DRIVER VERSION: 30.0.101.1960
DATE: May 10, 2022

HIGHLIGHTS:

- Launch driver for 12th Generation Intel® Core™ Processors with Intel® UHD Graphics (Codename Alder Lake-HX).
- Intel® Game On Driver support for Evil Dead: The Game* and Dolmen* on Intel® 11th Generation with Xe Graphics and newer.

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KEY ISSUES FIXED:

- Call of Duty: Black Ops Cold War* (DX12) may experience an application crash or pop-up error message at launch.
- Metro Exodus Enhanced Edition* (DX12) may experience minor graphical corruption in game menus or during gameplay when game settings are set to low quality.
- Elden Ring* (DX12) may experience green or red texture flashing corruption during fighting while in game.
- [11th and 12th Generation Intel® Core™ Processors] Genshin Impact* (DX11) may experience texture flickering or corruption on character models.
- [11th and 12th Generation Intel® Core™ Processors] FIFA 21* may intermittently experience a TDR or application crash when resizing the game window.
- [12th Generation Intel® Core™ Processors]: FIFA 22* may experience a TDR or application crash when a match is started.
- A TDR may occur while running Doom Eternal* (Vulkan®) with Steam Overlay enabled.
- Tom Clancy's: Rainbow Six Siege* may experience an application crash or TDR in game or benchmark modes when game settings are set at high, very high or ultra.
- Doom Eternal* (Vulkan) may fail to enable HDR correctly when HDR is enabled via in-game settings and in Windows®.
- Serious Sam 4 may exhibit graphical corruption or artifacts around some objects in game.
- Deus Ex: Mankind Divided* shadows may exhibit graphical corruption.
- [Intel® Iris® Xe Discrete graphics] Red Dead Redemption 2* may experience an application crash or TDR when changing game or resolution settings.
- [11th and 12th Generation Intel® Core™ Processors] Running DirectX®11 games in fullscreen with the Windows® “Fullscreen Optimization” option disabled, may result in a black screen when modifying resolution in games.
- [11th and 12th Generation Intel® Core™ Processors] Graphical corruption may be seen in Call of Duty: Black Ops Cold War*.
KNOWN ISSUES:

- **[11th and 12th Generation Intel® Core™ Processors]:** Monster Hunter Rise* may experience an application crash or hang during gameplay.
- **Vampire the Masquerade: Bloodhunt** may experience minor intermittent white texture flashes or corruption on some objects in game and a small number of character models may experience geometry corruption.
- An error message pop-up may be observed when launching Call of Duty: Vanguard* (DX12).
- An application crash may occur in Watch Dogs: Legion* (DX11) when starting the game.
- An intermittent crash or hang may occur during gameplay in Ghostwire: Tokyo* (DX12).
- Minor graphical anomalies may be observed in Call of Duty: Warzone* (DX12), Diablo II: Resurrected* (DX12), Farming Simulator 22* (DX12), Grand Theft Auto V* (DX11), Halo Infinite* (DX12), Hitman 2* (DX12) and Marvel's Guardians of the Galaxy* (DX12).
- An "Update driver" pop-up error message may be observed when launching Battlefield 1* after upgrading from 30.0.100.9955 or older drivers.
- **[12th Generation Intel® Core™ Processors]:** Minor graphical anomalies may be seen in CrossFire HD* (DX9), GRID Legends* (DX12) (on changing lighting quality to high), F1 2020* (DX12) (when HDR enabled).
- **[11th and 12th Generation Intel® Core™ Processors]:** Minor graphical anomalies may be seen in Gears 5* (DX12).
- **[11th and 12th Generation Intel® Core™ Processors]:** A TDR may intermittently occur in Halo Infinite* (DX12) during gameplay.
- **[11th and 12th Generation Intel® Core™ Processors]:** A game crash or hang may occur when changing resolution in NBA 2K21* (DX12).
- **[11th Generation Intel® Core™ Processors with Intel® Iris® Xe graphics]:** A game crash or hang may occur when launching Marvel's Guardians of the Galaxy* (DX12).
- **[11th Generation Intel® Core™ Processors with Intel® Iris® Xe graphics]:** An intermittent crash or hang may occur in Final Fantasy VII Remake Intergrade* (DX12).
- **[11th Generation Intel® Core™ Processors with Intel® Iris® Xe graphics]:** Minor graphical anomalies may be seen in Elex* (DX11), MechWarrior 5: Mercenaries* (DX12), Strange Brigade* (DX12) and The Ascent* (DX12).
- **[11th Generation Intel® Core™ Processors with Intel® Iris® Xe graphics]:** A black screen or TDR may occur after launching, or during gameplay in Gears 5* (DX12).
- **[Intel® Iris® Xe Discrete graphics]:** An intermittent crash or hang may be seen in Forza Horizon 5* (DX12) when launched, Forza Motorsport 6* (DX12) when launched and Resident Evil 3* (DX12) when exiting the game.
- **[Intel® Iris® Xe Discrete graphics]:** Minor graphical anomalies may be observed in Call of Duty: Vanguard* (DX12), Enlisted* (DX11), Far Cry 6* (DX12) and Microsoft Flight Simulator*(DX11).
- **[10th Generation Intel® Core™ processors with Intel UHD Graphics]:** An intermittent crash or hang may be observed in Battlefield V*.
- **[11th and 12th Generation Intel® Core™ Processors]:** Display’s connected via an external dock may exhibit a black screen when using 4K@60hz resolution.

