

# Release Notes

## VERSION: Intel® Graphics Driver Production Version 31.0.101.5186

DATE: January 22, 2024

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### SUPPORTED OPERATING SYSTEMS:

- Microsoft Windows\* 10-64 (20H1)
- Microsoft Windows\* 10-64 (20H2)
- Microsoft Windows\* 10-64 (21H1)
- Microsoft Windows\* 10-64 (22H2)
- Microsoft Windows\* 11-64 (21H2)
- Microsoft Windows\* 11-64 (22H2)

### SUPPORTED PRODUCTS:

- Tiger Lake-U/H/R
- Rocket Lake
- Alder Lake-M/P/S/N
- Raptor Lake-S/P/Px/H/Hx/U
- DG1
- DG2
- ACM-R

### REVISION HISTORY:

Date	Driver Revision	Description	Build Number
January 22, 2024	Production Version 101.5186	Production Version Build; fully validated	101.5186
January 10, 2024	Production Version 101.5085	Production Version Build; fully validated	101.5085

December 28, 2023	Production Version 101.5084	Production Version Build; fully validated	101.5084
December 13, 2023	Production Version 101.5081	Production Version Build; fully validated	101.5081
November 10, 2023	Production Version 101.4953	Production Version Build; fully validated	101.4953
October 11, 2023	Production Version 101.4887	Production Version Build; fully validated	101.4887
September 13, 2023	Production Version 101.4824	Production Version Build; fully validated	101.4824
August 14, 2023	Production Version 101.4644	Production Version Build; fully validated	101.4644
July 31, 2023	Production Version 101.4577	Production Version Build; fully validated	101.4577
July 19, 2023	Production Version 101.4575	Production Version Build; fully validated	101.4575
June 18, 2023	Production Version 101.4502	Production Version Build; fully validated	101.4502
May 16, 2023	Production Version 101.4369	Production Version Build; fully validated	101.4369
April 24, 2023	Production Version 101.4314	Production Version Build; fully validated	101.4314
March 22, 2023	Production Version 101.4255	Production Version Build; fully validated	101.4255
February 27, 2023	Production Version 101.4146	Production Version Build; fully validated	101.4146
January 26, 2023	Production Version 101.4091	Production Version Build; fully validated	101.4091
January 14, 2023	Production Version 101.4034	Production Version Build; fully validated	101.4034
December 28, 2022	Production Version 101.4032	Production Version Build; fully validated	101.4032
December 7, 2022	Production Version 101.3959	Production Version Build; fully validated	101.3959
November 3, 2022	Production Version 101.3889	Production Version Build; fully validated	101.3889
October 24, 2022	Production Version 101.3790	Production Version Build; fully validated	101.3790
October 6, 2022	Production Version 101.329	Production Version Build; fully validated	101.3729
September 22, 2022	Production Version 101.3675	Production Version Build; fully validated	101.3675
September 13, 2022	Production Version 101.3616	Production Version Build; fully validated	101.3616
August 24, 2022	Production Version 101.3413	Production Version Build; fully validated	101.3413
August 11, 2022	Production Version 101.3358	Production Version Build; fully validated	101.3358
July 29, 2022	Production Version 101.3301	Production Version Build; fully validated	101.3301
July 20, 2022	Production Version 101.3251	Production Version Build; fully validated	101.3251
July 15, 2022	Production Version 101.3222	Production Version Build; fully validated	101.3222
June 14, 2022	Production Version 101.3111	Production Version Build; fully validated	101.3111
June 2, 2022	Production Version 101.2079	Production Version Build; fully validated	101.2079
May 20, 2022	Production Version 101.1994	Production Version Build; fully validated	101.1994
May 6, 2022	Production Version 101.1960	Production Version Build; fully validated	101.1960
April 26, 2022	Production Version 101.1934	Production Version Build; fully validated	101.1934
April 7, 2022	Production Version 101.1692	Production Version Build; fully validated	101.1692
March 25, 2022	Production Version 101.1660	Production Version Build; fully validated	101.1660
March 11, 2022	Production Version 101.1631	Production Version Build; fully validated	101.1631
February 28, 2022	Production Version 101.1404	Production Version Build; fully validated	101.1404
February 11, 2022	Production Version 101.1371	Production Version Build; fully validated	101.1371

February 7, 2022	Production Version 101.1340	Production Version Build; fully validated	101.1340
January 28, 2022	Production Version 101.1338	Production Version Build; fully validated	101.1338
January 19, 2022	Production Version 101.1273	Production Version Build; fully validated	101.1273
December 30, 2021	Production Version 101.1218	Production Version Build; fully validated	101.1218
December 10, 2021	Production Version 101.1191	Production Version Build; fully validated	101.1191
November 19, 2021	Production Version 101.1122	Production Version Build; fully validated	101.1122
November 5, 2021	Production Version 101.1069	Production Version Build; fully validated	101.1069
October 21, 2021	Production Version 100.1003	Production Version Build; fully validated	100.1003
October 12, 2021	Production Version 100.9955	Production Version Build; fully validated	100.9955
October 3, 2021	Production Version 100.9929	Production Version Build; fully validated	100.9929
September 24, 2021	Production Version 100.9921	Production Version Build; fully validated	100.9921
August 27, 2021	Production Version 100.9864	Production Version Build; fully validated	100.9864
July 30, 2021	Production Version 100.9805	Production Version Build; fully validated	100.9805
July 16, 2021	Production Version 100.9778	Production Version Build; fully validated	100.9778
July 15, 2021	Production Version 100.9684	Production Version Build; Fully validated	100.9684
July 1, 2021	Production Version 100.9749	Production Version Build; fully validated	100.9749
June 8, 2021	Production Version 100.9664	Production Version Build; fully validated	100.9664
May 20, 2021	Production Version 100.9616	Production Version Build; fully validated	100.9616
May 7, 2021	Production Version 100.9565	Production Version Build; fully validated	100.9565
April 16, 2021	Production Version 100.9510	Production Version Build; fully validated	100.9510
April 1, 2021	Production Version 100.9466	Production Version Build; fully validated	100.9466
March 25, 2021	Production Version 100.9415	Production Version Build; fully validated	100.9415
March 17, 2021	Production Version 100.9365	Production Version Build; fully validated	100.9365
February 24, 2021	Production Version 100.9316	Production Version Build; fully validated	100.9316
February 12, 2021	Production Version 100.9268	Production Version Build; fully validated	100.9268
January 29, 2021	Production Version 100.9219	Production Version Build; fully validated	100.9219
January 15, 2021	Production Version 100.9168	Production Version Build; fully validated	100.9168

