

# Release Notes



**DRIVER VERSION: 31.0.101.4092 WHQL**

**DATE: March 27, 2023**

## HIGHLIGHTS:

- This release includes new certifications for workstation applications: Dassault Systèmes SOLIDWORKS\*, Siemens NX\*, and Vectorworks Architect\*.

## NOTES:

This Intel® Arc™ software package will initiate the installation of the Workstation-focused Intel® Graphics Command Center.

## Application Certifications for Discrete Graphics:

- Autodesk 3ds Max\* 2022, 2023
- Autodesk AutoCAD\* 2022, 2023
- Autodesk Fusion 360\*
- Autodesk Inventor\* 2022, 2023
- Autodesk Maya\* 2022, 2023
- Bentley MicroStation\* 10.17.00.29.x
- Dassault Systèmes SOLIDWORKS\* 2022, 2023
- PTC Creo\* 8, 9
- Siemens NX\* 2027
- Siemens Solid Edge\* 2022, 2023
- Vectorworks\* 2023

Some certifications currently in progress.

## FIXED ISSUES:

- Autodesk Maya\* - Resolved issue where software exhibits memory leak when refreshing rendering window causing eventual crash
- Blender\* - Resolved issue where software may exhibit corruptions while using Nishita Sky texture node
- Dassault Systèmes SOLIDWORKS\* - Fixed an issue involving GPU memory pressure conditions which may lead to a software crash.
- Dassault Systèmes SOLIDWORKS\* - Prevented memory leak in a hybrid iGPU and dGPU setup
- Dassault Systèmes SOLIDWORKS\* - Fixed an issue where an empty viewport may be displayed when moving in shaded mode.
- Siemens NX\*- Resolved corruption issue in Display section certification tests

## **KNOWN ISSUES:**

- GPU hardware acceleration may not be available for media playback with some versions of Adobe Premiere Pro\*
- Capture One\* may exhibit color corruption in certain cases
- An intermittent system hang may be observed when exiting Bentley LumenRT\*
- For Autodesk Maya\* 2022 length brush tool full functionality, it is recommended to use Autodesk Maya\* 2023
- Dassault Systèmes Catia\* may experience certifications test failures, and intermittent crashes during viewport real-time raytracing
- Corruption may occur on Autodesk Fusion 360\* streams (difference in lines thickness)
- Autodesk Revit\* 2022 may show an error message while running RFO Benchmark 3.3 2022 in 4K mode
- PTC Creo\* may exhibit a sporadic TDR (or hang) in 4K tests
- Dassault Systèmes Catia\* may see corruption in certain cases when using OpenGL bindless textures
- Dassault Systèmes Catia\* corruption may be witnessed when using OpenGL/Vulkan interoperation
- Dassault Systèmes SOLIDWORKS\* may exhibit flickering in the camera model caused by depth fighting

## **CONTENTS OF THE PACKAGE:**

- Intel® Graphics Driver
- Intel® Media SDK Runtime (21.0.1.35)
- Intel® oneVPL GPU Runtime (21.0.2.8)
- Intel® Graphics Compute Runtime for OpenCL\* Driver
- Vulkan\*3 Runtime Installer
- Intel® Graphics Driver Installer (1.0.734)
- Intel® oneAPI Level Zero Loader and Validation Layer
- Intel® Graphics Compute Runtime for oneAPI Level Zero specification

## OPERATING SYSTEM SUPPORT:

Intel Graphics <sup>1</sup>	Microsoft Windows <sup>®</sup> 11 64-bit September 2022 Update (22H2)	Microsoft Windows <sup>®</sup> 11 64-bit October 2021 Update (21H2)	Microsoft Windows <sup>®</sup> 10 64-bit October 2022 Update (22H2)	Microsoft Windows <sup>®</sup> 10 64-bit November 2021 Update (21H2)	Microsoft Windows <sup>®</sup> 10 64-bit May 2021 Update (21H1)	Microsoft Windows <sup>®</sup> 10 64-bit October 2020 Update (20H2)
Intel <sup>®</sup> Arc™ Pro A50, Pro A40, and Pro A30M (Codename Alchemist)	X	X	X	X	X	X
13th Generation Intel Core Processors with Intel UHD Graphics (Codename Raptor Lake-S, Raptor Lake-HX, Raptor Lake-H, Raptor Lake-P, Raptor Lake-U)	X	X	X	X	X	X
12th Generation Intel Core Processors with Intel Iris Xe Graphics and Intel UHD Graphics (Codename Alder Lake-H, Alder Lake-P, Alder Lake-U, Alder Lake-S, Alder Lake-HX, Alder Lake-N)	X	X	X	X	X	X
11th Generation Intel <sup>®</sup> Core™ Processors with Intel UHD Graphics (Codename Rocket Lake)	X	X	X	X	X	X

## SUPPORTED APIs:

API	Version	Intel Graphics <sup>1</sup>
DirectX <sup>*4</sup>	12	11th Generation Intel <sup>®</sup> Core™ processors and higher
Vulkan <sup>* 3</sup>	1.3	11th Generation Intel <sup>®</sup> Core™ processors and higher
OpenGL <sup>*</sup>	4.6	11th Generation Intel <sup>®</sup> Core™ processors and higher
OpenCL <sup>*</sup>	3.0	11th Generation Intel <sup>®</sup> Core™ processors and higher
Intel <sup>®</sup> oneAPI <sup>*5</sup> Level Zero	1.8 <sup>5</sup>	11th Generation Intel <sup>®</sup> Core™ processors and higher
Intel <sup>®</sup> oneAPI Video Processing Library <sup>*6</sup> GPU RT	2.8	11th Generation Intel <sup>®</sup> Core™ processors and higher and Xe Graphics and newer

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

**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 6<sup>th</sup> 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
  - a. Intel® oneAPI Video Processing Library Specification:  
<https://spec.oneapi.io/versions/latest/elements/oneVPL/source/index.html>
  - 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 Products**

For more information on Intel Graphics and Intel Processors, please visit:

[Intel® Arc™ Pro Graphics for Workstations](#)

[Intel® Arc™ Graphics Overview](#)

[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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