

# Release Notes



**DRIVER VERSION: 30.0.101.3268 BETA**

**DATE: August 19, 2022**

## GAMING HIGHLIGHTS:

- Intel® Game On Driver support for **Saints Row\*** and **Madden NFL 23\*** on Intel® Arc™ A-series Graphics.

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## NOTES:

- To use the latest version of Intel® Arc™ Control, .Net Core 3.1.28 is required prior to installation.
  - If .Net Core 3.1.28 is not already installed on your system, you can [click here to download](#).
- Users can choose to manually install Intel® Arc™ Control if Intel® Driver & Support Assistant is not able to scan for new updates. [Click here to download](#).

## FIXED ISSUES:

- **Marvel's Spider-Man\*** (DX12) may experience lower than expected performance on Intel® Arc™ A-series Graphics.
- **Shadow of the Tomb Raider\*** (DX12) may experience an app crash when setting Ray Traced Shadow Quality to High. A workaround is to change to the Medium or OFF setting.
- Texture corruption may be observed in **Battlefield 2042\*** (DX12) in certain maps.
- Some objects and textures in **Halo Infinite\*** (DX12) may render black and fail to load.
- **Stray\*** (DX11) may exhibit a TDR or application hang during gameplay.
- **Horizon Zero Dawn\*** (DX12) may experience an app crash or system hang during gameplay.
- Windows Update may incorrectly override a more recent version of Intel® Arc™ A-series drivers.

## **INTEL® ARC™ CONTROL FIXED ISSUES:**

- In-Game Overlay Telemetry may stop responding after navigating the Performance Graphs section.
- In-Game Overlay Telemetry graphs may intermittently be unavailable for certain Overlay Metrics.
- In-Game Overlay Telemetry graph value title may be intermittently missing.
- In-Game Overlay Telemetry window may incorrectly be present on desktop after a system restart.
- In-Game Overlay Telemetry “Media Activity” value may incorrectly show a negative percentage.
- GPU Info section in System Info tab may incorrectly show a GPU Frequency of “1MHz”.
- Adjusting the filename in Capture or Highlights may intermittently only be changed to numeric values.
- Adjusting the filename in Capture or Highlights may incorrectly ignore desired file output name.
- Disabling certain Menu Customization widgets may incorrectly become re-enabled after a system restart.
- The “Broadcast” toggle in the Studio tab may become unavailable when entering in stream URL information.
- A duplicate custom image may be present when using the Background Replacement in the Camera tab.
- Arc Control may intermittently become unresponsive when using “Go Live” while “Sharp Stream” is enabled in the Broadcast tab.
- Keyboard and mouse inputs may be ignored on a secondary display while Arc Control is opened on the primary display.
- Arc Control may incorrectly retain larger scaled size when adjusting a lower display resolution to a higher display resolution.
- Mouse-scrolling may be unresponsive on certain Arc Control UI elements such as “Your Games” and “Live Performance Monitoring”
- Arc Control now accepts “PrintScreen” for capturing Arc Control screenshots.
- Enabling “Smooth Sync” may exhibit display corruption in certain game titles.
- A one-time disclaimer now appears when adjusting any Performance Tuning values.

## **Intel® Arc™ Control Performance Tuning (BETA):**

- “Reset to defaults” button in Performance Tuning may not be present.
- An incorrect error notification may be observed when resetting Performance Tuning values to defaults.
- Adjusting GPU Voltage Offset may incorrectly display multiple decimal point values.
- Adjusting GPU Power Limit to the maximum value may display the slider at the middle point.
- Adjusting Performance Tuning values with a keyboard may intermittently be non-responsive.
- Adjusting Performance Tuning values with a keyboard may return an undesired slider value.
- Adjusting Performance Tuning sliders with a mouse may intermittently become stuck to the slider.
- The Apply button in Performance Tuning may be unresponsive when setting GPU Performance Boost to “0”.
- The Apply button in Performance Tuning may incorrectly be highlighted after using “Reset to defaults” button.
- The Apply button in Performance Tuning may be unresponsive when changing sliders from higher to lower values.
- A “NaN” value in Performance Tuning may be exhibited when inputting non-numeral entries.

