

Date: November 04, 2026
Driver Version: 32.0.101.9175 Non-WHQL

Highlights:

Intel® Game On Driver support on Intel® Arc™ B-series, A-series Graphics GPUs and Intel® Core™ Ultra with built-in Intel® Arc™ GPUs for:

- **Football Manager 27***
- **Phantom Blade Zero***
- **World of Warcraft®: Forever***

Fixed Issues:

Intel® Core™ Ultra Series 3 with built-in Intel® Arc™ GPUs:

- Planet Zoo 2* (DX12) may experience an intermittent application crash after modifying the endurance gaming settings.

Intel® Arc™ B-Series Graphics Products:

- Call of Duty®: Modern Warfare® 4* (DX12) may exhibit certain textures rendering incorrectly.

Intel® Arc™ A-Series Graphics Products:

- Call of Duty®: Modern Warfare® 4* (DX12) may exhibit certain textures rendering incorrectly.
- Gears of War: E-Day* (DX12) may experience lower than expected performance.

Intel® Core™ Ultra Series 2 with built-in Intel® Arc™ GPUs:

- Gears of War: E-Day* (DX12) may experience lower than expected performance on certain series 2 platforms.
- Planet Zoo 2* (DX12) may experience an application crash after modifying the endurance gaming settings.
- Procyon® AI Image Generation Benchmark* may experience failure to complete the test.
- Procyon® AI Text Generation Benchmark* may experience failure to complete the test.

Intel® Core™ Ultra Series 1 with built-in Intel® Arc™ GPUs:

- Gears of War: E-Day* (DX12) may experience lower than expected performance.
- Planet Zoo 2* (DX12) may experience an intermittent application crash after modifying the endurance gaming settings.

Known Issues:

Intel® Core™ Ultra Series 3 with built-in Intel® Arc™ GPUs:

- Mafia: The Old Country* (DX12) may experience an application crash during gameplay.
- Stalzone* (OpenGL) may experience an application crash after the tutorial.
- World of Warcraft Classic* (DX12) and World of Warcraft Dragonflight*(DX12) may exhibit tree shadows flickering when raytracing is enabled.
- No Man's Sky* (Vulkan) may experience an application crash when loading into gameplay.

Intel® Arc™ B-Series Graphics Products:

- Arena Breakout Infinite* (DX12) may experience an application crash when the Terrain Surface Subdivision is On.
- Stalzone* (OpenGL) may experience an application crash after the tutorial.
- World of Warcraft Classic* (DX12) and World of Warcraft Dragonflight*(DX12) may exhibit tree shadows flickering when raytracing is enabled.
- PugetBench for Davinci Resolve Studio* may experience an intermittent application crash while running the benchmark. Recommendation is to change the timeout slider to 1500 seconds or higher, to wait for each test to complete, in PugetBench* benchmark settings.

Intel® Arc™ A-Series Graphics Products:

- Arena Breakout Infinite* (DX12) may experience an application crash when the Terrain Surface Subdivision is On.
- Stalzone* (OpenGL) may experience an application crash after the tutorial.
- World of Warcraft Classic* (DX12) and World of Warcraft Dragonflight*(DX12) may exhibit tree shadows flickering when raytracing is enabled.
- Monster Hunter Wilds* (DX12) may experience an application crash during gameplay.
- PugetBench for Davinci Resolve Studio* may experience an intermittent application crash while running the benchmark. Recommendation is to change the timeout slider to 1500 seconds or higher, to wait for each test to complete, in PugetBench* benchmark settings.

Intel® Core™ Ultra Series 2 with built-in Intel® Arc™ GPUs:

- EA SPORTS FC™ 27* (DX12) may experience an application crash on certain series 2 platforms.
- Stalzone* (OpenGL) may experience an application crash after the tutorial.
- World of Warcraft Classic* (DX12) and World of Warcraft Dragonflight*(DX12) may exhibit tree shadows flickering when raytracing is enabled.

Intel® Core™ Ultra Series 1 with built-in Intel® Arc™ GPUs:

- NBA 2K26* (DX12) may experience an application crash on first launch of the game.
- Stalzone* (OpenGL) may experience an application crash after the tutorial.
- World of Warcraft Classic* (DX12) and World of Warcraft Dragonflight may exhibit tree shadows flickering when raytracing is enabled.

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.

Intel® Graphics Software Known Issues:

- Target Speed in Fan and Thermal Tuning of Intel® Graphics Software Performance Tuning page may not modify the fan speed as expected.
- Intel® Graphics Software Shared GPU memory override may not represent the actual value of shared memory allocated to the GPU.
- Intel® Graphics Software may show the incorrect value for certain metrics in the Performance page.

Intel® Graphics Software Performance Tuning (BETA):

- Intel® Graphics Software 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.
  - In multi-GPU scenarios with two performance tuning capable devices, the performance tuning page may attempt to apply changes to one or more devices at once rather than individually based on the GPU selector.