#### **KNOWN ISSUES:**

Known Issues in Build 101.5186				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)

22019352532	Directml Stable Diffusion v2.0 Blank Inference Image	Directml	Microsoft Windows* 11-64 (22H2)	DG2 Desktop Add-in Card
16021264263	Observing lag in Unigine Heaven-OpenGL*/DX11 benchmark	GMM	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2, Meteor Lake M
18032120599	Star Citizen - massive water fountain corruption	D3D10+	Microsoft Windows* 11-64 (22H2)	Alder Lake P , DG2
16023003438	VR: Half-Life: Alyx: Corruption observed on dead body.	D3D10+	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2 Mobile Workstation Platform
16023044197	On HDR display, HEVC/AV1 codec capturing video is not showing HDR in MediaInfoTool	Titan	Microsoft Windows* 11-64 (22H2)	DG2
16023046800	Starfield : Corruption observed on game Map.	D3D12	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
16023047657	Directml Stable Diffusion v1.5 - Command running continuously	Directml	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
16023070120	Corruption on rendering terrain	D3D10+	Microsoft Windows*	DG2 Desktop Add-in Card
14021358605	Directml Stable Diffusion v2.1 Blank Inference Image	Directml	Microsoft Windows* 11-64 (22H2)	DG2 Desktop Add-in Card
14021380991	After executing the customer application on three monitors, the application on two of the three monitors will become transparent after pressing Alt+TAB key	OpenGL	Microsoft Windows* 11-64 (21H2)	DG2
14021381343	Directml Stable Diffusion XL bad output image	Directml	Microsoft Windows* 11-64 (22H2)	DG2 Desktop Add-in Card
16020141994	Returnal : App crash with fatal error	D3D12	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	Alder Lake P, Raptor Lake P, Tiger Lake
16020209301	Forspoken-Observed App hang while running benchmark	D3D12	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	Alder Lake P, Tiger Lake
16020335391	The Callisto Protocol - color corruption observed with RT Enabled	D3D12	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
16021570439	NBA 2K23 - Pre-Match cutscenes and match highlights gets blurred out making the scene look like an intense depth of field effect when setting Anti-Aliasing to 16 and Overall Quality to High.	D3D10+	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
16021596445	Dota 2 - FPS values is low	D3D10+	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	Alder Lake P, DG2
18032930927	Adobe premiere text corruption issue with text background enabled	OpenCL	Microsoft Windows* 11-64 (22H2)	DG2
18033074425	Shadow of the Tomb Raider - lower performance with XeSS set to ra Quality than with XeSS off ("Texture Quality" set to High)	xess	Microsoft Windows* 11-64 (22H2)	DG2
16021784984	Project Zomboid: Screen tearing is noticed with Vsync ON while playing the game on Borderless Windowed display mode.	OpenGL	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	Alder Lake P Alder Lake S, DG2
18033319566	The Last of Us Part I - window corruption	D3D12	Microsoft Windows* 11-64 (22H2)	DG2

16022066796	DIRT 5 - FPS values are not reaching the targeted values	D3D12	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
18033878185	In the Crew Motorfest, game crashes before car selection	Vulkan	Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (22H2)	DG2
18033878370	In Call of Duty Black Ops Cold War, Corruption seen in cutscenes	IGC	Microsoft Windows* 11-64 (21H2)	DG2
14020575561	EVE Online artifacts when Reflection set to High	D3D10+	Microsoft Windows* 11-64 (23H2) SV3	DG2 Desktop Add-in Card
16022365722	Sporadic DWM crash while installing driver	Trinity 11	Microsoft Windows* 11-64 (22H2)	DG2
16022432874	Counter-Strike 2 (previously S2): Game Crash with TDR Observed while launching	D3D10+	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG1 Platforms
15014657548	OneNote_Preview of Insert video recording show corruption.	KMD	Microsoft Windows* 11-64 (22H2)	DG2
16022523639	Sharpening strength slider is able to move when Sharpening filter is off	Next Control Panel	Microsoft Windows* 11-64 (22H2)	Arrow Lake Platforms, DG2, Meteor Lake, Meteor Lake Platforms, Raptor Lake P, Raptor Lake S
16022582659	Observed corruption in Autodesk Inventor workload on mouse hover	Trinity 11	Microsoft Windows* 11-64 (22H2)	DG2
22019128120	DX12: Red Dead Redemption 2 - Mem Footprint Gap vs NV	GMM	Microsoft Windows*	DG2 Desktop Add-in Card
18035289320	Deliver Us Mars - Major fps drops in prolog when looking outside the house and during cutscenes	Trinity 11	Microsoft Windows* 11-64 (22H2)	Battlemage Client GFX Platform, DG2-512 IBC SKU1 Desktop Add-in Card
18035300097	artifacts in OpenGL/Vulkan/D3D12 shaders when using systolic	neo	Microsoft Windows*	DG2
18035323567	BeamNG.drive - Full screen corruption with dynamic reflections	Vulkan	Microsoft Windows* 11-64 (22H2)	DG2
18035367359	Alan Wake 2 - not fully loaded in textures (8GB VRAM cards)	D3D12	Microsoft Windows* 11-64 (22H2)	Battlemage Client GFX Platform, DG2
15014811364	cl_khr_d3d11_sharing causes tearing and artifacts on DG2	OpenCL	Microsoft Windows*	DG2
15014830295	Handbrake - Encode not happening for HEVC 8192*4320 To HEVC 4K/8b/420	Trinity 11	Microsoft Windows* 11-64 (22H2)	DG2
16022772051	Hogwarts Legacy :Crash with TDR while enabling XeSS	D3D12	Microsoft Windows* 11-64 (22H2)	Tiger Lake
16022795756	Corruption observed in Call of Duty Modern Warfare III Zombies	D3D12	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
16022826285	Baldur Gates 3 - Bright color of the game appears to be washed out/dull color on toggling Refresh rate to 30Hertz and again selecting 59/60 Hertz.	D3D10+	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
16022840739	Minecraft - with defa affinity dGPU is not getting utilized	OpenGL	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2 Mobile Platform
14021197017	Sporadic DWM crash while installing driver	Trinity 11	Microsoft Windows* 11-64 (22H2)	DG2

