%, 1


;=================================================================
;  Device Specific Registry Keys
;=================================================================
[Common_Device_Specific_DelSwSettings]

HKR,, FeatureTestControl

HKR,, AlternateScramblerSupport

HKR,, RsPipeGtRc6Settings

;--DisplayDPP_DelSwSettings--

HKLM,"SOFTWARE\Intel\IGFX\DPP"


[XVYCCFeature_AddSwSettings]

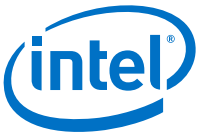
HKR,, XVYCCFeatureEnable,%REG_DWORD%, 0x01 ; 0x00- Disable, 0x01 - Enable...

                ; When XVYCC feature is enabled, on corresponding display Hue and
Saturation feature is disabled

[XVYCCFeature_DelSwSettings]

HKR,, XVYCCFeatureEnable


;-- start HSW --
```



```
;=================================================================
================

[PwrCons_HSW_AddSwSettings]

HKR,, FeatureTestControl,%REG_DWORD%, 0xC200  ; Enable FBC, BLC, DPST, ALS,
DRRS, RS, BLC DDI, Turbo, CxSR, PSR, DFPS, ADT


[AlternateScramblerSupport_HSW_AddSwSettings]

HKR,, AlternateScramblerSupport, %REG_DWORD%, 0x00


[DisplayDPP_HSW_AddSwSettings]

HKLM,"SOFTWARE\Intel\IGFX\DPP","NumApps",%REG_DWORD%, 0x01 ; uncomment
the below instructions if more apps are required, also change the NumApps value
accordingly

HKLM,"SOFTWARE\Intel\IGFX\DPP","ApplicationName1",%REG_SZ%, "blankd2d.exe"

;HKLM,"SOFTWARE\Intel\IGFX\DPP","ApplicationName2",%REG_SZ%,
"blankd2d1.exe"

;HKLM,"SOFTWARE\Intel\IGFX\DPP","ApplicationName3",%REG_SZ%,
"blankd2d2.exe"

;HKLM,"SOFTWARE\Intel\IGFX\DPP","ApplicationName4",%REG_SZ%,
"blankd2d3.exe"

HKLM,"SOFTWARE\Intel\IGFX\DPP","SupportedDPP",%REG_DWORD%, 0x01

HKLM,"SOFTWARE\Intel\IGFX\DPP","SupportedCustomLUT",%REG_DWORD%, 0x01

HKLM,"SOFTWARE\Intel\IGFX\DPP","EnabledDPP",%REG_DWORD%, 0x01

HKLM,"SOFTWARE\Intel\IGFX\DPP","SharpnessLevel",%REG_DWORD%, 0x00

HKLM,"SOFTWARE\Intel\IGFX\DPP","EnabledManualMode",%REG_DWORD%, 0x00

HKLM,"SOFTWARE\Intel\IGFX\DPP","AmbientKelvin",%REG_DWORD%, 0x1964
;Default value 6500

HKLM,"SOFTWARE\Intel\IGFX\DPP","AmbientLux",%REG_DWORD%, 0x12C;Default
value 300

HKLM,"SOFTWARE\Intel\IGFX\DPP","Brightness",%REG_DWORD%, 0x64;Default
value 100

HKLM,"SOFTWARE\Intel\IGFX\DPP","SkinTone",%REG_DWORD%, 0x64;Default value
100


[DisplayDPP_HSW_DelSwSettings]

HKLM,"SOFTWARE\Intel\IGFX\DPP"
```

```
[EnableDetachableEDPSupport_HSW_AddSwSettings]

HKR,, EnableDetachableEDPSupport, %REG_DWORD%, 0x00


[DisplayOptimization_HSW_AddSwSettings]

; Bit0: Fastmodeset,  Bit1: T3 Optimization, Bit2: Power off optimization, Bit3: Link
Training Optimization, Bit4: Sleep during T3 wait

HKR,, DisplayOptimizations, %REG_DWORD%, 0x1d


[AUDIO_DT_WA_AddSwSettings]

HKR,, KeepAudioHwEnableInDT,%REG_DWORD%, 0x00 ; 0x01- Enable, 0x00 - Disable


[AUDIO_DT_WA_DelSwSettings]

HKR,, KeepAudioHwEnableInDT


[eDPNoFLT_HSW_AddSwSettings]

; If this Registry is set to 1 then it will ignore the Fast Link Training and will always do
Normal Link Training everytime

HKR,, NoFastLinkTrainingForeDP, %REG_DWORD%, 1


[eDPNoFLT_HSW_DelSwSettings]

HKR,, NoFastLinkTrainingForeDP


[AllowDeepCStates_HSW_AddSwSettings]

;BIT0: Allow Deep C States

HKR,, AllowDeepCStates, %REG_DWORD%, 0x1

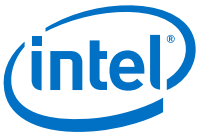

[AllowDeepCStates_HSW_DelSwSettings]

HKR,, AllowDeepCStates


[TiledDisplay_AddSwSettings]

HKR,, TiledDisplaySupport,%REG_DWORD%, 0x01; 0x01- Enable


[TiledDisplay_DelSwSettings]
```



```
HKR,, TiledDisplaySupport


;-- start BDW --

;=================================================================
================

[PwrCons_BDW_AddSwSettings]

HKR,, FeatureTestControl,%REG_DWORD%, 0xC200; Enable ALS, BLC, BLC DDI,
CxSR, DPST, DRRS, RS, PSR, Turbo, DFPS, ADT


[AlternateScramblerSupport_BDW_AddSwSettings]

HKR,, AlternateScramblerSupport, %REG_DWORD%, 0x00


[MBO_BDW_Enable_AddSwSettings]

HKR,, MBOFeatureSupport, %REG_DWORD%, 0x1 ; 1 to Enable it

HKR,, CRCEnabledInMBO, %REG_DWORD%, 0x1 ; 1 to Enable it


[MBO_BDW_Disable_DelSwSettings]

HKR,, MBOFeatureSupport

HKR,, CRCEnabledInMBO


[DisplayDPP_BDW_AddSwSettings]

HKLM,"SOFTWARE\Intel\IGFX\DPP","NumApps",%REG_DWORD%, 0x01 ; uncomment
the below instructions if more apps are required, also change the NumApps value
accordingly

HKLM,"SOFTWARE\Intel\IGFX\DPP","ApplicationName1",%REG_SZ%, "blankd2d.exe"

;HKLM,"SOFTWARE\Intel\IGFX\DPP","ApplicationName2",%REG_SZ%,
"blankd2d1.exe"

;HKLM,"SOFTWARE\Intel\IGFX\DPP","ApplicationName3",%REG_SZ%,
"blankd2d2.exe"

;HKLM,"SOFTWARE\Intel\IGFX\DPP","ApplicationName4",%REG_SZ%,
"blankd2d3.exe"