CONTENTS OF THE PACKAGE:

- Intel® Graphics Driver
- Intel® Display Audio Driver 10.26.0.12 (6th Gen and related Pentium Silver and Celeron processors)
- Intel® Display Audio Driver 10.27.0.12 (7th, 8th, 9th, 10th Gen Intel® Core™ processors)
- Intel® Display Audio Driver 11.1.0.20 (10th Gen Intel® Core™ processors with Iris Plus Graphics)
- Intel® Display Audio Driver 11.2.0.10 (Intel® Core™ Processors with Intel® Hybrid Technology)
- Intel® Media SDK Runtime (21.0.1.35)
- Intel® oneVPL® GPU Runtime (21.0.2.7)
- Intel® Graphics Compute Runtime for OpenCL® Driver
- Intel® Graphics Command Center (installed via Microsoft® Store)
- Vulkan® Runtime Installer
- Intel® Graphics Driver Installer (1.0.610)
- oneAPI Level Zero Loader and Validation Layer
- Intel® Graphics Compute Runtime for oneAPI Level Zero specification
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<td>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)</td>
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SUPPORTED APIs:

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<th>API</th>
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<td>Intel® oneAPI® Level Zero</td>
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<td>Intel® oneAPI Video Processing Library*</td>
<td>2.7</td>
<td>11th Generation Intel® Core™ processors and higher and X® Graphics and newer</td>
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If you are uncertain of which Intel processor is in your computer, Intel recommends using the 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. Are you still experiencing an error preventing the driver update? Look here for why and a solution. 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* 1.3 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.
5. Intel® oneAPI Level Zero version is supported on 6th generation Intel® Core™ processors and above. Note that Intel® Atom processors are not supported.
6. Intel® oneAPI Video Processing Library GPU Runtime* release – more details below
   b. Upgrading from Intel® Media SDK to Intel® oneAPI Video Processing Library
7. See the Windows Subsystem for Linux Installation Guide for Windows 10 onwards for more details about how to install a supported Linux distribution.
More on Intel Processors
For more information on the Intel Core processor family, Intel Xeon E processor family, and 12th Generation Intel Core processors, please visit:

12th Gen Intel® Core™ Processors
Intel® Core™ Processor Family
Intel® Xeon® E Processors
Intel® 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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