16020603108	Spider-Man Remastered - Game gets random freeze for few seconds on initial cinematic screen and also while moving around the city which are unexplored	D3D12	Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
16020162166	Call of Duty: Warzone 2.0: Color corruption	D3D12	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	Alder Lake P, Meteor Lake H, Meteor Lake Platforms, Raptor Lake P
16020599992	Deep Rock Galactic - Game gets glitched out through out the gameplay after enabling HDR in-game and system settings	D3D10+	Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2, , Raptor Lake P, Raptor Lake S
16020781452	NORDLY'S MISSION - Tree is disappearing and reappearing when user moves back and forth	D3D12	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	Alder Lake P Alder Lake S, Arrow Lake Platforms, Meteor Lake H, Raptor Lake S, Rocket Lake, Tiger Lake
15013839597	Star Ocean 2 R low performance with ra shadow setting	D3D10+	Microsoft Windows* 11-64 (22H2) SV2	DG2
16021566207	Uncharted: Legacy of Thieves Collection - Performance drop is noticed while Building Shaders are bring loaded in the main menu or Chapter selection screen	D3D12	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	Alder Lake P, DG2
14020213002	Stuttering frame rate in AC Mirage - vsync and windowed mode workarounds	D3D12	Microsoft Windows* 11-64 (22H2)	DG2 Desktop Add-in Card
15014303518	Project FAITH flickering shadow corruption	D3D12	Microsoft Windows* 11-64 (22H2) SV2	DG2
14020597181	Talos Principle 2 - Upscaling crash	D3D12	Microsoft Windows* 11-64 (22H2)	DG2
15014676137	Conqueror'sBlade-Corruption during Benchmark	Trinity 11	Microsoft Windows*	DG2
15014704338	Corruption on desktop and Xsplit UI when launch xsplit broadcast.	Trinity 11	Microsoft Windows* 11-64 (22H2)	DG2
18035220637	Control - not fully loaded textures (8GB VRAM cards)	D3D12	Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (22H2)	DG2
14021042547	Windows Media Player fails with MCD plus Trinity 11 enabled	Trinity 11	Microsoft Windows* 11-64 (22H2) SV2	DG2, 6th Gen Intel® Core™ processor family Platforms
16022695750	Brightness Enhancement/contrast enhancement/Hue/Saturation values not persisting or switching back to defa after toggle on/off HDR	Graphics Control Panel	Microsoft Windows* 11-64 (22H2)	DG2, Raptor Lake P
15014809328	Zenless Zone Zero Game crashes	Trinity 11	Microsoft Windows*	DG2 Desktop Add-in Card
16022761099	In Cities Skylines, Corruption observed in headless mode with Vsync OFF	Trinity 11	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
16022787114	Corruption observed in Gotham Knights	D3D12	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
16019498207	GPU Caps viewer-Line corruption observed in OpenGL3.2- Shadertoy>Seascape	OpenGL	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
15013551786	TDR occurs when playing Netflix content on edge and local 8k video via MediaPlayer at the same time with HDMI2.1 8k TV and 8k monitor connected	D3D10+	Microsoft Windows* 11-64 (22H2)	DG2

16019852537	Observed struct and TDR during Unigine heaven benchmark run(DX9, DX11) in collage mode->Horizontal	D3D12	Microsoft Windows* 11-64 (22H2)	DG2
15013368227	Angle: Fence from vkAcquireNextImageKHR() has buggy behaviour on Intel(R) UHD devices.	Vulkan	Microsoft Windows*	Tiger Lake
16019873392	World of tanks -Stripped corruption observed	D3D10+	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	Alder Lake ,Alder Lake S, Lakefield, Raptor Lake P, Rocket Lake S, Tiger Lake
16020734448	Observed Error while running the benchmark DX12: 3DMark PCI Express feature test	D3D12	Microsoft Windows* 11-64 (22H2)	DG2, ACM-R
15013836940	Text (with animation) corruption in WPS Office	D3D12	Microsoft Windows* 11-64 (22H2)	DG2
16021596543	PUBG - FPS values is abnormal	D3D10+	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	Alder Lake P, DG2
16021785428	GLView : Flicker observed in cube	OpenGL	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
16021931568	Conan Exiles - Black line and Flicker Observed on top of character selection window	D3D10+	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
14020433977	Unigine Valley Fails with the 16 display MGPU SLS system	D3D10+	Microsoft Windows* 11-64 (22H2) SV2	DG2
14020434042	3DMark FireStrike (DX11) Test Fails with the 16 display MCD system	D3D10+	Microsoft Windows* 11-64 (22H2) SV2	DG2
16022911472	Handbrake: TDR Observed while encoding HEVC 8192*4320 To HEVC 4K/8b/420	Trinity 11	Microsoft Windows* 11-64 (22H2)	DG2