HKLM,"SOFTWARE\Intel\IGFX\DPP","SupportedDPP",%REG_DWORD%, 0x01

HKLM,"SOFTWARE\Intel\IGFX\DPP","SupportedCustomLUT",%REG_DWORD%, 0x01

HKLM,"SOFTWARE\Intel\IGFX\DPP","EnabledDPP",%REG_DWORD%, 0x01

HKLM,"SOFTWARE\Intel\IGFX\DPP","SharpnessLevel",%REG_DWORD%, 0x00
```

HKLM,"SOFTWARE\Intel\IGFX\DPP","EnabledManualMode",%REG_DWORD%, 0x00

HKLM,"SOFTWARE\Intel\IGFX\DPP","AmbientKelvin",%REG_DWORD%, 0x1964
;Default value 6500

HKLM,"SOFTWARE\Intel\IGFX\DPP","AmbientLux",%REG_DWORD%, 0x12C;Default value 300

HKLM,"SOFTWARE\Intel\IGFX\DPP","Brightness",%REG_DWORD%, 0x64;Default value 100

HKLM,"SOFTWARE\Intel\IGFX\DPP","SkinTone",%REG_DWORD%, 0x64;Default value 100

[DisplayDPP_BDW_DelSwSettings]

HKLM,"SOFTWARE\Intel\IGFX\DPP"

[EnableDetachableEDPSupport_BDW_AddSwSettings]

HKR,, EnableDetachableEDPSupport, %REG_DWORD%, 0x00

[DisplayOptimization_BDW_AddSwSettings]

; Bit0: Fastmodeset, Bit1: T3 Optimization, Bit2: Power off optimization, Bit3: Link Training Optimization, Bit4: Sleep during T3 wait

HKR,, DisplayOptimizations, %REG_DWORD%, 0x1d

[MBOOUI_BDW_AddSwSettings]

HKR,, TotalOUICount, %REG_DWORD%, 9 ; This shows number of UIs to be used.

HKR,, OUI_1,%REG_DWORD%, 0x001CF8

HKR,, OUI_2,%REG_DWORD%, 0x0012FB

HKR,, OUI_3,%REG_DWORD%, 0x34F62D

HKR,, OUI_4,%REG_DWORD%, 0x38EC11

HKR,, OUI_5,%REG_DWORD%, 0x940BD5

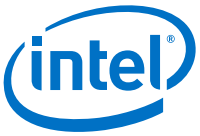
HKR,, OUI_6,%REG_DWORD%, 0x000613

HKR,, OUI_7,%REG_DWORD%, 0x0022b9

HKR,, OUI_8,%REG_DWORD%, 0x1889DF

HKR,, OUI_9,%REG_DWORD%, 0x536957

[MBOOUI_BDW_DelSwSettings]



```
HKR,, TotalOUICount

HKR,, OUI_1

HKR,, OUI_2

HKR,, OUI_3

HKR,, OUI_4

HKR,, OUI_5

HKR,, OUI_6

HKR,, OUI_7

HKR,, OUI_8

HKR,, OUI_9


[AllowDeepCStates_BDW_AddSwSettings]

;BIT0: Allow Deep C States

HKR,, AllowDeepCStates, %REG_DWORD%, 0x1


[AllowDeepCStates_BDW_DelSwSettings]

HKR,, AllowDeepCStates


;Hybrid Gfx settings for BDW

[HG_BDW_AddSwSettings]

HKLM,"SOFTWARE\Intel\KMD", "EnableControlPrimaryTLBUtilization",
%REG_DWORD%, 0x0000


[HG_BDW_DelSwSettings]

HKLM,"SOFTWARE\Intel\KMD"


;-- start CHV --

;============================[CHV_Specific_AddSwSettings]

[PwrCons_CHV_AddSwSettings]

HKR,, FeatureTestControl,%REG_DWORD%, 0xE203 ;Enable ALS, BLC, BLC DDI, no
CxSR, no FBC, DPST, DRRS, RS, PSR, Turbo, DFPS

HKR,, RsPipeGtRc6Settings,%REG_DWORD%, 0x0 ;
```

```
[AlternateScramblerSupport_CHV_AddSwSettings]

HKR,, AlternateScramblerSupport, %REG_DWORD%, 0x00


[DisplayDPP_CHV_AddSwSettings]

HKLM,"SOFTWARE\Intel\IGFX\DPP","SupportedDPP",%REG_DWORD%, 0x00


[DisplayDPP_CHV_DelSwSettings]

HKLM,"SOFTWARE\Intel\IGFX\DPP"


[EnableDetachableEDPSupport_CHV_AddSwSettings]

HKR,, EnableDetachableEDPSupport, %REG_DWORD%, 0x00


[DisplayOptimization_CHV_AddSwSettings]

; Bit0: Fastmodeset,  Bit1: T3 Optimization, Bit2: Power off optimization, Bit3: Link
Training Optimization, Bit4: Sleep during T3 wait

HKR,, DisplayOptimizations, %REG_DWORD%, 0x1d


[AudioLPE_WA_AddSwSettings]

HKR,, Audio_MultiMonitorWA,%REG_DWORD%, 0x0 ; 0x0 - Generic other than Astro2.
0x1 - OEMS have to explicitly set it to 1 for VGA/HDMI switch issue on Astro2,bug:
5223894.


[AudioLPE_WA_DelSwSettings]

HKR,, Audio_MultiMonitorWA


[AsyncFlips_CHV_AddSwSettings]

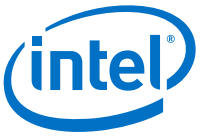
HKR,, Display1_DisableAsyncFlips,%REG_DWORD%, 1         ; 1 - Disable and 0 -
Enable


[AsyncFlips_CHV_DelSwSettings]

HKR,, Display1_DisableAsyncFlips


[AllowDeepCStates_CHV_AddSwSettings]

;BIT0: Allow Deep C States
```



```
HKR,, AllowDeepCStates, %REG_DWORD%, 0x1


[AllowDeepCStates_CHV_DelSwSettings]

HKR,, AllowDeepCStates


[ScalerToExternalDisplay_CHV_AddSwSettings]

HKR,, ScalerToExternal_Display_Enable,%REG_DWORD%, 0        ; 0 - Disable and 1 -
Enable


[ScalerToExternalDisplay_CHV_DelSwSettings]

HKR,, ScalerToExternal_Display_Enable


;-- end sections

;=============================================================
================


[PwrCons_UserPolicy_DelSwSettings]

HKR,, ACPowerPolicyVersion

HKR,, DCPowerPolicyVersion

HKR,, PowerAcPolicy

HKR,, PowerDcPolicy

HKR,, ACUserPreferencePolicy

HKR,, DCUserPreferencePolicy

HKR,, ACSettingIndex

HKR,, DCSettingIndex

HKR,, TurboAcPolicy

HKR,, TurboDcPolicy

HKR,, PowerDpstAggressivenessLevel

HKR,, PowerGpsAggressivenessLevel


[DisplayOptimization_DelSwSettings]

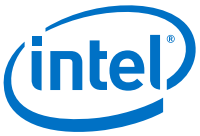
HKR,, DisplayOptimizations
```

```
[EnableDetachableEDPSupport_DelSwSettings]
HKR,, EnableDetachableEDPSupport
;
; Auto Notebook\Slate Convertible Specific Settings
;
[igfx_SLT_NB_AddSwSettings]
HKR,, ConvertibleSupport,       %REG_DWORD%,    0
HKR,, KeySltDockSupport,        %REG_DWORD%,    0

[igfx_SLT_NB_DelSwSettings]
HKR,, ConvertibleSupport
HKR,, KeySltDockSupport

;=================================================================
;  End Add/Delete Registry entries
;=================================================================
;
; Source file information
;
[SourceDisksNames]
1 = %DiskId%

[SourceDisksFiles]
;-- start BDW --
igdkmd32.sys = 1
iglhxs32.vp  = 1
;-- start CHV --
igdkmd32lp.sys = 1
iglhxs32lp.vp  = 1
;-- end section
igxpco32.dll = 1
```



