DRIVER VERSION: 27.20.100.9168
DATE: January 20, 2021

HIGHLIGHTS:

- Support for Intel® Iris® Xe Max Graphics (DG1)

GAMING HIGHLIGHTS:

- Fixes corruptions observed in Atelier Ryza 2: Lost Legends & the Secret Fairy*, Nioh 2*.

Enjoy one final assignment, Agent 47! HITMAN 3* on Iris Xe graphics or better!

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KEY ISSUES FIXED:

- Crash seen when launching Cyberpunk 2077* (DX12).
- Minor graphic anomalies observed in Shadow of the Tomb Raider* (DX12), Star Wars Battlefront 2* (DX12), on Intel® Iris® Xe Max Graphics.
- 4K DP monitor flicker after closing the lid and resuming from sleep or restart via Hook on 11th Generation Intel® Core™ Processors with Intel® Iris® Xe graphics.

*2 Are you still experiencing an error preventing the driver update? Look here for why and a solution.

This document provides information about Intel Graphics Driver for:

- Intel® Iris® Xe Max Graphics (DG1)
- 11th Generation Intel® Core™ Processors with Intel® Iris® Xe graphics (Tiger Lake)
- 10th Generation Intel® Core™ processors with Intel Iris Plus graphics (Ice Lake)
- 10th Generation Intel® Core™ processors with Intel UHD Graphics (Comet Lake)
- 9th Generation Intel® Core™ processors, related Pentium®/Celeron® processors, and Intel Xeon® processors, with Intel UHD Graphics 630
- Intel Xeon processor E3-1500M v5 family with Intel HD Graphics P530
- Intel® Pentium® Processor family
- Intel® Celeron® Processor family
- Intel® Core™ Processors with Intel® Hybrid Technology (Lakefield)
CONTENTS OF THE PACKAGE:

- Intel Graphics Driver
- Intel Audio Driver 10.26.0.9 (6th Gen and related Pentium Silver and Celeron processors)
- Intel Audio Driver 10.27.0.9 (7th, 8th, 9th, 10th Gen)
- Intel Audio Driver 11.1.0.17 (10th Gen with Iris Plus Graphics)
- Intel Audio Driver 11.2.0.4 (Intel® Core™ Processors with Intel® Hybrid Technology)
- Intel Audio Driver 12.1.0.6 (Intel® Iris® Xe Max Graphics)
- Intel Media SDK Runtime (10.0.0.048)
- Intel Graphics Compute Runtime for OpenCL™ Driver
- Intel Graphics Command Center
- Vulkan® Runtime Installer
- Intel Graphics Driver Installer (1.7.126)
- OneAPI Level Zero Loader and Validation Layer
- Intel® Graphics Compute Runtime for OneAPI Level Zero specification

OPERATING SYSTEM SUPPORT:

On 11th Generation Intel Core, 10th Generation Intel Core, 9th Generation Intel Core, 8th Generation Intel Core, 7th Generation Intel Core, and 6th Generation Intel Core processors, Intel Xeon processors for mobile workstations and related Pentium/Celeron processors:

- Microsoft Windows® 10-64 - Fall Creators Update (1709)
- Microsoft Windows® 10-64 - April 2018 Update (1803)
- Microsoft Windows® 10-64 - October 2018 Update (1809)
- Microsoft Windows® 10-64 – May 2019 Update (1903)
- Microsoft Windows® 10-64 – November 2019 Update (1909)
- Microsoft Windows® 10-64 – October 2020 Update (20H2)

KNOWN ISSUES:

- Intermittent crash or hang may be seen in Cyberpunk 2077* (DX12), when starting gameplay, Call of Duty: Black Ops Cold War* (DX12), Call of Duty: Modern Warfare* (DX12), Tom Clancy's Rainbow Six Siege* (DX11), Hunt: Showdown*, Dark Souls III*, Destiny 2* (with anti-cheat enabled), Horizon Zero Dawn* (DX12), Dirt 5* (DX12), Watch Dogs: Legion* (DX12) (when new campaign starts), Tom Clancy's Ghost Recon Breakpoint* (DX11), Total War Warhammer 2 (DX12) (when loading campaign mode / benchmark), Metro Exodus* (DX12) when changing graphics settings.
- Minor graphic anomalies may be observed in Assassin's Creed Valhalla* (DX12), Baldur's Gate 3 (Vulkan), Wolfenstein: Youngblood* (Vulkan), Gears of War Ultimate Edition* (DX12), Far Cry: New Dawn* (when starting from a saved file), Tom Clancy's Ghost Recon Breakpoint* (DX11), MechWarrior 5: Mercenaries* (DX12), Valorant* (at high settings), Sekiro: Shadows Die Twice*, Watch Dogs: Legion* (DX12), Hitman 2* (DX12).
- Minor Graphic Anomalies may be seen in ARK: Survival Evolved* (DX11) and Call of Duty: Modern Warfare* (DX12) when Image Sharpening enabled in Intel Graphics Command Center.
- Lag may be observed while playing a 4K/2K/ Full HD video in 8K60 Tiled mode with application window maximized on 11th Generation Intel® Core™ Processors with Intel® Iris® Xe graphics.
- Brightness may not update as expected while adjusting brightness in Battery mode on 11th Generation Intel® Core™ Processors with Intel® Iris® Xe graphics.
- LCD may show garbage during WMV movie playback with high CPU usage on 11th Generation Intel® Core™ Processors with Intel® Iris® Xe graphics.
- HDR monitor may show gray when TBT Gen2 dock or USBC Gen2 dock HDMI port with "Use HDR" option set on 11th Generation Intel® Core™ Processors with Intel® Iris® Xe graphics.
- Flickering may be observed in PC screen mode only on 11th Generation Intel® Core™ Processors with Intel® Iris® Xe graphics.
SUPPORTED PRODUCTS:

HARDWARE

All platforms with the following configurations are supported:

<table>
<thead>
<tr>
<th>Intel Graphics</th>
<th>DirectX*4</th>
<th>OpenGL*</th>
<th>OpenCL</th>
<th>Vulkan*</th>
<th>Intel Quick Sync Video</th>
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<tbody>
<tr>
<td>Intel Iris Xe Max Dedicated Graphics family</td>
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<td>3.0*</td>
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Note*: “Product is based on a published Khronos Specification and has been submitted to, and expected to pass, the Khronos Conformance Process. Current conformance status can be found at www.khronos.org/conformance.”

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

More on Intel Core Processors

For more information on the Intel Core processor family, Intel Xeon E processor family, and 11th Generation Intel Core processors, please visit:

- Intel 11th Generation Core Processors
- Intel Xeon E Processors
- Intel® Graphics
  http://www.intel.com/graphics
Be sure to check out gameplay.intel.com, where you'll find recommended in-game settings for your Intel Graphics system for many more of your favorite games.

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

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

*1 Intel Labs conducts independent testing of supported titles on Intel platforms to ensure playability. Please refer to publisher system requirements to ensure compatibility with your system.

*2 Graphics Driver Smart Installer Enhancement allows end-users to upgrade systems with OEM DCH drivers to newer Intel generic DCH drivers. OEM customizations are preserved during this upgrade process, in accordance with Microsoft* DCH driver design principles (refer to Microsoft documentation, "Extension INF Publishing Whitepaper" to learn more). The installer will continue to restrict OEM non-DCH to Intel Generic non-DCH upgrades as well as OEM non-DCH to Intel Generic DCH driver upgrades. End-users will continue to be referred to OEM websites.

WARNING: Installing this Intel generic graphics driver will overwrite your Computer Manufacturer (OEM) customized driver. OEM drivers are handpicked, customized, and validated to resolve platform-specific issues, enable features and enhancements, and improve system stability. The generic driver’s intention is to temporarily test new features, game enhancements, or check if an issue is resolved. Once testing is complete Intel advises reinstalling the OEM driver until they validate it and release their own version. Any graphics issues found using Intel generic graphics drivers should be reported directly to Intel. Corporate customers should always use OEM drivers and report all issues through the vendor they purchased the platforms and support through.

*3 Product is conformant with the Vulkan* 1.2 specification. Vulkan* and the Vulkan* logo are registered trademarks of the Khronos Group Inc*.

*4 In the Intel Graphics Command Center (System > Driver), the ‘Microsoft DirectX* version refers to the operating system’s DirectX version. The DirectX 12 API is supported but some optional features may not be available. Applications using the DirectX 12 API should query for feature support before using specific hardware features. Please note that DirectX12 is only supported on Windows 10 and DirectX11.3 support is also available on supported Microsoft* operating systems.