#### ISSUES RESOLVED:

Issues Resolved in Build 101.5186				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
<b>Bug ID:</b> 14017819601	Anno 1800 - About half performance of 3060 at Ultra High	D3D10+ Trinity11	Microsoft Windows* 11-64 (21H2)	DG2 Desktop Add-in Card
<b>Root Cause/Resolution:</b> Switching to Trinity11 for newer driver to fix it.				
<b>Bug ID:</b> 15015014817	VK R6 Extraction: game crashes on launch - regression after VK_KHR_maintenance5: Implement passing shader code as pNext when creating pipeline	Vulkan	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Fix inVulkan driver				
<b>Bug ID:</b> 16019003309	Warhammer 40,000: Darktide - Observed corruption while launching game.	D3D12	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Fixed in D3D driver				

<b>Bug ID:</b> 16020524461	Sporadically TDR Observed while randomly toggling Color format/Color depth in IGCC with HDMI display.	Display OS Features	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	Meteor Lake
<b>Root Cause/Resolution:</b>  Fixed in Display Component				
<b>Bug ID:</b> 16022263733	Handbrake app : Enable QuickSync Deep Link Hyper Encode option is not available	Media SDK	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b>  Fixed in Media SDK				
<b>Bug ID:</b> 16022755082	Call of Duty: Modern Warfare III - Blurred preview gets pixelated hampering the end user's user experience.	D3D12	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b>  Disable SV3 Point sampling via AIL				
<b>Bug ID:</b> 18029410496	GfxDriverEvents GfxRunTimeError in function ComponentId=0x2(GMM), FeatureId=0x80800000(GMM_PAGE_TABLE), ErrorCode=0x203000c3(GMM_PAGE_TABLE_PAGESIZE_VIOLATION)	GMM	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2) Microsoft Windows* 11-64 (23H2) SV3	DG2
<b>Root Cause/Resolution:</b>  BugFix: Fix RT log error on correct pagesize				
<b>Bug ID:</b> 18033463998	NULL_POINTER_WRITE_c0000005_igd10um64xe.DLL!MONZA::Device_MONZA::AdapterTraits_Gen12HP_::MakeResidentWrapper	D3D10+	Microsoft Windows* 11-64 (23H2) SV3 Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b>  Fixed in D3D driver				
<b>Bug ID:</b> 22017918395	Incorrect Memory Footprint - Depth and Stencil Textures	GMM	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b>  Fixed in GMM Component				
<b>Issues Resolved in Build 101.5084/5085</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> None at this time				
<b>Root Cause/Resolution:</b>				
<b>Issues Resolved in Build 101.5083</b>				



Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
<b>Bug ID:</b> 13011321923	C4 Engine - Black corruptions on MGL Labs	OpenGL	Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Fix in Opengl driver				
<b>Bug ID:</b> 16022082253	Left 4 Dead 2 -Screen starts flickering indefinitely all of sudden while in game when played with "Waiting fro Sync" option "Disabled"	Trinity9	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue fixed in Trinity 9 compoment				
<b>Bug ID:</b> 16022328933	Flickering observed in YouCam after restart with high performance	Media Decode, Trinity9, Vulkan	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue fixed in Trinity 9 compoment				
<b>Bug ID:</b> 16022624766	OPROM data update is not happening	FW Update Service	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in FW Update component				
<b>Bug ID:</b> 18024102075	Unigine Valley Benchmark - corruptions on the sky in scene 6	OpenGL	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue fixed in OpenGL compoment				
<b>Bug ID:</b> 18030002701	Failed to set display configuration with error code DISPLAY_CONFIG_ERROR_INVALID_PARAMETER	Display Interfaces	Microsoft Windows* 11-64 (23H2) SV3 Microsoft Windows* 10-64 (20H1) Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2 , Alderlake, Raptor Lake, Tiger Lake
<b>Root Cause/Resolution:</b> Fix lower modes in the EDID to not fail the test when memory is insufficient				
<b>Bug ID:</b> 18032396041	Observing App Crash With signature igxehpgicd64!IGFXfence::WaitOnCpu.	OpenGL	Microsoft Windows* 11-64 (22H2) Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in OpenGL component				
<b>Bug ID:</b> 18033993553	OGL BBHANG tdr in TI-1692647 - OGL_DX12_Benchmark_SpecViewPerf   solidworks-07	OpenGL	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in OpenGL component				

<b>Bug ID:</b> 18034270634	Unigine Heaven - flickering corruption on the UI	OpenGL	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b>  Fix in OpenGL driver				
<b>Issues Resolved in Build 101.4953</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 16019914309	In Marvel Spider-Man Remastered, application crashes on switching between the game advance graphic settings during the gameplay	D3D12, IGC, 3D Application	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Battlemage BMG Visual Compute Platform, DG2
<b>Root Cause/Resolution:</b>				
<b>Bug ID:</b> 16021189947	In Game Witcher 3, corruption seen with Ray Tracing ON and Ray Traced Global Illumination set to Performance	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b>				
<b>Bug ID:</b> 16021003532	Custom Video profile is not retaining its value when switching between default profile.	Graphics Control Panel	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Optimized applying video settings profiles				
<b>Issues Resolved in Build 101.4887</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 16021056722	AV1 Codec showing in Arc Control	Next Control Panel, Graphics Driver Titan	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-N, Alder Lake-S, Rocket Lake
<b>Root Cause/Resolution:</b>  Issue fixed in newer version				
<b>Bug ID:</b> 16021642217	Topaz Video AI : TDR observed while running Benchmark	OpenCL	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b>  Fixed in driver				
<b>Bug ID:</b> 16021776283	Remnant 2 - Flickering observed during gameplay	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b>  Fixed in micropolyrasterize engine detection				