```
IccLibDll.dll = 1
igfxcmrt32.dll = 1
igfx11cmrt32.dll = 1
igfxcmjit32.dll = 1
iglhxo32.vp = 1
iglhxc32.vp = 1
iglhxg32.vp = 1
iglhxo32_dev.vp = 1
iglhxc32_dev.vp = 1
iglhxg32_dev.vp = 1
iglhxa32.vp = 1
iglhxa32.cpa = 1
iglhcp32.dll = 1

iglhsip32.dll = 1
IntelCpHeciSvc.exe = 1
igdde32.dll = 1

igfxDH.dll = 1
igfxDHLib.dll = 1
igfxDHLibv2_0.dll = 1
igfxDI.dll = 1
igfxDILib.dll = 1
igfxDILibv2_0.dll = 1
igfxLHM.dll = 1
igfxLHMLib.dll = 1
igfxLHMLibv2_0.dll = 1
igfxEM.exe = 1
igfxEMLib.dll = 1
igfxEMLibv2_0.dll = 1
GfxUIEx.exe = 1
Gfxv4_0.exe = 1
```

```
Gfxv4_0.exe.config  = 1
Gfxv2_0.exe = 1
Gfxv2_0.exe.config  = 1
GfxResources.dll = 1
MetroIntelGenericUIFramework.dll = 1
igfxCUIServicePS.dll = 1
igfxCUIService.exe = 1
igfxCPL.cpl = 1
igfxTray.exe = 1
igfxDTCM.dll = 1
igfxHK.exe = 1
igfxOSP.dll = 1
DPTopologyApp.exe = 1
DPTopologyApp.exe.config = 1
DPTopologyAppv2_0.exe = 1
DPTopologyAppv2_0.exe.config = 1
igfxext.exe = 1
igfxexps.dll = 1
ColorImageEnhancement.wmv = 1
ImageStabilization.wmv = 1
FilmModeDetection.wmv = 1

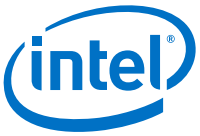
;-- start GEN75 --

;-- start GEN8 --

ig8icd32.dll = 1

;-- start OGLES --

libEGL.dll = 1
libGLESv1_CM.dll = 1
```



```
libGLESv2.dll = 1

;-- end sections --
igd10iumd32.dll = 1
igd10idpp32.dll = 1
igdumdim32.dll = 1
igd11dxva32.dll = 1
igdail32.dll = 1

igdusc32.dll = 1

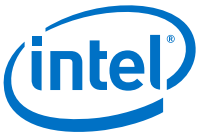
igdmd32.dll = 1

Intel_OpenCL_ICD32.dll = 1
ocl_cpu_IntelOpenCL32.dll = 1
ocl_cpu_llvm_release_license.txt = 1
ocl_cpu_readme.txt = 1
ocl_cpu_version.ini = 1
ocl_cpu_task_executor32.dll = 1
ocl_cpu_OclCpuBackend32.dll = 1
ocl_cpu_intelocl32.dll = 1
ocl_cpu_cpu_device32.dll = 1
ocl_cpu_clbltfnn8.rtl = 1
ocl_cpu_clbltfnn8_img_cbk.o = 1
ocl_cpu_clbltfnn8_img_cbk.rtl = 1
ocl_cpu_clbltfns9.rtl = 1
ocl_cpu_clbltfns9_img_cbk.o = 1
ocl_cpu_clbltfns9_img_cbk.rtl = 1
ocl_cpu_clang_compiler32.dll = 1
ocl_cpu___ocl_svml_n8.dll = 1
ocl_cpu___ocl_svml_s9.dll = 1
ocl_cpu_tbbmalloc32.dll = 1
```

```
ocl_cpu_tbb32.dll = 1

igdbcl32.dll = 1
igdrcl32.dll = 1
igdfcl32.dll = 1
igdclbif.bin = 1
Intel_OpenCL_ICD32.dll = 1
IntelOpenCL32.dll = 1

libmfxhw32.dll = 1
mfxplugin32_hw.dll = 1
mfx_mft_h264vd_w7_32.dll = 1
mfx_mft_h264ve_w7_32.dll = 1
mfx_mft_h264ve_32.dll = 1
mfx_mft_mp2vd_w7_32.dll = 1
mfx_mft_mjpgvd_w7_32.dll = 1
mfx_mft_mjpgvd_32.dll = 1
mfx_mft_vc1vd_w7_32.dll = 1
mfx_mft_vpp_w7_32.dll = 1
mfx_mft_mjpgvd_32.dll = 1
mfx_mft_vp8vd_32.dll = 1
;-- start VP9 --
mfx_mft_vp9vd_32.dll = 1
;-- end section
m_w7_32.vp = 1
v1_w7_32.vp = 1
vp_w7_32.vp = 1
c_w7_32.cpa = 1
cpa_w7_32.vp = 1
dev_w7_32.vp = 1
h_w7_32.vp = 1
he_w7_32.vp = 1
```



```
mj_w7_32.vp = 1
c_32.cpa = 1
cpa_32.vp = 1
dev_32.vp = 1
he_32.vp = 1
mj_32.vp = 1

;
; Start CUI Registry Sections
;

[CUI.AddReg]
;Add INTEL/CUI keys
HKLM,"Software\INTEL"
HKLM,%DisplayKey%
HKLM,%CUIDeviceIndependentKey%

HKLM, "%CUIDeviceIndependentKey%","Inst",%REG_DWORD%,1

;HKLM,"%CUIDeviceIndependentKey%\igfxdev","MaxSuppXX",%REG_DWORD%,800
;HKLM,"%CUIDeviceIndependentKey%\igfxdev","MaxSuppYY",%REG_DWORD%,480

; Device Independent registry location
HKCR,"CLSID\{280A8F40-E382-11D2-B561-
00A0C92E6848}",,,%CUIDeviceIndependentKey%

; Hide Graphics Property String for SG
HKLM,"%CUIDeviceIndependentKey%\igfxpph\resources","3060",%REG_SZ%,""
HKLM,"%CUIDeviceIndependentKey%\igfxpph\resources","3061",%REG_SZ%,""

;Enable STE value by default
HKLM,"%CUIDeviceIndependentKey%\Media","EnableSTE",%REG_DWORD%,0x1
```

```
;Enable ACE value by default

HKLM,"%CUIDeviceIndependentKey%\Media","EnableACE",%REG_DWORD%,0x1


;Intel Application Name

HKLM,"%CUIDeviceIndependentKey%\igfxcfg\resources","Application",%REG_SZ%,"G
fxUIEx.exe"


;Set hot keys state

HKLM,"%CUIDeviceIndependentKey%\HotKeys","HotKeyState",%REG_DWORD%,0x1


;Override scaling Support

HKLM,"%CUIDeviceIndependentKey%\igfxcfg","OverrideScalingSupport",%REG_DWO
RD%,0x1


; Add all Customization changes here- Start

;To Hide Quick Guide video link uncomment this entry

;HKLM,"%CUIDeviceIndependentKey%\igfxcfg\resources","HomePageVideo",%REG_S
Z%,""

;Removal of Image Stabilization feature in CUI

HKLM,"%CUIDeviceIndependentKey%\igfxcfg\resources","MediaImageEnhIS",%REG_
SZ%,""

; Add all Customization changes here- END

HKLM,"%CUIDeviceIndependentKey%\igfxtray\TrayIcon","ShowTrayIcon",%REG_DWO
RD%,1

; tray resource

HKLM,"%CUIDeviceIndependentKey%\igfxtray","ShowOptimalBalloon",%REG_DWORD
%,1

; Virtual Keyboard

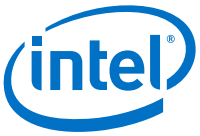
HKLM,"%CUIDeviceIndependentKey%\virtualKeyboard","ShowVirtualKeyBoard",%REG
_DWORD%,0

