

Release Notes

DRIVER VERSION: 27.20.100.9466

DATE: April 16, 2021

HIGHLIGHTS:

- Supports 11th Generation Intel® Core™ H-Series mobile Processors with Intel® Iris® Xe graphics (Codename Tiger Lake - H)

GAMING HIGHLIGHTS^{*1}:

- Fix for crash and graphic anomalies seen in **Cyberpunk 2077* (DX12)**.

Travel back to the start of the NieR story with **NieR Replicant*** on PC certified playable^{*1} on Intel Iris Xe graphics and higher.

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^{*2} Are you still experiencing an error preventing the driver update? Look here for [why and a solution](#).

KEY ISSUES FIXED:

- Intermittent crash or hang seen in **Cyberpunk 2077^{*i} (DX12)**, **Ridge Racer Unbounded***, **StarCraft 2***, **Horizon Zero Dawn* (DX12)**.
- Minor graphic anomalies seen on main character during character creation in **Cyberpunk 2077^{*i} (DX12)**.
- Minor graphic anomalies seen on floor when graphics quality is set to High in **Valorant***.
- Black squares seen after cutscenes with Video Quality Profile set to High in **Wolfenstein: Youngblood* (Vulkan)**.
- Minor graphic anomalies seen in **Battlefield I *(DX11)** and **Valheim* (Vulkan)** (loading screen).
- Lag observed while playing a 4K/2K/ Full HD video in 8K60 Tiled mode with application window maximized.
- MST side monitors will not display after unplug DP switch side monitor and plug to MST side.
- Fourth display cannot light on in second screen only mode when four displays are connected via DP in daisy chain.
- Video freezes and lags when playing movie in Movies and TV application and zooming in / out by double clicks.
- Video will freeze when exit from full screen to small window during video playback.
- 8K monitor keeps blinking in extend mode/ 2nd only mode.
- Video will show lag or garbage observed in full screen mode with 8K monitor connected.
- 8K monitor is inactive after upgrade to latest graphics driver.
- Half display may blank out when rebooting with 4K single Tiled display connected via Display Port.
- Green color corruption observed while rotating media playback.

ⁱ Note [Cyberpunk 2077 system requirements](#), performance on Intel® Iris® Xe graphics expected below 20FPS.

KNOWN ISSUES:

- Intermittent crash or hang may be seen in Dirt 5* (DX12), Shadowman Remastered* (Vulkan), Shadow of the Tomb Raider* (DX11) on Intel® Iris® Xe and Intel® Iris® Xe Max graphics.
- Intermittent crash or hang may be seen in Call of Duty: Black Ops Cold War* (DX12), Need for Speed: Payback*, Doom Eternal* (Vulkan) on Intel® Iris® Xe graphics.
- Intermittent crash or hang may be seen in Marvel's Avengers* (DX12), Red Dead Redemption 2* (Vulkan), World of Warcraft Shadowlands* (DX12), Sid Meier's Civilization VI (during ALT + ENTER) on Intel® Iris® Xe Max graphics.
- Intermittent crash or hang may be seen in Tom Clancy's Ghost Recon Breakpoint* (DX11), Metro Exodus* (DX12) when changing graphics settings, Destiny 2* (with anti-cheat enabled).
- Minor graphic anomalies may be observed in Assassin's Creed Valhalla* (DX12), Dirt 5* (DX12), Baldur's Gate 3 (Vulkan), Forza Horizon 4* (DX12), Hitman 2* (DX12), Tom Clancy's Ghost Recon Breakpoint* (DX11), Watch Dogs: Legion* (DX12), FIFA 21* (during ALT + TAB), 3DMark: FireStrike* on Intel® Iris® Xe and Intel® Iris® Xe Max graphics.
- Minor graphic anomalies may be observed in Far Cry: New Dawn* when starting from a saved file, Spyro: Reignited Trilogy*, Adobe Premiere Pro 2020* when playing video on Intel® Iris® Xe graphics.
- Minor graphic anomalies may be observed in Control* (DX12), Horizon Zero Dawn* (DX12), Metro Exodus* (DX12), Red Dead Redemption 2* (Vulkan) on Intel® Iris® Xe Max graphics.