<b>Bug ID:</b> 16021983087	Diablo IV - Resolution Scaling "Intel XeSS" is greyed out for Intel GPUs in Diablo IV game.	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue fixed in newer Gmm Owned Resource Pool				
<b>Bug ID:</b> 16022092508	FFMPEG - DeepLink HyperEncode exported video shaking	Media Encode, Media SDK	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> VPL fixes into newer driver				
<b>Bug ID:</b> 16022093662	In Minecraft Bedrock, color corruption seen with RT Enabled during night gameplay	D3D12, IGC	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Disable fuseResourceLoop due to a correctness issue				
<b>Bug ID:</b> 18032637890	Tom Clancy's Rainbow Six Siege - net corruption	Vulkan	Microsoft Windows* 10-64 (20H2), Microsoft Windows* 11-64 (22H2)	DG2, Raptor Lake-P
<b>Root Cause/Resolution:</b> Fixed in newer Vulkan version				
<b>Bug ID:</b> 18033118116	Fortnite - flickering distortion on left side of game window (Nanite ON)	D3D12	Microsoft Windows* 10-64 (20H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Fixed in newer RegisterApplInfo extension				
<b>Bug ID:</b> 18033384803	GfxDriverEvents GfxRunTimeError in function ComponentId=0x0PPORTED_PLATFORM	Core KMD	Microsoft Windows* 10-64 (20H1), Microsoft Windows* 10-64 (20H2), Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-M, Alder Lake-N, Alder Lake-P, Alder Lake-S, DG1, DG2, Raptor Lake-P, Raptor Lake-S, Rocket Lake, Tiger Lake
<b>Root Cause/Resolution:</b> Fixed in driver kernal core				
<b>Bug ID:</b> 18033726291	In the Call of Duty Infinite Warfare, hard freeze seen after 5/10 minutes of gameplay	D3D10+, Graphics DriverTrinity 11	Microsoft Windows* 10-64 (20H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-P, DG2
<b>Root Cause/Resolution:</b> Fixed in d3d compoment				
<b>Issues Resolved in Build 101.4824</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 15014092897	"THE SIMS 4 " TDR Observed with white screen after changing in-game Resolution	Trinity9, Vulkan	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2

<b>Root Cause/Resolution:</b>				
Implemented D3D Vulkan function to fix				
<b>Bug ID:</b> 16020506980	Over exposure in captured video from eDP When HDR enabled in external display in Arc Control Version	Next Control Panel, Titan, XESDK	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2, Meteor Lake, Raptor Lake
<b>Root Cause/Resolution:</b>				
Fixed in driver behavior				
<b>Bug ID:</b> 16021053422	TDR and Crash observed while launching Unigine valley benchmark	D3D9	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b>				
Issue is fixed in D3D component				
<b>Bug ID:</b> 16021546785	DG not entering D3 state in CS residency test	Unassigned	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b>				
Fixed in Gfx driver				
<b>Bug ID:</b> 18024118418	Bsod Other in cons_win_0010.SD.avc.ss.pr.ctr.hclr	Core KMD, Media CP,ip.graphics_test.media_cp	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b>				
Fixed in Kernel core				
<b>Bug ID:</b> 18026012408	Calling specific D3D filter function and removes any other set up filters	Graphics DriverD3D9	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Tiger Lake-H
<b>Root Cause/Resolution:</b>				
Fixed in D3D component				
<b>Bug ID:</b> 18031003640	Observed TDR GEN12LP_MEDIA_PAGEFAULT in Netflix HDR Display mod sets, Basic Display Operations APP	Media VP	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-S, Rocket Lake, Tiger Lake
<b>Root Cause/Resolution:</b>				
Fixed in Media code				
<b>Issues Resolved in Build 101.4644</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 1809413064	Game: Detroit Become Human: unexpected app exit after launch	Vulkan, 3D Application	Microsoft Windows* 10-64 (19H1)	Alder Lake-P, DG2,Tiger Lake
<b>Root Cause/Resolution:</b>				
Issue is fixed by improvement on Vulkan				
<b>Bug ID:</b> 14017770132	Hitman 3 XeSS turns shrubs into a blurred image	D3D12, XeSS	Microsoft Windows* 11-64 (21H2)	DG2-512 IBC SKU1 Desktop Add-in Card