;CUI Aspect Scaling hotkey expansion RCR 942979

HKLM,"%CUIDeviceIndependentKey%\hkcmd","ExpansionAllDisplay",%REG_DWORD
%,0x1

;This flag is used to enable WA for setting LFP as Primary in DDC

HKR,,   Display1_EnableLFPPrimaryInDDC,    %REG_DWORD%,    0x00
```



```
;CUI AC/DC Rotation uncomment the below line to enable this feature

;HKLM,"%CUIDeviceIndependentKey%\igfxcfg","DCRotationCaps",%REG_DWORD%,0
x1

;CUI default mode selection policy

HKLM,"%CUIDeviceIndependentKey%\igfxsrvc","ModeSelectionPolicy",%REG_DWORD
%,0x01

;preset profiles

HKLM,"%CUIDeviceIndependentKey%\profiles\Media\Default
Profile","ProcAmpHue",%REG_SZ%,0.00

HKLM,"%CUIDeviceIndependentKey%\profiles\Media\Default
Profile","ProcAmpSaturation",%REG_SZ%,1.00

HKLM,"%CUIDeviceIndependentKey%\profiles\Media\Default
Profile","ProcAmpBrightness",%REG_SZ%,0.00

HKLM,"%CUIDeviceIndependentKey%\profiles\Media\Default
Profile","ProcAmpContrast",%REG_SZ%,1.00


HKLM,"%CUIDeviceIndependentKey%\profiles\Media\Darken
Movie","ProcAmpHue",%REG_SZ%,0.00

HKLM,"%CUIDeviceIndependentKey%\profiles\Media\Darken
Movie","ProcAmpSaturation",%REG_SZ%,1.00

HKLM,"%CUIDeviceIndependentKey%\profiles\Media\Darken
Movie","ProcAmpBrightness",%REG_SZ%,-30.00

HKLM,"%CUIDeviceIndependentKey%\profiles\Media\Darken
Movie","ProcAmpContrast",%REG_SZ%,1.00


HKLM,"%CUIDeviceIndependentKey%\profiles\Media\Brighten
Movie","ProcAmpHue",%REG_SZ%,0.00

HKLM,"%CUIDeviceIndependentKey%\profiles\Media\Brighten
Movie","ProcAmpSaturation",%REG_SZ%,1.00

HKLM,"%CUIDeviceIndependentKey%\profiles\Media\Brighten
Movie","ProcAmpBrightness",%REG_SZ%,30.00

HKLM,"%CUIDeviceIndependentKey%\profiles\Media\Brighten
Movie","ProcAmpContrast",%REG_SZ%,1.00


HKLM,"%CUIDeviceIndependentKey%\profiles\Media\Vivid
Colors","ProcAmpHue",%REG_SZ%,0.00

HKLM,"%CUIDeviceIndependentKey%\profiles\Media\Vivid
Colors","ProcAmpSaturation",%REG_SZ%,1.70

HKLM,"%CUIDeviceIndependentKey%\profiles\Media\Vivid
Colors","ProcAmpBrightness",%REG_SZ%,0.00
```

```
HKLM,"%CUIDeviceIndependentKey%\profiles\Media\Vivid
Colors","ProcAmpContrast",%REG_SZ%,1.50


; Context menu handler entry.

HKCR, "Directory\Background\shellex\ContextMenuHandlers\igfxcui",,,"{3AB1675A-
CCFF-11D2-8B20-00A0C93CB1F4}"


; CUI Service Self Registration

HKCR,"Interface\{385CA744-51AD-4B42-AC76-
8E83D2729D01}",,0x0,"ITheLaunchTimeEnhancer"

HKCR,"Interface\{385CA744-51AD-4B42-AC76-
8E83D2729D01}\ProxyStubClsid",,0x0,"{00020424-0000-0000-C000-
000000000046}"

HKCR,"Interface\{385CA744-51AD-4B42-AC76-
8E83D2729D01}\ProxyStubClsid32",,0x0,"{00020424-0000-0000-C000-
000000000046}"

HKCR,"Interface\{385CA744-51AD-4B42-AC76-
8E83D2729D01}\TypeLib",,0x0,"{99174E61-CDBC-469F-AA7A-E3A45C2572C7}"

HKCR,"Interface\{385CA744-51AD-4B42-AC76-
8E83D2729D01}\TypeLib","Version",0x0


HKCR,"TypeLib\{99174E61-CDBC-469F-AA7A-E3A45C2572C7}",,0x10

HKCR,"TypeLib\{99174E61-CDBC-469F-AA7A-
E3A45C2572C7}\1.0",,0x0,"igfxCUIServiceLib"

HKCR,"TypeLib\{99174E61-CDBC-469F-AA7A-E3A45C2572C7}\1.0\0",,0x10

HKCR,"TypeLib\{99174E61-CDBC-469F-AA7A-
E3A45C2572C7}\1.0\0\win32",,0x0,%11%\igfxCUIService.exe

HKCR,"TypeLib\{99174E61-CDBC-469F-AA7A-E3A45C2572C7}\1.0\FLAGS",,0x0,"0"

HKCR,"TypeLib\{99174E61-CDBC-469F-AA7A-
E3A45C2572C7}\1.0\HELPDIR",,0x0,%11%


HKLM,"SOFTWARE\Classes\AppID\{278A87E1-1BC2-4E19-82E9-
8BBE31D67D20}","LocalService",0x0,"igfxCUIService1.0.0.0"

HKLM,"SOFTWARE\Classes\TypeLib\{99174E61-CDBC-469F-AA7A-
E3A45C2572C7}",,0x10

HKLM,"SOFTWARE\Classes\TypeLib\{99174E61-CDBC-469F-AA7A-
E3A45C2572C7}\1.0",,0x0,"igfxCUIServiceLib"

HKLM,"SOFTWARE\Classes\TypeLib\{99174E61-CDBC-469F-AA7A-
E3A45C2572C7}\1.0\0",,0x10
```



```
HKLM,"SOFTWARE\Classes\TypeLib\{99174E61-CDBC-469F-AA7A-
E3A45C2572C7}\1.0\0\win32",,0x0,%11%\igfxCUIService.exe

HKLM,"SOFTWARE\Classes\TypeLib\{99174E61-CDBC-469F-AA7A-
E3A45C2572C7}\1.0\FLAGS",,0x0,"0"

HKLM,"SOFTWARE\Classes\TypeLib\{99174E61-CDBC-469F-AA7A-
E3A45C2572C7}\1.0\HELPDIR",,0x0,%11%


HKLM,"SOFTWARE\Classes\Interface\{385CA744-51AD-4B42-AC76-
8E83D2729D01}",,0x0,"ITheLaunchTimeEnhancer"

HKLM,"SOFTWARE\Classes\Interface\{385CA744-51AD-4B42-AC76-
8E83D2729D01}\ProxyStubClsid",,0x0,"{00020424-0000-0000-C000-
000000000046}"

HKLM,"SOFTWARE\Classes\Interface\{385CA744-51AD-4B42-AC76-
8E83D2729D01}\ProxyStubClsid32",,0x0,"{00020424-0000-0000-C000-
000000000046}"

HKLM,"SOFTWARE\Classes\Interface\{385CA744-51AD-4B42-AC76-
8E83D2729D01}\TypeLib",,0x0,"{99174E61-CDBC-469F-AA7A-E3A45C2572C7}"

HKLM,"SOFTWARE\Classes\Interface\{385CA744-51AD-4B42-AC76-
8E83D2729D01}\TypeLib","Version",0x0,"1.0"


HKCR,"AppID\{278A87E1-1BC2-4E19-82E9-
8BBE31D67D20}","LocalService",0x0,"igfxCUIService1.0.0.0"

HKCR,"CLSID\{45244F59-BE44-45D2-8B67-
C8D4FE270EB6}",,0x0,"TheLaunchTimeEnhancer Class"


