

Release Notes



DRIVER VERSION: 31.0.101.2114 WHQL

DATE: October 20, 2022

HIGHLIGHTS:

- Intel will be moving 6th - 10th Gen Intel Processor Graphics and related Intel Atom®, Pentium®, and Celeron® processor graphics to a legacy software support model. For more information on this support update and additional changes to the driver package, see [Graphics Driver Support Update for 10th Generation and Older Intel Processor Graphics](#).

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FIXED ISSUES:

- An application crash may occur in **Watch Dogs: Legion*** (DX11) when starting the game.

KNOWN ISSUES:

- An intermittent crash or hang may occur during gameplay in Ghostwire: Tokyo* (DX12).
- An error message pop-up may be observed when launching Call of Duty: Vanguard* (DX12).
- Counter-Strike: Global Offensive* (DX9) may experience a game crash when changing shadow quality settings in game.
- Destiny 2* may exhibit display signal loss or display flashing during gameplay when HDR is enabled.
- Stranger of Paradise: Final Fantasy Origin* may experience an application crash during gameplay.
- Tom Clancy's Ghost Recon Breakpoint* may experience minor shadow corruption in some areas of the game.
- CrossFire* (DX9) may experience an application crash and or security alert when joining a game.
- Minor graphical anomalies may be observed in Call of Duty: Warzone* (DX12), Diablo II: Resurrected* (DX12), Euro Truck Simulator* (DX11), Farming Simulator 22* (DX12), Grand Theft Auto V* (DX11), Halo Infinite* (DX12), Hitman 2* (DX12), Marvel's Guardians of the Galaxy* (DX12) and Microsoft Flight Simulator*(DX11).
- An "Update driver" pop-up error message may be observed when launching Battlefield 1* after upgrading from 30.0.100.9955 or older drivers.

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 Graphics Compute Runtime for OpenCL* Driver
- Intel Graphics Command Center (installed via Microsoft* Store)
- Vulkan*³ Runtime Installer
- Intel Graphics Driver Installer (1.0.677.2)
- oneAPI Level Zero Loader and Validation Layer
- Intel Graphics Compute Runtime for oneAPI Level Zero specification

OPERATING SYSTEM SUPPORT:

Intel Graphics ¹	Microsoft Windows [®] 11 64-bit (22H2)	Microsoft Windows [®] 11 64-bit October 2021 Update (21H2)	Microsoft Windows [®] 10 64-bit November 2021 Update (21H2)	Microsoft Windows [®] 10 64-bit May 2021 Update (21H1)	Microsoft Windows [®] 10 64-bit October 2020 Update (20H2)	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)
Intel Pentium [®] Processor family and Intel Celeron [®] Processor family (Codename Jasper Lake)	X	X	X	X	X	X	-	-
Intel Core Processor with Intel Hybrid Technology (Codename Lakefield)	X	X	X	X	X	X	-	-
Intel Atom [®] , Pentium [®] and Celeron [®] processor family (Codename Elkhart Lake)	X	X	X	X	X	X	X	X
10th Generation Intel Core processors with Intel Iris Plus graphics (Codename Ice Lake)	X	X	X	X	X	X	X	-
10th Generation Intel Core processors with Intel UHD Graphics (Codename Comet Lake)	X	X	X	X	X	X	X	-
9 th 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	-
8 th 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	-
Intel Pentium [®] and Celeron [®] processor family (Codename Gemini Lake)	-	-	X	X	X	X	X	-
7 th 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	-
6 th 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	-

SUPPORTED APIs:

API	Version	Intel Graphics ¹
DirectX* ⁴	12	6th Generation Intel Core processors and higher
Vulkan* ³	1.3	6th Generation Intel Core processors and higher
OpenGL*	4.6	6th Generation Intel Core processors and higher
OpenCL*	3.0	6th Generation Intel Core processors and higher
Intel oneAPI ⁵ Level Zero	1.7 ⁵	6th Generation Intel Core processors and higher

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. 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:

[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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