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 to download here.
  - Supported on Intel® Arc™ A770 Graphics Limited Edition on Windows®10 and Windows®11.
  - 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.

© Intel Corporation. Intel, the Intel logo, and other Intel marks are trademarks of Intel Corporation or its subsidiaries.
*Other names and brands may be claimed as the property of others.

Driver Package Contents:

- Intel® Graphics Driver (32.0.101.9175)
- Intel® Media SDK Runtime (21.0.1.35)
- Intel® oneVPL GPU Runtime (21.0.2.17)
- Intel® Graphics Compute Runtime for OpenCL* Driver
- Vulkan*3 Runtime Installer
- Intel® Arc™ Software & Drivers Installer/Uninstaller (1.0.1315.13)
- oneAPI Level Zero Loader and Validation Layer
- Intel® Graphics Compute Runtime for OneAPI Level Zero specification
- Intel® Graphics Software installer (26.36.2702.2)
- Intel® Driver Support Assistant (26.2.0.7)

Supported APIs:

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.

API	Version	Intel Graphics[1]
DirectX*[4]	12	11th Generation Intel® Core™ processors and higher
Vulkan*[3]	1.4	11th Generation Intel® Core™ processors and higher
OpenGL*	4.6	11th Generation Intel® Core™ processors and higher
OpenCL*	3.0	11th Generation Intel® Core™ processors and higher
Intel® oneAPI*[5] Level Zero	1.32.0	11th Generation Intel® Core™ processors and higher
Intel® oneAPI* Level Zero SDK[6]	1.32.0	11th Generation Intel® Core™ processors and higher
Intel® oneAPI Video Processing Library*[7] GPU RT	2.16	11th Generation Intel® Core™ processors and higher and Xe Graphics and newer

© Intel Corporation. Intel, the Intel logo, and other Intel marks are trademarks of Intel Corporation or its subsidiaries.
*Other names and brands may be claimed as the property of others.

Operating System Support:

Intel Graphics[1]	Microsoft Windows® 11 64-bit September 2026 Update (26H2)	Microsoft Windows® 11 64-bit September 2025 Update (25H2)	Microsoft Windows® 11 64-bit October 2024 Update (24H2)	Microsoft Windows® 11 64-bit October 2023 Update (23H2)	Microsoft Windows® 11 64-bit Septembe r 2022 Update (22H2)	Microsoft Windows® 11 64-bit October 2021 Update (21H2)	Microsoft Windows® 10 64-bit October 2022 Update (22H2)
Intel® Core™ Series 3 with built-in Intel® Graphics (Codename Wildcat Lake)	✓	✓	✓	✓	✓	✓	✓
Intel® Core™ Ultra Series 3 with built-in Intel® Arc™ GPUs B390, B370 and Intel® Graphics (Codename Panther Lake)	✓	✓	✓	✓	✓	✓	✓
Intel ® Arc™ B580, B570 Graphics (Codename Battlemage)	✓	✓	✓	✓	✓	✓	✓
Intel ® Arc™ Pro B50, Pro B60, Pro B65, and Pro B70 GPUs (Codename Battlemage)	✓	✓	✓	✓	✓	✓	✓
Intel® Core™ Ultra with built-in Intel® Arc™ GPUs and Intel® Graphics (Codename Meteor Lake, Lunar Lake, Arrow Lake-S, Arrow Lake-H, Arrow Lake-U)	✓	✓	✓	✓	✓	✓	✓
Intel ® Arc™ A770, A750, A580, A380, A310, A310 LP, A770M, A730M, A570M, A550M, A530M, A370M, A350M, A750E, A580E, A380E, A370E, A350E, and A310E Graphics (Codename Alchemist)	✓	✓	✓	✓	✓	✓	✓

© Intel Corporation. Intel, the Intel logo, and other Intel marks are trademarks of Intel Corporation or its subsidiaries.
*Other names and brands may be claimed as the property of others.

More on Intel Products:

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

- Intel® Core™ Ultra Processors Family
- Intel® Arc™ Graphics Overview
- Intel® Arc™ Pro Graphics for Workstations
- Intel® Xeon® E Processors
- Intel® Graphics

Notes & Disclaimers:

Performance varies by use, configuration and other factors. Learn more at intel.com/performanceindex.
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.

1. Intel Labs conducts independent testing of supported software on Intel platforms to ensure compatibility. Please refer to software vendor 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* 1.4 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. For runtimes and application developers that need to include the Intel® oneAPI Level Zero SDK within their environments, the location of the SDK is exported into the user environment with the variable "LEVEL_ZERO_V1_SDK_PATH". It can be used as part of build and runtime environments to access the headers and build libraries.
7. 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
8. See the Windows Subsystem for Linux Installation Guide for Windows 10 onwards for more details about how to install a supported Linux distribution.

© Intel Corporation. Intel, the Intel logo, and other Intel marks are trademarks of Intel Corporation or its subsidiaries.
*Other names and brands may be claimed as the property of others.