HKLM,"SOFTWARE\Classes\CLSID\{45244F59-BE44-45D2-8B67-
C8D4FE270EB6}",,0x0,"TheLaunchTimeEnhancer Class"

HKLM,"SOFTWARE\Classes\CLSID\{45244F59-BE44-45D2-8B67-
C8D4FE270EB6}\LocalServer32",,0x0,%11%\igfxCUIService.exe

HKLM,"SOFTWARE\Classes\CLSID\{45244F59-BE44-45D2-8B67-
C8D4FE270EB6}\LocalServer32","ServerExecutable",0x0,%11%\igfxCUIService.exe

HKLM,"SOFTWARE\Classes\CLSID\{45244F59-BE44-45D2-8B67-
C8D4FE270EB6}\Programmable",,0x10

HKLM,"SOFTWARE\Classes\CLSID\{45244F59-BE44-45D2-8B67-
C8D4FE270EB6}\TypeLib",,0x0,"{99174E61-CDBC-469F-AA7A-E3A45C2572C7}"

HKLM,"SOFTWARE\Classes\CLSID\{45244F59-BE44-45D2-8B67-
C8D4FE270EB6}\Version",,0x0,"1.0"

HKLM,"SOFTWARE\Classes\CLSID\{45244F59-BE44-45D2-8B67-
C8D4FE270EB6}",,0x0,"TheLaunchTimeEnhancer Class"

HKLM,"SOFTWARE\Classes\CLSID\{45244F59-BE44-45D2-8B67-
C8D4FE270EB6}\LocalServer32",,0x0,%11%\igfxCUIService.exe
```

HKLM,"SOFTWARE\Classes\CLSID\{45244F59-BE44-45D2-8B67-C8D4FE270EB6}\LocalServer32","ServerExecutable",0x0,%11%\igfxCUIService.exe

HKLM,"SOFTWARE\Classes\CLSID\{45244F59-BE44-45D2-8B67-C8D4FE270EB6}\Programmable",,0x10

HKLM,"SOFTWARE\Classes\CLSID\{45244F59-BE44-45D2-8B67-C8D4FE270EB6}\TypeLib",,0x0,"{99174E61-CDBC-469F-AA7A-E3A45C2572C7}"

HKLM,"SOFTWARE\Classes\CLSID\{45244F59-BE44-45D2-8B67-C8D4FE270EB6}\Version",,0x0,"1.0"

HKCR,"CLSID\{45244F59-BE44-45D2-8B67-C8D4FE270EB6}\LocalServer32",,0x0,%11%\igfxCUIService.exe

HKCR,"CLSID\{45244F59-BE44-45D2-8B67-C8D4FE270EB6}\LocalServer32","ServerExecutable",0x0,%11%\igfxCUIService.exe

HKCR,"CLSID\{45244F59-BE44-45D2-8B67-C8D4FE270EB6}\Programmable",,0x10

HKCR,"CLSID\{45244F59-BE44-45D2-8B67-C8D4FE270EB6}\TypeLib",,0x0,"{99174E61-CDBC-469F-AA7A-E3A45C2572C7}"

HKCR,"CLSID\{45244F59-BE44-45D2-8B67-C8D4FE270EB6}\Version",,0x0,"1.0"

HKCR,"CLSID\{071BCD17-1720-430B-AB8B-D6E4AB56689F}",,0x0,"TheIntelSmartFrame Class"

HKCR,"CLSID\{071BCD17-1720-430B-AB8B-D6E4AB56689F}","AppID",0x0,"{278A87E1-1BC2-4E19-82E9-8BBE31D67D20}"

HKCR,"CLSID\{071BCD17-1720-430B-AB8B-D6E4AB56689F}\LocalServer32",,0x0,%11%\igfxCUIService.exe

HKCR,"CLSID\{071BCD17-1720-430B-AB8B-D6E4AB56689F}\LocalServer32","ServerExecutable",0x0,%11%\igfxCUIService.exe

HKCR,"CLSID\{071BCD17-1720-430B-AB8B-D6E4AB56689F}\Programmable",,0x10

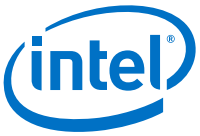
HKCR,"CLSID\{071BCD17-1720-430B-AB8B-D6E4AB56689F}\TypeLib",,0x0,"{99174E61-CDBC-469F-AA7A-E3A45C2572C7}"

HKCR,"CLSID\{071BCD17-1720-430B-AB8B-D6E4AB56689F}\Version",,0x0,"1.0"

HKCR,"Interface\{1E3B3626-4746-42D9-B643-746231609AB3}",,0x0,"ITheIntelSmartFrame"

HKCR,"Interface\{1E3B3626-4746-42D9-B643-746231609AB3}\ProxyStubClsid",,0x0,"{00020424-0000-0000-C000-000000000046}"

HKCR,"Interface\{1E3B3626-4746-42D9-B643-746231609AB3}\ProxyStubClsid32",,0x0,"{00020424-0000-0000-C000-000000000046}"



```
HKCR,"Interface\{1E3B3626-4746-42D9-B643-
746231609AB3}\TypeLib",,0x0,"{99174E61-CDBC-469F-AA7A-E3A45C2572C7}"

HKCR,"Interface\{1E3B3626-4746-42D9-B643-
746231609AB3}\TypeLib","Version",0x0,"1.0"


HKLM,"SOFTWARE\Classes\Interface\{1E3B3626-4746-42D9-B643-
746231609AB3}",,0x0,"ITheIntelSmartFrame"

HKLM,"SOFTWARE\Classes\Interface\{1E3B3626-4746-42D9-B643-
746231609AB3}\ProxyStubClsid",,0x0,"{00020424-0000-0000-C000-
000000000046}"

HKLM,"SOFTWARE\Classes\Interface\{1E3B3626-4746-42D9-B643-
746231609AB3}\ProxyStubClsid32",,0x0,"{00020424-0000-0000-C000-
000000000046}"

HKLM,"SOFTWARE\Classes\Interface\{1E3B3626-4746-42D9-B643-
746231609AB3}\TypeLib",,0x0,"{99174E61-CDBC-469F-AA7A-E3A45C2572C7}"

HKLM,"SOFTWARE\Classes\Interface\{1E3B3626-4746-42D9-B643-
746231609AB3}\TypeLib","Version",0x0,"1.0"


HKLM,"SOFTWARE\Classes\CLSID\{071BCD17-1720-430B-AB8B-
D6E4AB56689F}",,0x0,"TheIntelSmartFrame Class"

HKLM,"SOFTWARE\Classes\CLSID\{071BCD17-1720-430B-AB8B-
D6E4AB56689F}","AppID",0x0,"{278A87E1-1BC2-4E19-82E9-8BBE31D67D20}"

HKLM,"SOFTWARE\Classes\CLSID\{071BCD17-1720-430B-AB8B-
D6E4AB56689F}\LocalServer32",,0x0,%11%\igfxCUIService.exe

HKLM,"SOFTWARE\Classes\CLSID\{071BCD17-1720-430B-AB8B-
D6E4AB56689F}\LocalServer32","ServerExecutable",0x0,%11%\igfxCUIService.exe

HKLM,"SOFTWARE\Classes\CLSID\{071BCD17-1720-430B-AB8B-
D6E4AB56689F}\Programmable",,0x10

HKLM,"SOFTWARE\Classes\CLSID\{071BCD17-1720-430B-AB8B-
D6E4AB56689F}\TypeLib",,0x0,"{99174E61-CDBC-469F-AA7A-E3A45C2572C7}"

HKLM,"SOFTWARE\Classes\CLSID\{071BCD17-1720-430B-AB8B-
D6E4AB56689F}\Version",,0x0,"1.0"


