

DRIVER VERSION: 31.0.101.3802 WHQL

DATE: November 18, 2022

## GAMING HIGHLIGHTS:

- Intel® Game On Driver support on Intel® Arc™ A-series Graphics for:
  - **Sonic Frontiers\***
  - **Marvel's Spiderman: Miles Morales\***
  - **Call of Duty: Warzone 2.0\***
  - **Dysterra\***
- Game performance improvements versus the Intel® 31.0.101.3490 software driver on Intel® Arc™ A770 Graphics Products for:
  - **Chorus\***
    - Up to 3% using 1440p with Epic settings.
  - **Dirt 5\***
    - Up to 8% using 1440p with Ultra High settings.
  - **Far Cry 6\***
    - Up to 3% using 1080p with Ultra preset settings.
    - Up to 3% using 1440p with Ultra preset settings.
  - **Forza Horizon 5\***
    - Up to 3% using 1080p with Extreme settings.
    - Up to 3% using 1440p with High preset settings.
  - **Ghostwire Tokyo\***
    - Up to 7% using 1440p with Cinematic settings.
  - **Gotham Knights\***
    - Up to 5% using 1080p with Highest preset settings.
  - **Marvel's Guardians of the Galaxy\***
    - Up to 3% using 1080p with Ultra preset settings.
    - Up to 3% using 1440p with High preset settings.
  - **Sniper Elite 5\***
    - Up to 3% using 1080p with Ultra settings.

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## NOTES:

- This Intel® Arc™ software package is bundled with the latest version of Intel® Arc™ Control to streamline installation experience, resulting in a larger driver package file size.
- Intel® Arc™ Control will now display a notification on supported configurations if Resizable Bar is not enabled.
- Support for Xe Super Sampling (XeSS): Take your gaming experience to the next level with AI-enhanced upscaling, enabling more performance with high image fidelity. For more information on game support please click [here](#).
- 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](#).
  - 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](#).
- This Intel® Arc™ software package includes support for optimized Microsoft DirectStorage\* 1.1 with GPU accelerated decompression for developer integration.

## FIXED ISSUES:

- **Doom Eternal\* (Vulkan)** may exhibit flickering corruption on certain textures in the “cultist base” map.
- **Tom Clancy’s Rainbow Six Siege\* (DX11)** may experience lower than expected game performance.
- **Death Stranding Director’s Cut\* (DX12)** may exhibit lighting or flickering corruption.
- **Forza Horizon 5\* (DX12)** may experience corruption lines when MSAA 2x is enabled

## KNOWN ISSUES:

- Sonic Frontiers\* (DX11) may experience flickering corruption on Intel® Arc™ A380 Graphics Products when Frame Rate Limit setting is set to 60. A workaround is to set Frame Rate Limit to 30.
- Call of Duty: Vanguard\* (DX12) may experience missing or corrupted shadows during the Submarine mission.
- Payday 2\* (DX9) may exhibit flickering corruption on specific water surfaces.
- System may hang while waking up from sleep. May need to power cycle the system for recovery.
- GPU hardware acceleration may not be available for media playback and encode with some versions of Adobe Premiere Pro.
- Blender may exhibit corruption while using Nishita Sky texture node.

## INTEL® ARC™ CONTROL FIXED ISSUES:

- Arc Control may not start automatically after reboot.
- Arc Control may not show up in Add or Remove programs list after update.
- Hot-plugging a secondary display with Arc Control invoked may cause Arc Control to be unresponsive.
- Hot-plugging a display with Arc Control Studio Capture audio device set to display audio may cause an error when attempting to capture or broadcast.
- 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 incorrectly show Studio Capture as active when putting the system to sleep while recording
- Resetting Arc Control to application defaults may not reset global “Tearing Migration” modes to default
- Some Arc Control Telemetry metrics may not align with 3<sup>rd</sup> party applications or built-in OS functions.

## INTEL® ARC™ CONTROL KNOWN ISSUES:

- Windows UAC Admin is required to install and launch Arc Control.
- Arc Control may not scale automatically and may cause some UI toggles to become unresponsive when changing from a 1080p resolution to a 4K resolution. A workaround is to revert resolution or reboot.
- 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.
- 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.
- The Arc Control Studio Camera tab may take longer than expected responsiveness upon the first navigation.
- Arc Control capture might stop working after system wake 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.

## 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 (1.0.691.3)
- 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 <sup>®</sup> 11 64-bit (22H2)	Microsoft Windows <sup>®</sup> 11 64-bit October 2021 Update (21H2)	Microsoft Windows <sup>®</sup> 10 64-bit November 2021 Update (21H2)	Microsoft Windows <sup>®</sup> 10 64-bit May 2021 Update (21H1)	Microsoft Windows <sup>®</sup> 10 64-bit October 2020 Update (20H2)
Intel <sup>®</sup> Arc™ A770M, A550M, A380, A730M, A370M and A350M Graphics (Codename Alchemist)	X	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, Alder Lake-U, Alder Lake-S, Alder Lake-HX)	X	X	X	X	X
11th Generation Intel Core Processors with Intel Iris X <sup>e</sup> Graphics and Intel UHD Graphics (Codename Tiger Lake, Tiger Lake-H, Rocket Lake)	X	X	X	X	X
Intel Iris X <sup>e</sup> Discrete Graphics (Codename DG1)	X	X	X	X	X

## SUPPORTED APIs:

API	Version	Intel Graphics <sup>1</sup>
DirectX <sup>*4</sup>	12	11th Generation Intel <sup>®</sup> Core™ processors and higher
Vulkan <sup>* 3</sup>	1.3	11th Generation Intel <sup>®</sup> Core™ processors and higher
OpenGL <sup>*</sup>	4.6	11th Generation Intel <sup>®</sup> Core™ processors and higher
OpenCL <sup>*</sup>	3.0	11th Generation Intel <sup>®</sup> Core™ processors and higher
Intel <sup>®</sup> oneAPI <sup>5</sup> Level Zero	1.8 <sup>5</sup>	11th Generation Intel <sup>®</sup> Core™ processors and higher
Intel <sup>®</sup> oneAPI Video Processing Library <sup>*6</sup> GPU RT	2.7	11 <sup>th</sup> Generation Intel <sup>®</sup> Core™ processors and higher and X <sup>e</sup> 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://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 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.
8. Game performance testing from Intel as of Nov 11 using the following configuration: Intel Core i9-12900K, ASUS ROG MAXIMUS Z690 HERO, 32GB Corsair DOMINATOR Platinum RGB DDR5 @ 4800MHz, OS: Microsoft Windows 11 Pro 2200.556, Discrete Graphics: Intel® Arc™ A770 Limited Edition Graphics Driver: 30.0.101.3490 WHQL, 30.0.101.3801 Beta Motherboard BIOS: v2004. Performance may vary.

**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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