<b>Root Cause/Resolution:</b> Fix in XeSS newer version				
<b>Bug ID:</b> 14017770215	Hitman 3 XeSS eyes of the character disappears into the stairs	D3D12, XeSS	Microsoft Windows* 11-64 (21H2)	DG2-512 IBC SKU1 Desktop Add-in Card
<b>Root Cause/Resolution:</b> Fixed in XeSS 1.1				
<b>Bug ID:</b> 14017986278	Call of Duty: Warzone 2.0 - texture flickering	D3D12, XeSS, 3D Application	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Fixed in XeSS 1.1				
<b>Bug ID:</b> 14019465730	Customer application can't open	D3D10+	Microsoft Windows* 11-64 (22H2)	Raptor Lake
<b>Root Cause/Resolution:</b> Issue is fixed by improving Shader Cache functionality				
<b>Bug ID:</b> 14019514003	3DMark becomes unresponsive and freezes during benchmark runs and device must be reset to restore functionality	Unassigned	Windows* 10-64 (RS1)	unknown
<b>Root Cause/Resolution:</b> Issue is fixed in Display component				
<b>Bug ID:</b> 14019638096	Camera Preview shows gray when toggling Background effect in Settings	OpenCL	Microsoft Windows* 11-64 (22H2)	Raptor Lake H 6C+8A+GT2 Platform Configuration, unknown
<b>Root Cause/Resolution:</b> Issue is fixed in OpenCL component				
<b>Bug ID:</b> 16019151649	Minor flicker in Unigine Heaven on Option page when hover mouse pointer	D3D9	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Fixed in D3D Function				
<b>Bug ID:</b> 16019326244	Corruption observed while running the C4 engine benchmark.	OpenGL	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Fixed in OpenGL				
<b>Bug ID:</b> 16019441350	Call of Duty: Modern Warfare 2 : Observed Wobbling on ground with XeSS enabled	XeSS, 3D Application	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Fixed in XeSS 1.1				

<b>Bug ID:</b> 16020829902	Observed iTunes app is getting crashed while launching	Shader Cache	Microsoft Windows* 11-64 (22H2)	Ratpor Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed by improving Shader Cache functionality				
<b>Bug ID:</b> 16020855545	Dynamic refresh rate switching (DRRS) option get greyed_out while switching AC/DC	Control Panel	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Fixed the DRRS mechanism				
<b>Bug ID:</b> 16020918677	Compatibility issue between McAfee, WebView & Intel Gfx	Shader Cache	Microsoft Windows* 11-64 (22H2), Microsoft Windows* 11-64 (22H2)	Raptor Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed by improving Shader Cache functionality				
<b>Bug ID:</b> 16021105411	Default values of Bezel correction( left-0, right-0, bottom -0, top-0) are not getting applied once non-zero values are applied.	Control Panel	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-P, Alder Lake-S, Raptor Lake-S, Rocket Lake,Tiger Lake
<b>Root Cause/Resolution:</b> Fixed in new IGCC behavior				
<b>Bug ID:</b> 18017231894	C4_Engine corruption	OpenGL	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Rocket Lake,Tiger Lake-H
<b>Root Cause/Resolution:</b> Fixed in Gfx driver - OpenGL				
<b>Bug ID:</b> 18020972138	Hearts of Iron 4 terrain corruption in High texture quality	OpenGL	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Fixed in Gfx driver - OpenGL				
<b>Bug ID:</b> 18024109777	Shadow of the Tomb Raider - Flickering fog and leaves in benchmark with XeSS enabled	XeSS, 3D Application	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Fixed in XeSS 1.1				
<b>Bug ID:</b> 18031411012	Left 4 Dead 2 - Shadow corruption with flashlight	Trinity9	Microsoft Windows* 10-64 (20H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Fixed in iGfx driver - D3D				
<b>Issues Resolved in Build 101.4577</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>

<b>Bug ID:</b> 14019601908	BSOD0x113 occurs when resuming from S5	Unassigned	Microsoft Windows* 11-64 (22H2)	Raptor Lake H 6C+8A+GT2 Platform Configuration
<b>Root Cause/Resolution:</b> Issue is fixed with a workaround				
Issues Resolved in Build 101.4575				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 1809413064	Game: Detroit Become Human: unexpected app exit after launch	Vulkan, 3D Application	Microsoft Windows* 10-64 (19H1)	Alder Lake-P, Coffee Lake, DG2, Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed by improvement on Vulkan				
<b>Bug ID:</b> 14017120455	Arcadegeddon Texture Flicker with XeSS enabled	Graphics Driverxess	Microsoft Windows* 11-64 (21H2)	Alder Lake-P, DG1, DG2, Tiger Lake
<b>Root Cause/Resolution:</b> Issue is not seen on latest XESS				
<b>Bug ID:</b> 14017628901	Spider-Man: Hair Artifacts	Graphics Driverxess, 3D Application	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by ISV update				
<b>Bug ID:</b> 14019465730	Customer application can't open	D3D10+	Microsoft Windows* 11-64 (22H2) SV2	Raptor Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed by improving Shader Cache functionality				
<b>Bug ID:</b> 14019514003	3DMark becomes unresponsive and freezes during benchmark runs and device must be reset to restore functionality	Unassigned	Microsoft Windows* 10-64 (RS1)	Unknown
<b>Root Cause/Resolution:</b> Issue is fixed in Display component				
<b>Bug ID:</b> 14019638096	Camera Preview shows gray when toggling Background effect in Settings	Graphics DriverOpenCL	Microsoft Windows* 11-64 (22H2) SV2	Raptor Lake H 6C+8A+GT2 Platform Configuration
<b>Root Cause/Resolution:</b> Issue is fixed in OpenCL component				
<b>Bug ID:</b> 16018919963	Marvel's Spider-Man- Spot corruption observed with XeSS Enabled	Graphics Driverxess, 3D Application	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Raptor Lake HX 8C+16A+GT1 Platform Configuration, DG2