; Disable Hot Key action

;HKLM,"%CUIDeviceIndependentKey%\igfxsrvc\resources","2658",,"Disable"


;Hide Custom Mode Blade

;HKLM,"%CUIDeviceIndependentKey%\igfxcfg\resources","MainWindowDisplayCustom
Modes",,""
```

```
[CUISDK.AddReg]

;

; igfxext.exe self registration entries

;

HKCR,"IgfxExt.CUIExternal\CLSID",,,"{7160A13D-73DA-4CEA-95B9-37356478588A}"

HKCR,"IgfxExt.CUIExternal\CurVer",,,"IgfxExt.CUIExternal.1"

HKCR,"IgfxExt.CUIExternal.1\CLSID",,,"{7160A13D-73DA-4CEA-95B9-
37356478588A}"

HKCR,"CLSID\{7160A13D-73DA-4CEA-95B9-37356478588A}",,,"CUIExternal Class"

HKCR,"CLSID\{7160A13D-73DA-4CEA-95B9-
37356478588A}\LocalServer32",,,%11%"\igfxext.exe"

HKCR,"CLSID\{7160A13D-73DA-4CEA-95B9-
37356478588A}\ProgID",,,"IgfxExt.CUIExternal.1"

HKCR,"CLSID\{7160A13D-73DA-4CEA-95B9-
37356478588A}\VersionIndependentProgID",,,"IgfxExt.CUIExternal"

;



;

;proxy stub for igfxext.exe (igfxexps.dll)

;

HKCR,"CLSID\{27E7234F-429F-4787-AC8F-8AADDED01355}",,,"PSFactoryBuffer"

HKCR,"CLSID\{27E7234F-429F-4787-AC8F-
8AADDED01355}\InProcServer32",,,%11%"\IGFXEXPS.DLL"

HKCR,"CLSID\{27E7234F-429F-4787-AC8F-
8AADDED01355}\InProcServer32","ThreadingModel",,"Both"



HKCR,"Interface\{F4C4B98D-F59E-4a0c-AEE9-
801E0CDB671E}",,,"ICUIExtClientNotify"

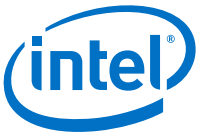
HKCR,"Interface\{F4C4B98D-F59E-4a0c-AEE9-
801E0CDB671E}\ProxyStubClsid32",,,"{27E7234F-429F-4787-AC8F-
8AADDED01355}"

HKCR,"Interface\{F4C4B98D-F59E-4a0c-AEE9-801E0CDB671E}\NumMethods",,,"1"



HKCR,"Interface\{27E7234F-429F-4787-AC8F-8AADDED01355}",,,"ICUIExternal2"

HKCR,"Interface\{27E7234F-429F-4787-AC8F-
8AADDED01355}\ProxyStubClsid32",,,"{27E7234F-429F-4787-AC8F-
8AADDED01355}"
```



```
HKCR,"Interface\{27E7234F-429F-4787-AC8F-8AADDED01355}\NumMethods",,,"8"


HKCR,"Interface\{70F8C65F-06AA-443b-9E6B-7C73808F07E5}",,,"ICUIExternal3"

HKCR,"Interface\{70F8C65F-06AA-443b-9E6B-
7C73808F07E5}\ProxyStubClsid32",,,"{27E7234F-429F-4787-AC8F-8AADDED01355}"

HKCR,"Interface\{70F8C65F-06AA-443b-9E6B-7C73808F07E5}\NumMethods",,,"2"


HKCR,"Interface\{3473E05A-3317-4df5-9098-E5387C94D1B0}",,,"ICUIExternalDual"

HKCR,"Interface\{3473E05A-3317-4df5-9098-
E5387C94D1B0}\ProxyStubClsid32",,,"{27E7234F-429F-4787-AC8F-
8AADDED01355}"

HKCR,"Interface\{3473E05A-3317-4df5-9098-E5387C94D1B0}\NumMethods",,,"0"


HKCR,"Interface\{5DC5B31E-0C28-4679-B8D8-32CF2F9BACED}",,,"ICUIExternal4"

HKCR,"Interface\{5DC5B31E-0C28-4679-B8D8-
32CF2F9BACED}\ProxyStubClsid32",,,"{27E7234F-429F-4787-AC8F-
8AADDED01355}"

HKCR,"Interface\{5DC5B31E-0C28-4679-B8D8-32CF2F9BACED}\NumMethods",,,"7"


HKCR,"Interface\{A05C525D-B4CB-4108-BFF7-1ACF1A14F00A}",,,"ICUIExternal5"

HKCR,"Interface\{A05C525D-B4CB-4108-BFF7-
1ACF1A14F00A}\ProxyStubClsid32",,,"{27E7234F-429F-4787-AC8F-8AADDED01355}"

HKCR,"Interface\{A05C525D-B4CB-4108-BFF7-1ACF1A14F00A}\NumMethods",,,"5"


HKCR,"Interface\{AFB6489F-4515-44AA-8DF7-ED28EA46283C}",,,"ICUIExternal6"

HKCR,"Interface\{AFB6489F-4515-44AA-8DF7-
ED28EA46283C}\ProxyStubClsid32",,,"{27E7234F-429F-4787-AC8F-
8AADDED01355}"

HKCR,"Interface\{AFB6489F-4515-44AA-8DF7-ED28EA46283C}\NumMethods",,,"12"


HKCR,"Interface\{2CED2F89-627B-4E5D-840F-B126EE858CD8}",,,"ICUIExternal7"

HKCR,"Interface\{2CED2F89-627B-4E5D-840F-
B126EE858CD8}\ProxyStubClsid32",,,"{27E7234F-429F-4787-AC8F-
8AADDED01355}"

HKCR,"Interface\{2CED2F89-627B-4E5D-840F-B126EE858CD8}\NumMethods",,,"2"


HKCR,"Interface\{F932C038-6484-45ca-8FA1-7C8C279F7AEE}",,,"ICUIExternal8"
```

```
HKCR,"Interface\{F932C038-6484-45ca-8FA1-
7C8C279F7AEE}\ProxyStubClsid32",,,"{27E7234F-429F-4787-AC8F-8AADDED01355}"

HKCR,"Interface\{F932C038-6484-45ca-8FA1-7C8C279F7AEE}\NumMethods",,,"2"


HKCR,"Interface\{86709F66-89C5-4b19-A83F-E4995E21599A}",,,"ICUIDownScale"

HKCR,"Interface\{86709F66-89C5-4b19-A83F-
E4995E21599A}\ProxyStubClsid32",,,"{27E7234F-429F-4787-AC8F-8AADDED01355}"

HKCR,"Interface\{86709F66-89C5-4b19-A83F-E4995E21599A}\NumMethods",,,"4"


[CUISDK.DelReg]

HKR,Igfxext

;

; End CUI Registry Sections

;

[PowerPlanSettings]

;Intel Graphics Power Plan

Subgroup = {44F3BECA-A7C0-460e-9DF2-BB8B99E0CBA6}, "Intel(R) Graphics
Settings", "Configure Intel(R) Graphics Settings"

Setting = {3619C3F2-AFB2-4afc-B0E9-E7FEF372DE36},"Intel(R) Graphics Power
Plan", "Configure Intel(R) Graphics Power Plan"


Value = 0, "Maximum Battery Life", "Maximum Battery Life", %REG_DWORD%, 0

Value = 1, "Balanced", "Balanced", %REG_DWORD%, 1

Value = 2, "Maximum Performance", "Maximum Performance", %REG_DWORD%, 2


Default = %GUID_MAX_POWER_SAVINGS%, %AC%, 0

Default = %GUID_MAX_POWER_SAVINGS%, %DC%, 0

Default = %GUID_TYPICAL_POWER_SAVINGS%, %AC%, 1

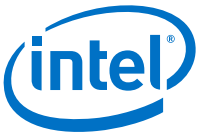
Default = %GUID_TYPICAL_POWER_SAVINGS%, %DC%, 1