CONTENTS OF THE PACKAGE:

- Intel® Graphics Driver
- Intel® Display Audio Driver 10.26.0.9 (6th Gen and related Pentium Silver and Celeron processors)
- Intel® Display Audio Driver 10.27.0.9 (7th, 8th, 9th, 10th Gen Intel® Core™ processors)
- Intel® Display Audio Driver 11.1.0.17 (10th Gen Intel® Core™ processors with Iris Plus Graphics)
- Intel® Display Audio Driver 11.2.0.4 (Intel® Core™ Processors with Intel® Hybrid Technology)
- Intel® Display Audio Driver 12.1.0.6 (Intel® Iris® Xe Max Graphics)
- Intel® Media SDK Runtime (11.0.0.004)
- Intel® Graphics Compute Runtime for OpenCL* Driver
- Intel® Graphics Command Center
- Vulkan³ Runtime Installer
- Intel® Graphics Driver Installer (1.7.128)
- OneAPI Level Zero Loader and Validation Layer
- Intel® Graphics Compute Runtime for OneAPI Level Zero specification

OPERATING SYSTEM SUPPORT:

Intel Graphics ¹	Microsoft Windows® 10 64-bit October 2020 Update (20H2)	Microsoft Windows® 10 64-bit May 2020 Update (2004)	Microsoft Windows® 10 64-bit November 2019 Update (1909)	Microsoft Windows® 10 64-bit May 2019 Update (1903)	Microsoft Windows® 10 64-bit October 2018 Update (1809)	Microsoft Windows® 10 64-bit April 2018 Update (1803)	Microsoft Windows® 10 64-bit Fall Creators Update (1709)
11th Generation Intel® Core™ H-Series mobile Processors with Intel® Iris® X ^e graphics (Codename Tiger Lake - H)	X	-	-	-	-	-	-
11th Generation Intel® Core™ Processors with Intel® Iris® X ^e graphics (Codename Rocket Lake)	X	-	-	-	-	-	-
Intel® Iris® X ^e Max Graphics (Codename DG1)	X	X	-	-	-	-	-
Intel® Pentium® Processor family and Intel® Celeron® Processor family (Codename Jasper Lake)	X	X	X	-	-	-	-
11th Generation Intel® Core™ Processors with Intel® Iris® X ^e graphics (Codename Tiger Lake)	X	X	X	-	-	-	-
Intel® Core™ Processor with Intel® Hybrid Technology (Codename Lakefield)	X	X	X	-	-	-	-
10th Generation Intel® Core™ processors with Intel Iris Plus graphics (Codename Ice Lake)	X	X	X	X	X	-	-
10th Generation Intel® Core™ processors with Intel UHD Graphics (Codename Comet Lake)	X	X	X	X	X	X	X
9th Generation Intel® Core™ processors, related Pentium®/Celeron® processors, and Intel Xeon® processors, with Intel UHD Graphics 630 (Codename Coffee Lake-R)	X	X	X	X	X	X	X
8th Generation Intel® Core™ processors, related Pentium/ Celeron processors, and Intel Xeon processors, with Intel Iris Plus Graphics 655 and Intel UHD Graphics 610, 620, 630, P630 (Codename Kaby Lake-R, Coffee Lake)	X	X	X	X	X	X	X
7th Generation Intel® Core™ processors, related Pentium/ Celeron processors, and Intel Xeon processors, with Intel Iris Plus Graphics 640, 650 and Intel HD Graphics 610, 615, 620, 630, P630 (Codename Kaby Lake)	X	X	X	X	X	X	X
6th Generation Intel® Core™, Intel Core™ M, and related Pentium® processors with Intel® Iris™ Graphics 540, Intel® Iris™ Graphics 550, Intel® Iris™ Pro Graphics 580, and Intel® HD Graphics 510, 515, 520, 530 (Codename Skylake)	X	X	X	X	X	X	X

SUPPORTED APIS:

Intel Graphics ¹	DirectX*4	OpenGL*	OpenCL*	Vulkan*	Intel Quick Sync Video
Intel Iris X ^e Max Dedicated Graphics family and 11 th Generation Intel Core processors with Intel® Iris® X ^e Graphics	12	4.6	3.0	1..2	Yes
10 th Generation Intel Core processors, 9 th Generation Intel Core processors, 8 th Generation Intel Core processors, 7 th Generation Intel Core processors and related Intel Xeon/ Pentium/Celeron processors:	12	4.6	2.1	1..2	Yes
6 th Generation Intel® Core™ processors	12	4.6	2.0	1.2	Yes
Pentium® and Celeron® Processors with Intel® HD Graphics 500/505, Pentium and Celeron processors with Intel UHD Graphics 600/605	12	4.6	1.2	1.2	Yes

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

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

Note:

1. Intel Labs conducts independent testing of supported titles on Intel platforms to ensure playability. Please refer to publisher system requirements to ensure compatibility with your system.
2. 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.

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](#)

<http://www.intel.com/content/www/us/en/processors/core/core-processor-family.html>

<http://www.intel.com/content/www/us/en/processors/xeon/xeon-processor-e3-family.html>

<http://www.intel.com/graphics>

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

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