<b>Root Cause/Resolution:</b>				
Issue fixed by improving XESS				
<b>Bug ID:</b> 16020335412	Unlock FPS and Adaptive Sync Plus option not persisting after relaunching IGCC Lite	Graphics DriverGraphics Control Panel	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-P, Rocket Lake, Tiger Lake
<b>Root Cause/Resolution:</b>				
Enabled Refresh after collage.				
<b>Bug ID:</b> 16020829902	Observed iTunes app is getting crashed while launching	Shader Cache	Microsoft Windows* 11-64 (22H2) SV2	Raptor Lake-P
<b>Root Cause/Resolution:</b>				
Issue is fixed by improving Shader Cache functionality				
<b>Bug ID:</b> 16020904345	Sid Meier's Civilization VI - Minor Corruption observed while playing game with MSAA 4x	Core KMD	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b>				
Issue is fixed by WA				
<b>Bug ID:</b> 16020910692	VR Windows mixed reality - Corruption Observed	Core KMD	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b>				
Issue is fixed by WA				
<b>Bug ID:</b> 16020918677	Compatibility issue between McAfee, WebView & Intel Gfx	Shader Cache	Microsoft Windows* 11-64 (22H2) SV2, Microsoft Windows* 11-64 (22H2)	Raptor Lake-P
<b>Root Cause/Resolution:</b>				
Issue is fixed by improving Shader Cache functionality				
<b>Bug ID:</b> 18031097927	Game: Halo:Infinite - Crash with TDR after loading to main screen	D3D12	Microsoft Windows* 10-64 (20H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b>				
Disabled reporting the enhanced barriers cap.				
<b>Bug ID:</b> 22014795739	Ghostwire - crash at transitioning between scene	D3D12	Microsoft Windows* 11-64 (22H2)	Alder Lake-P, DG1, Tiger Lake
<b>Root Cause/Resolution:</b>				
Issue is fixed by improving compression functionality in D3D12				
<b>Issues Resolved in Build 101.4502</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14019465730	Customer application can't open	D3D10+	Microsoft Windows* 11-64 (22H2)	Raptor Lake-P



<b>Root Cause/Resolution:</b> Issue is fixed by improving Shader Cache functionality				
<b>Bug ID:</b> 14019514003	3DMark becomes unresponsive and freezes during benchmark runs and device must be reset to restore functionality	Unassigned	Windows* 10-64 (RS1)	unknown
<b>Root Cause/Resolution:</b> Issue is fixed in Display component				
<b>Bug ID:</b> 16016825608	Avengers: Flickering on floor while playing with XeSS enabled	Graphics Driverxess,3D Application	Microsoft Windows* 11-64 (21H2)	Alder Lake-P, DG1, DG2, Tiger Lake
<b>Root Cause/Resolution:</b> Issue is no longer seen with the latest SDK				
<b>Bug ID:</b> 16019361644	World of Warships - Water corruption observed while performing ALT + Enter	D3D10+	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by improving 3D engine				
<b>Bug ID:</b> 16020658530	Arc Control in DT mode - In game overlay toggle off but Intel Performance Telemetry page persist after change Window Mode	Next Control Panel	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-P, Alder Lake-S, Raptor Lake-S, Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed by improving overlay mode functionality				
<b>Bug ID:</b> 16020829902	Observed iTunes app is getting crashed while launching	Shader Cache	Microsoft Windows* 11-64 (22H2)	Raptor Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed by improving Shader Cache functionality				
<b>Bug ID:</b> 16020918677	Compatibility issue between McAfee, WebView & Intel Gfx	Shader Cache	Microsoft Windows* 11-64 (22H2)	Raptor Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed by improving Shader Cache functionality				
<b>Bug ID:</b> 18026403204	Assassin's Creed Valhalla - Geometric Corruption when changing Resolution Scale to 190% and 200%	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by improving Compression functionality				
<b>Bug ID:</b> 14019638096	Camera Preview shows gray when toggling Background effect in Settings	Open CL	Microsoft Windows* 11-64 (22H2)	Raptor Lake H 6C+8A+GT2 Platform Configuration, unknown
<b>Root Cause/Resolution:</b> Issue is fixed in OpenCL component				

Issues Resolved in Build 101.4369				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14019178912	In-Game Overlay gear "Select all" stops working	Next Control Panel	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by correcting codecfunctionality when Select All is used				
Bug ID: 15013157046	Call of duty Warzone 2.0 : observed Game Crash with Error pop-up & TDR	D3D12, IGC	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-P, DG1, Raptor Lake-P, Tiger Lake
<b>Root Cause/Resolution:</b> Issue is no longer seen with the latest driver				
Bug ID: 16020460166	Exit or Close button is not there for View Release note in Desktop mode	Control Panel, Next Control Panel	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-S, Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed by improving scaling functionality				
Bug ID: 16020579012	Highlight file name and save settings not persisting after closing and open to overlay(Alt+i) mode	Next Control Panel	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-S, DG2
<b>Root Cause/Resolution:</b> Issue is fixed in ARC control code				
Bug ID: 16020591275	Doom Eternal : Corruption Observed while playing [Specific Location]	Graphics Driver Vulkan	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in Vulkan				
Bug ID: 18021346166	Call of Duty: Black Ops - Cold War - TDR while playing	D3D12, IGC	Microsoft Windows* 11-64 (21H2)	Alder Lake-P, DG2
<b>Root Cause/Resolution:</b> Issue is fixed by improving multithreaded scenario in recording dispatch rays calls				
Issues Resolved in Build 101.4314				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14015485144	Diablo II: Resurrected - Graphical Corruption	D3D12	Microsoft Windows* 10-64 (20H2)	DG1, Tiger Lake-UP3
<b>Root Cause/Resolution:</b> Issue is fixed in D3D12				
Bug ID: 14018315179	Display show garbage after ilde about 24h with camera on	Display OS Features	Microsoft Windows* 11-64 (22H2)	Raptor Lake PX 6C+8A+GT2 Platform