Default = %GUID_MIN_POWER_SAVINGS%, %AC%, 2

Default = %GUID_MIN_POWER_SAVINGS%, %DC%, 2


[Strings]

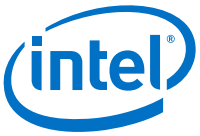
;DPPE
```



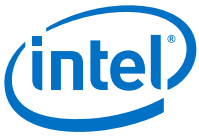
```
GUID_MAX_POWER_SAVINGS = "{a1841308-3541-4fab-bc81-f71556f20b4a}"
GUID_TYPICAL_POWER_SAVINGS = "{381b4222-f694-41f0-9685-ff5bb260df2e}"
GUID_MIN_POWER_SAVINGS = "{8c5e7fda-e8bf-4a96-9a85-a6e23a8c635c}"
AC = 0
DC = 1


;
; Customizable Strings
;
CUIDeviceIndependentKey="Software\Intel\Display\igfxcui"
DisplayKey="Software\Intel\Display"
CUIDriverOldShareKey="Software\Intel\CUI"
;
; Non-Localizable Strings
;
REG_SZ         = 0x00000000
REG_MULTI_SZ   = 0x00010000
REG_DWORD      = 0x00010001
REG_BINARY     = 0x00000001
SERVICEROOT    = "System\CurrentControlSet\Services"
;
; Localizable Strings
;
DiskId      = "Intel(R) Embedded Media and HD Graphics Driver"
Intel             = "Intel Corporation"
;-- start HSW --
; HSW Classic
iHSWGT1D   = "Intel(R) HD Graphics"
iHSWGT1M    = "Intel(R) HD Graphics"
iHSWGT15D    = "Intel(R) HD Graphics 4400"
iHSWGT2D    = "Intel(R) HD Graphics 4600"
iHSWGT2M    = "Intel(R) HD Graphics 4600"
```

```
; HSW ULT
iHSWGT1UT   = "Intel(R) HD Graphics"
iHSWGT2UT   = "Intel(R) HD Graphics Family"
iHSWGT3UT   = "Intel(R) HD Graphics 5000"
iHSWGT3UT28W   = "Intel(R) Iris(TM) Graphics 5100"
iHSWGT2UX   = "Intel(R) HD Graphics Family"
iHSWGT1ULX= "Intel(R) HD Graphics"
; HSW CRW
iHSWGT3CW  = "Intel(R) Iris(TM) Pro Graphics 5200"
iHSWGT3CWDT  = "Intel(R) Iris(TM) Pro Graphics 5200"
; HSW SRVR
iHSWSVGT1  = "Intel(R) HD Graphics"
iHSWSVGT2  = "Intel(R) HD Graphics P4600/P4700"
;-- start BDWSIM --
; BDW Simulation
iBDWGD0    = "Intel Broadwell HD Graphics HAS"
iBDWGT0    = "Intel Broadwell HD Graphics HAS GT0"
iBDWGT1    = "Intel Broadwell HD Graphics HAS GT1"
iBDWGT2    = "Intel Broadwell HD Graphics HAS GT2"
iBDWGT3    = "Intel Broadwell HD Graphics HAS GT3"
iBDWGT4    = "Intel Broadwell HD Graphics HAS GT4"
;-- start BDW --
; BDW HW
iBDWULTGT1= "Intel(R) HD Graphics"
iBDWULTGT2 = "Intel(R) HD Graphics 5500"
iBDWULTGT3 = "Intel(R) HD Graphics 6000"
iBDWULXGT1 = "Intel(R) HD Graphics"
iBDWULXGT2  = "Intel(R) HD Graphics 5300"
iBDWHALOGT2 = "Intel(R) HD Graphics 5600"
iBDWHALOGT3= "Intel(R) Iris(TM) Pro Graphics 6200"
iBDWGT3SRVR = "Intel(R) Iris(TM) Pro Graphics P6300"
iBDWGT2SRVR = "Intel(R) HD Graphics P5700"
```



