

Release Notes

DRIVER VERSION: 15.31.9.3165 and 15.31.9.64.3165

DATE: June 05, 2013

SUMMARY:

This document provides information about Intel's Graphics Driver for Microsoft Windows 8* and Microsoft Windows 7* operating systems. This combined driver for both Windows 8 and Windows 7 adds support for 4th Generation Intel® Core™ Processors and fixes bugs reported on 3rd and 4th Generation Intel Core Processors. 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.

SUPPORTED PRODUCTS:

SOFTWARE

This driver supports both 32-bit and 64-bit variants of Microsoft Windows 7 and Microsoft Windows 8 operating system.

HARDWARE

All platforms with the following configurations are supported:

Intel® Graphics	DirectX*	OpenGL*	OpenCL*	Intel® Quick Sync Video	Intel® Wireless Display	Intel® Insider™	InTru™ 3D	Intel® Clear Video HD Technology
Intel Iris™ Pro Graphics 5200	11.1	4.0	1.2	Yes	Yes	Yes	Yes	Yes
Intel Iris Graphics 5100	11.1	4.0	1.2	Yes	Yes	Yes	Yes	Yes
Intel HD Graphics 5000/4600/4400/4200	11.1	4.0	1.2	Yes	Yes	Yes	Yes	Yes
Intel HD Graphics 4000/2500	11.1	4.0	1.2	Yes	Yes	Yes	Yes	Yes
Intel HD Graphics on Intel® Pentium® Processor 2000/G2000/G2100 Series and Celeron® Processor 900/1000/G1000 Series	10.1	2.1	No	No	No	No	No	No

Note:

1. If you are uncertain which Intel processor is in your computer, Intel recommends using the [Intel Processor Identification Utility](#) or [Intel Driver Update Utility](#) to identify your Intel processor.

CONTENTS OF THE PACKAGE:

- Intel® Iris™ and HD Graphics Driver
- Intel® Display Audio Driver
- Intel® Media SDK Runtime

- Intel® OpenCL* Driver
- Intel Graphics Control Panel

NEW FEATURES:

- Support added for 4th Generation Intel Core Processors which adds the following new graphics related features:
 - New Display capabilities
 - Three Independent monitor supported via DisplayPort* Multi Stream Technology
 - DisplayPort 1.2 / eDP* resolutions
 - H-Processors: 3840 x 2160 @ 60 Hz (Ultra-HD)
 - U-Processors: 3200 x 2000 @ 60 Hz, 3840 x 2160 @ 30Hz
 - Y-Processors: 2560 x 1600 @ 60 Hz
 - HDMI* - 4096 x 2304, 3840 x 2160 @ 24Hz / 24bpp
 - DVI - 1920 x 1200 @ 60Hz Intel Wireless Display:
 - Lower latency for gaming
 - Cinematic sync for smoother video playback
 - Hardware Encode support for JPEG/MJPEG
 - Improved Skin Tone Enhancement, Total Color Control, Auto Contrast Enhancement
- The Intel Graphics Control Panel now keeps the advanced HDMI settings such as Quantization and xvYCC persistent between reboots.

ISSUES FIXED:

The following issues were fixed on 3rd Generation Intel Core Processors/4th Generation Intel Core Processors:

Issue Fixed:	Operating System:
Fixed an issue where monitors not supporting EDID were locked to 1366x768 resolution.	Windows 7, Windows 8
Resolved DWM.exe crash error "Desktop Window Manager stopped working and was closed" reported on systems with discrete graphics with Switchable Graphics enabled.	Windows 7, Windows 8
Resolved a crash issue that may be seen after inserting H.264 file into a timeline of the Corel VideoStudio Pro* software.	Windows 8
Resolved an issue where 2560x1080 resolution was not available on the third DisplayPort 1.2 monitor when daisy chained. (DisplayPort 1.2 is supported only on 4th Generation Intel Core Processors).	Windows 8
Resolved an issue where power on the second and third monitors are not detected while daisy-chained.	Windows 7, Windows 8
Resolved a corruption issue seen in Resident Evil 5* Benchmark (DirectX 10).	Windows 8
Fixed an issue where a vertical line unexpectedly appears on the right side while at the Windows locked screen, when screen is unlocked, or when resuming from Sleep or Hibernate state.	Windows 8
Fixed issue where screen may turn black after switching to Clone mode.	Windows 8

APPLICATIONS TO BE UPDATED:

It is recommended to upgrade the below list of applications to avoid any unexpected issues.

- 3DMark11*: Upgrade to 1.0.3 or later
- Batman Arkham City*: Upgrade to the latest patch
- Mafia 2*: Upgrade to the latest patch

- Company of Heroes*: Upgrade to 2.101 and update Opposing Fronts to 2.500 or Tales of Valor to 2.601
- HomeFront*: Upgrade to 1.0.5 or later
- Unigine Heaven*: Upgrade to 2.5 or later
- Battlefield 3*: Upgrade to latest patch
- Total War: Shogun 2*: Upgrade to an upcoming patch (available soon)

KNOWN ISSUES:

- Driver exhibits a delay or black screen when switching between multiple 3D applications under multiple user logins in Windows 8.
- Minor artifacts may be seen in the following applications, games, and situations:
 - Street Fighter IV*
 - 3D Studio Max 2013*
 - Wings of Prey* (DirectX 9) where pointer disappears in menus.
 - Blu-ray video player when moving video application to the secondary display
 - Photoscan* when rendering main object.
 - Battlefield 3* on train floor.
 - With mouse cursor when resuming from Sleep state.
- Crash may be seen with the following applications and games:
 - Sandra 2012 SP6*
 - Sonic and All Stars Racing Transformed*
- Angry Birds Space* game does not keep running after resuming from Connected Standby state.
- Endless Space*: Cannot launch the game.
- Corruption seen on some DVDs after about 6 minutes.

*Other names and brands may be claimed as the property of others.