DRIVER VERSION: 31.0.101.4672 WHQL
DATE: September 6, 2023

- Graphics driver package has temporarily increased to significantly reduce the Starfield* game load duration.
- Several Starfield* game instability and visual artifacts have been fixed in this driver. High Preset and below is recommended to improve stability.
- Efforts are in progress to further improve overall gaming experience of Starfield* for Intel® Arc™ users in future driver updates.

GAMING HIGHLIGHTS:
Intel® Game On Driver support on Intel® Arc™ A-series Graphics for:

- SYNCED*

FIXED ISSUES:

Intel® Arc™ Graphics Products:
- Starfield* (DX12) Game load duration is significantly reduced.
- Starfield* (DX12) may exhibit instability and application crash while launching and during gameplay.
- Starfield* (DX12) may exhibit texture corruptions and scene flickers during gameplay.

KNOWN ISSUES:

Intel® Arc™ Graphics Products:
- Starfield* (DX12) may experience application instability in some areas of the game.
- Starfield* (DX12) may exhibit corruption when using Dynamic Resolution Scaling. A workaround is to change the Render Resolution Scale slider value.
- Starfield* (DX12) may exhibit texture flickering on light sources during gameplay.
- Starfield* (DX12) may exhibit low texture details on certain objects in the game.
- UNCHARTED: Legacy of Thieves Collection* (DX12) may exhibit texture corruption on characters.
- Halo Infinite* (DX12) campaign may experience an application crash on some system configurations.
- Dead by Daylight* (DX11) may experience an application crash during gameplay.
- Topaz Video AI* may experience errors when using some models for video enhancement.
- Adobe After Effects* may experience an application crash during render operations.
- Device fan may ramp up frequently on certain Intel® Arc™ Graphics products.
Intel® Iris™ Xe MAX Graphics Products:
- Driver installation may not complete successfully on certain notebook systems with both Intel® Iris™ Xe + Iris™ Xe MAX devices. A system reboot and re-installation of the graphics driver may be required for successful installation.

INTEL® ARC™ CONTROL KNOWN ISSUES:
- Using Arc Control Studio capture with certain games may incorrectly generate multiple video files.
- The “Connector” type in the Display page may incorrectly show DP* when using an HDMI* display connection.
- May observe “stream has already ended” pop-up after the power events with Capture/Highlights/Broadcast toggle on.
- Performance Graphs may scale incorrectly after waking up from sleep.

Intel® Arc™ Control Performance Tuning (BETA):
- Intel® Arc™ Control Performance Tuning is currently in Beta. As such, performance and features may behave unexpectedly. Intel® will continue to refine the Performance Tuning software in future releases.

NOTES:
- Take your system lighting to the next level with Intel® Arc™ RGB Controller. Intel® Arc™ RGB Controller was custom designed to allow users to harness 90 individually addressable LEDs on Intel® Arc™ A770 Graphics Limited Edition cards. Intel® Arc™ RGB Controller is available for download here.
  - Intel® and Cooler Master® collaborated on the creation of this software.
  - For more information on how to enable the RGB lighting for your Intel® Arc™ A770 Graphics Limited Edition card, see the Intel® Arc™ A-Series Graphics – Desktop Quick Start Guide.

CONTENTS OF THE PACKAGE:
- Intel® Graphics Driver
- Intel® Media SDK Runtime (21.0.1.35)
- Intel® oneVPL GPU Runtime (21.0.2.9)
- Intel® Graphics Compute Runtime for OpenCL® Driver
- Vulkan*3 Runtime Installer
- Intel® Graphics Driver Installer (1.0.820.5)
- oneAPI Level Zero Loader and Validation Layer
- Intel® Graphics Compute Runtime for OneAPI Level Zero specification
- Intel® Arc™ Control installer (1.71.5235.2)
- Intel® Driver Support Assistant
OPERATING SYSTEM SUPPORT:

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<tbody>
<tr>
<td>Intel Iris Xe Discrete Graphics (Codename DG1)</td>
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SUPPORTED APIs:

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<th>API</th>
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<td>DirectX(^*)</td>
<td>12</td>
<td>11th Generation Intel® Core™ processors and higher</td>
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<tr>
<td>Vulkan(^*)</td>
<td>3</td>
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<td>OpenGL(^*)</td>
<td>4.6</td>
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<td>OpenCL(^*)</td>
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<tr>
<td>Intel(^<em>) oneAPI(^</em>) Level Zero</td>
<td>1.12(^*)</td>
<td>11th Generation Intel® Core™ processors and higher</td>
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<tr>
<td>Intel(^<em>) oneAPI Video Processing Library(^</em>) GPU RT</td>
<td>2.9</td>
<td>11th Generation Intel® Core™ processors and higher and Xe Graphics and newer</td>
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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 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.

Notices & Disclaimers

Performance varies by use, configuration and other factors. Learn more on the Performance Index site.

Performance results are based on testing as of dates shown in configurations and may not reflect all publicly available updates. No product or component can be absolutely secure. Your costs and results may vary. Intel technologies may require enabled hardware, software or service activation.

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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.