## **KNOWN ISSUES:**

- Marvel's Spider-Man\* (DX12) may exhibit a soft lock when attempting to take a picture of the Empire State Building.
- Marvel's Spider-Man\* (DX12) may exhibit an application crash when loading into the game with Ray-Traced Reflections enabled.
- Movies and TV Application may experience a hang during HDR video playback and changing video to Fullscreen.
- Call of Duty: Vanguard\* (DX12) may experience lower than expected performance in the game menu
- Gears 5\* (DX12) may experience an application crash, system hang or TDR during gameplay.
- Some third-party camera applications may exhibit video corruption when playing the recorded video in Fullscreen
- Sniper Elite 5\* (DX12) may experience an application crash on some Hybrid Graphics system configurations when Windows® "Graphics Performance Preference" option for the application is not set to "High Performance".
- Map textures may fail to load or may load as blank surfaces when playing CrossFire\*.
- Some Intel® Arc™ A380 series graphics product fans may continue running when the graphics card or system is idle

## **INTEL® ARC™ CONTROL KNOWN ISSUES:**

- Windows UAC Admin is required to install and launch Arc Control.
- Some applications may exhibit a transparent or blank window when CMAA is set to "Force ON" globally.
- Some applications may exhibit pixel corruption when Sharpening Filter is enabled globally.
- Opening Arc Control in some game titles with ALT+I during gameplay may not correctly appear.
- Using Arc Control Studio Capture with "In Stream" mode enabled may not correctly record entire clip when under a 1080p resolution setting.
- Recording with Arc Control Studio Capture and "In Stream" mode enabled may not save the output video file at the desired length.
- Streaming with Arc Control Studio Capture and "In Stream" mode enabled may cause unexpected connection instability to the desired platform.
- A 1440p resolution selection in Arc Control Studio Capture may be unavailable when the display native resolution is 4K.
- Arc Control Studio Camera overlay position may not retain desired position and size after a system restart.
- Hot-plugging peripheral devices such as cameras, microphones, or displays while Arc Control is open may cause Arc Control to become unresponsive.
- Arc Control may not scale automatically when changing from a 1080p resolution to a 4K resolution.
- Some image types may not load when using Arc Control Camera "Background Replacement" option.
- Some Arc Control Telemetry metrics may not align with 3<sup>rd</sup> party applications or built-in OS functions.
- The Arc Control Studio Camera tab may take longer than expected responsiveness upon the first navigation.

## **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.
- Adjusting Performance Tuning values from a higher value to a lower value may cause tuning values to reset to default.

## CONTENTS OF THE PACKAGE:

- Intel® Graphics Driver
- Intel® Media SDK Runtime (21.0.1.35)
- Intel® oneVPL GPU Runtime (21.0.2.7)
- Intel® Graphics Compute Runtime for OpenCL\* Driver
- Vulkan\*3 Runtime Installer
- Intel® Graphics Driver Installer (1.0.653.0)
- oneAPI Level Zero Loader and Validation Layer
- Intel® Graphics Compute Runtime for OneAPI Level Zero specification
- Intel® Arc™ Control installer
- Intel® Driver Support Assistant

## OPERATING SYSTEM SUPPORT:

Intel Graphics <sup>1</sup>	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)
Intel® Arc™ A770M, A550M, A380, A730M, A370M and A350M Graphics (Codename Alchemist)	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)	X	X	X	X

## SUPPORTED APIS:

API	Version	Intel Graphics <sup>1</sup>
DirectX* <sup>4</sup>	12	6th Generation Intel® Core™ processors and higher
Vulkan* <sup>3</sup>	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 <sup>5</sup> Level Zero	1.7 <sup>5</sup>	6th Generation Intel® Core™ processors and higher
Intel® oneAPI Video Processing Library* <sup>6</sup> GPU RT	2.7	11 <sup>th</sup> Generation Intel® 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.

Be sure to check out [gameplay.intel.com](https://www.intel.com/content/www/us/en/gaming/gameplay-intel-com.html), 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 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 Processors and Intel Graphics, please visit:

[Intel® Arc™ Graphics](#)

[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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