```
iBDWULTGT328W= "Intel(R) Iris(TM) Graphics 6100"
;-- start CHV --
iCHVGM0     = "Intel(R) HD Graphics"
iCHVGM1     = "Intel(R) HD Graphics"
;-- start CHVSIM --
iCHVSIM     = "Intel CherryView HD Graphics - Fulsim"
iCHVSIMA    = "Intel CherryView HD Graphics - SimEnv A Stepping"
iCHVSIMB    = "Intel CherryView HD Graphics - SimEnv B Stepping"
iCHVSIMC    = "Intel CherryView HD Graphics - SimEnv C Stepping"
iCHVSIMK    = "Intel CherryView HD Graphics - SimEnv K Stepping"
;-- end sections --
;
; Do not modify or copy the following line
; set SIGNING_KEY_VERSION=2
;
```



Appendix B 2D/3D API Support

B.1 2D Support

Intel® Graphics Driver provides 2D capabilities on Windows through DirectDraw*.

B.2 3D Support

Intel® Graphics Driver provides 3D capabilities through several industry-standard APIs, such as OpenGL, OpenGL ES, OpenCL, and Direct3D. These APIs are described in the following sections.

B.2.1 OpenGL APIs

OpenGL versions 1.1 through 4.2 are supported:

For general OpenGL information, visit http://www.opengl.og/about/overview/.

B.2.1.1 Supported Intel® OpenGL APIs for Windows

Table 5. Supported Intel® OpenGL APIs for Windows

WGL_ARB_buffer_region
WGL_ARB_multisample
WGL_ARB_extensions_string
WGL_ARB_pixel_format
WGL_ARB_make_current_read
WGL_ARB_pbuffer
WGL_ARB_pixel_format_float
WGL_ARB_framebuffer_sRGB
WGL_ARB_create_context
WGL_EXT_extensions_string
WGL_EXT_swap_control
WGL_EXT_pixel_format_packed_float
WGL_EXT_depth_float
WGL_EXT_swap_control_tear
WGL_ARB_create_context_profile
WGL_EXT_create_context_es_profile
WGL_EXT_create_context_es2_profile
WGL_NV_DX_interop
WGL_ARB_create_context_robustness

B.2.1.2 Supported Extensions (Not OS specific)

Table 6. Intel® OpenGL APIs (Not OS specific) (Sheet 1 of 5)

GL_ARB_multitexture
GL_ARB_transpose_matrix
GL_ARB_multisample
GL_ARB_multisample (MAX_SAMPLE=4)
GL_ARB_texture_env_add
GL_ARB_texture_cube_map
GL_ARB_texture_compression
GL_ARB_texture_border_clamp
GL_ARB_point_parameters
GL_ARB_texture_env_combine
GL_ARB_texture_env_crossbar
GL_ARB_texture_env_dot3
GL_ARB_texture_mirrored_repeat
GL_ARB_depth_texture
GL_ARB_shadow
GL_ARB_window_pos
GL_ARB_vertex_program
GL_ARB_fragment_program
GL_ARB_vertex_buffer_object
GL_ARB_occlusion_query
GL_ARB_shader_objects
GL_ARB_vertex_shader
GL_ARB_fragment_shader
GL_ARB_shading_language_100
GL_ARB_texture_non_power_of_two
GL_ARB_point_sprite
GL_ARB_fragment_program_shadow
GL_ARB_draw_buffers
GL_ARB_texture_rectangle
GL_ARB_color_buffer_float
GL_ARB_half_float_pixel
GL_ARB_texture_float
GL_ARB_pixel_buffer_object
GL_ARB_depth_buffer_float
GL_ARB_draw_instanced
GL_ARB_framebuffer_object
GL_ARB_framebuffer_sRGB
GL_ARB_geometry_shader4
GL_ARB_half_float_vertex
GL_ARB_instanced_arrays



Table 6. Intel® OpenGL APIs (Not OS specific) (Sheet 2 of 5)

GL_ARB_map_buffer_range
GL_ARB_texture_buffer_object
GL_ARB_texture_compression_rgtc
GL_ARB_texture_rg
GL_ARB_vertex_array_object
GL_ARB_uniform_buffer_object
GL_ARB_copy_buffer
GL_ARB_depth_clamp
GL_ARB_draw_elements_base_vertex
GL_ARB_fragment_coord_conventions
GL_ARB_provoking_vertex
GL_ARB_seamless_cube_map
GL_ARB_sync
GL_ARB_texture_multisample
GL_ARB_vertex_array_bgra
GL_ARB_draw_buffers_blend
GL_ARB_sample_shading
GL_ARB_texture_cube_map_array
GL_ARB_texture_gather
GL_ARB_texture_query_lod
GL_ARB_texture_query_lod
GL_ARB_texture_compression_bptc
GL_ARB_blend_func_extended
GL_ARB_explicit_attrib_location
GL_ARB_occlusion_query2
GL_ARB_sampler_objects
GL_ARB_shader_bit_encoding
GL_ARB_texture_rgb10_a2ui
GL_ARB_timer_query
GL_ARB_vertex_type_2_10_10_10_rev
GL_ARB_draw_indirect
GL_ARB_gpu_shader5
GL_ARB_gpu_shader_fp64
GL_ARB_shader_subroutine
GL_ARB_tessellation_shader
GL_ARB_texture_buffer_object_rgb32
GL_ARB_transform_feedback2
GL_ARB_transform_feedback3
GL_ARB_get_program_binary
GL_ARB_viewport_array
GL_ARB_map_buffer_alignment
GL_EXT_abgr

Table 6. Intel® OpenGL APIs (Not OS specific) (Sheet 3 of 5)

GL_EXT_blend_color
GL_EXT_polygon_offset
GL_EXT_texture
GL_EXT_texture3D
GL_EXT_subtexture
GL_EXT_copy_texture
GL_EXT_texture_object
GL_EXT_packed_pixels
GL_SGIS_texture_lod
GL_EXT_rescale_normal
GL_EXT_vertex_array
GL_SGIS_generate_mipmap
GL_SGIS_texture_edge_clamp
GL_EXT_blend_minmax
GL_EXT_blend_subtract
GL_EXT_blend_logic_op
GL_EXT_point_parameters
GL_EXT_clip_volume_hint
GL_EXT_compiled_vertex_array
GL_EXT_draw_range_elements
GL_EXT_bgra
GL_EXT_separate_specular_color
GL_EXT_secondary_color
GL_EXT_multi_draw_arrays GL_SUN_multi_draw_arrays
GL_EXT_fog_coord
GL_EXT_texture_env_combine
GL_EXT_blend_func_separate
GL_EXT_stencil_wrap
GL_NV_texgen_reflection
GL_EXT_texture_env_add
GL_EXT_texture_lod_bias
GL_EXT_texture_filter_anisotropic
GL_NV_blend_square
GL_EXT_texture_compression_s3tc
GL_3DFX_texture_compression_FXT1
GL_EXT_texture_env_dot3
GL_IBM_texture_mirrored_repeat
GL_NV_texture_rectangle
GL_EXT_shadow_funcs
GL_EXT_stencil_two_side
GL_S3_s3tc

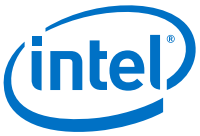
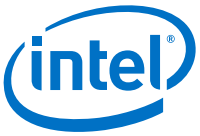


Table 6. Intel® OpenGL APIs (Not OS specific) (Sheet 4 of 5)

GL_NV_primitive_restart
GL_ATI_separate_stencil
GL_EXT_blend_equation_separate
GL_EXT_framebuffer_object
GL_EXT_packed_depth_stencil
GL_EXT_texture_sRGB
GL_EXT_framebuffer_blit
GL_EXT_framebuffer_multisample
GL_EXT_gpu_program_parameters
GL_EXT_gpu_shader4
GL_EXT_packed_float
GL_EXT_texture_array
GL_EXT_texture_shared_exponent
GL_EXT_draw_buffers2
GL_EXT_texture_integer
GL_NV_conditional_render
GL_EXT_transform_feedback
GL_EXT_vertex_array_bgra
GL_EXT_texture_swizzle
GL_EXT_provoking_vertex
GL_EXT_texture_snorm
GL_EXT_texture_edge_clamp
GL_EXT_texture_rectangle
GL_EXT_texture_swizzle
GL_ARB_conservative_depth
GL_ARB_internalformat_query
GL_ARB_internalformat_query2
GL_WIN_swap_hint
GL_ARB_framebuffer_no_attachments
GL_ARB_texture_buffer_range
GL_INTEL_performance_queries
GL_EXT_geometry_shader4
GL_ARB_base_instance
GL_ARB_compatibility
GL_ARB_separate_shader_objects
GL_ARB_shader_precision
GL_ARB_vertex_attrib_64bit
GL_ARB_transform_feedback_instanced
GL_ARB_compressed_texture_pixel_storage
GL_ARB_shader_atomic_counters
GL_ARB_shading_language_packing

Table 6. Intel® OpenGL APIs (Not OS specific) (Sheet 5 of 5)

GL_ARB_shading_language_420pack
GL_ARB_texture_storage
GL_EXT_texture_storage
GL_ARB_vertex_attrib_binding
GL_ARB_multi_draw_indirect
GL_ARB_program_interface_query
GL_ARB_texture_storage_multisample
GL_ARB_debug_output
GL_KHR_debug
GL_ARB_arrays_of_arrays
GL_INTEL_map_texture
GL_ARB_ES2_compatibility
GL_ARB_robustness
GL_EXT_texture_sRGB_decode
GL_EXT_shader_integer_mix
GL_EXT_texture_sRGB
GL_map_texture
GL_EXT_clip_control
GL_INTEL_conservative_rasterization
GL_INTEL_fragment_shader_ordering
GL_ARB_ES3_compatibility
GL_ARB_invalidate_subdata
GL_ARB_shader_storage_buffer_object
GL_ARB_texture_view GL_OES_compressed_ETC1_RGB8_texture
GL_EXT_direct_state_access



B.2.2 OpenCL

OpenCL versions 1.0 through 1.2 are supported.

- cl_khr_global_int32_base_atomics
- cl_khr_global_int32_extended_atomics
- cl_khr_local_int32_base_atomics
- cl_khr_local_int32_extended_atomics
- cl_khr_3d_image_writes
- cl_khr_byte_addressable_store
- cl_khr_fp16
- cl_khr_gl_sharing
- cl_khr_d3d10_sharing
- cl_khr_gl_event
- cl_khr_dx9_media_sharing
- cl_khr_d3d11_sharing
- cl_intel_dx9_media_sharing
- cl_intel_accelerator
- cl_intel_ctz
- cl_intel_d3d11_nv12_media_sharing
- cl_intel_motion_estimation
- cl_khr_depth_images
- cl_khr_gl_depth_images
- cl_khr_gl_msaa_sharing
- cl_khr_icd
- cl_khr_image2d_from_buffer
- cl_khr_spir
- cl_intel_subgroups
- cl_intel_advanced_motion_estimation
- cl_intel_simultaneous_sharing