				Configuration, Raptor Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed by improving VRR programming				
<b>Bug ID:</b> 14018950335	CSGO S2 : Flicker corruption seen when playing game	Graphics DriverTrinity 11	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is not seen with latest driver				
<b>Bug ID:</b> 15010403230	Display topology issues seen with HDMI on IGCC console	Graphics Control Panel	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed with the latest OS version				
<b>Bug ID:</b> 15012263951	GamePP ---Hardware evaluation on screen is flickering	D3D12	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in D3D12				
<b>Bug ID:</b> 15013159752	In game overlay transparency/Overlay position/Menu customization not persisting after coming from overlay Mode to Desktop Mode	Next Control Panel	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-S,Rocket Lake,Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed in ArcContra reading functionality				
<b>Bug ID:</b> 16019108242	Doom Eternal : Corruption Observed while playing [Specific Scene & Location]	Vulkan	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by improving primitive functionality before viewport change				
<b>Bug ID:</b> 16019580239	Highlights/capture automatically stop and start in League Of Legends while switching from windowed to Fullscreen and vice versa(Alt+Enter)	Next Control Panel	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-P, Alder Lake-S, Raptor Lake-P, Rocket Lake, Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed with the latest IGCC version				
<b>Bug ID:</b> 16019613622	Game crash with error pop while launching fortnite game	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2, Raptor Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed by removing redundant check in a driver handler function				
<b>Bug ID:</b> 16020022571	Resident Evil 4 Remake - Crash observed after launching the game	Graphics Driver IGC	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-S,DG2
<b>Root Cause/Resolution:</b> Issue is fixed in IGC				

<b>Bug ID:</b> 18027728759	Fortnite game crash after relaunch	D3D12	Microsoft Windows* 10-64 (20H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue fixed in API and removed a redundant check				
Issues Resolved in Build 101.4255				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14017395747	Mixed Reality Portal will not display through headset	Display Interfaces, Display OS Features	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by adding support for the prototype device				
<b>Bug ID:</b> 14017517467	The monitor display abnormal in the OS after we change one card to another card	Core KMD, D3D10+	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fix by correcting some functionality when a change in System Config values is detected				
<b>Bug ID:</b> 15012737271	Corruption observed while playing Game-Sid Meier's Civilization V I	D3D12, Graphics DriverIGC	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by disabling CPS Omask				
<b>Bug ID:</b> 16019125776	Dirt Rally 2:Pixel corruption while doing Alt+Enter & changing resolution (1280x720)	Core GMM	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by correcting 64K small texture pooling				
<b>Bug ID:</b> 16019293790	App crash observed in the Rift Breaker with error pop-up	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed and no longer seen				
<b>Bug ID:</b> 16019711239	Selected eDP get disabled automatically while toggling PSR ON/OFF in IGCC Lite	Display OS Features, Display Powercons	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-M,Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed to ensure PSR enter will proceed with DPCD setting				
<b>Bug ID:</b> 16019820096	Marvel's Guardians of the Galaxy - lag observed during cinematic scene	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in D3D12				
<b>Bug ID:</b> 16019859805	Call of duty Warzone 2.0 Modern Warfare: Game Crash with TDR	D3D12,Graphics DriverIGC	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-S,Tiger Lake

<b>Root Cause/Resolution:</b> Issue is fixed in IGC				
<b>Bug ID:</b> 16019959733	Hogwarts Legacy : Game crash	Graphics Driverxess	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by improving Compiler initialization				
Issues Resolved in Build 101.4146				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 16017247626	HBR 3 is not supporting	Display Interface	Windows 11 22H2	Alder Lake-P, Raptor Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed by properly programmed DWORD registry offset				
<b>Bug ID:</b> 15012789287	Halo Infinite (Steam) does not launch or auto close	D3D12	Microsoft Windows* 11-64 (21H2)	DG2-512 IBC SKU1 Desktop Add-in Card
<b>Root Cause/Resolution:</b> Issue is fixed in D3D12				
<b>Bug ID:</b> 16014589068	Crash Observed During CSGO Gameplay	dx9on12, Unassigned	Microsoft Windows* 11-64 (21H2)	DG2,unknown
<b>Root Cause/Resolution:</b> No longer seen with latest Graphics and OS vesrion				
<b>Bug ID:</b> 16017014890	Stuttering in Player Unknown's Battlegrounds	D3D10+	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10+				
<b>Bug ID:</b> 16017020055	Low FPS Observed in Flight Simulator	D3D10+	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10+				
<b>Bug ID:</b> 16018906741	Call of Duty: Modern Warfare 2 Remastered 2020:App crash observed with fatal error	D3D10+	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10+				
<b>Bug ID:</b> 16019421001	RT_Minecraft color corruption while game play	D3D12, Graphics Driver IGC	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b>				

Issue is fixed in IGC				
<b>Bug ID:</b> 16019422682	Halo Infinite : RGB corruption on entire game	D3D12, Graphics Driver IGC	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by improving shader override function				
<b>Bug ID:</b> 16019529659	3DMark PortRoyal : TDR while launch benchmark	Graphics Drivercore_gmm	Microsoft Windows* 11-64 (21H2),Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by improving compression functionality				
<b>Bug ID:</b> 16019542920	Control : TDR while perform ALT+Enter in gameplay	Core GMM	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by improving compression functionality				
<b>Bug ID:</b> 16019548677	Resident Evil Village: TDR while perform ALT+ Tab in gameplay	Core GMM	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by improving compression functionality				
<b>Bug ID:</b> 16019580237	Camera mode(onscreen and instream) in Broadcast page is reflecting in highlights/capture page while Capture is ON	Control Panel	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-S, DG2, Rocket Lake
<b>Root Cause/Resolution:</b> Issue is fixed by isolating special Broadcast setting				
<b>Bug ID:</b> 16019580487	Values made in capture page is not persisting after doing display modsets	Control Panel	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-S, Rocket Lake, Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed in Arc Contral				
<b>Bug ID:</b> 16019671987	Cyberpunk 2077, Battlefield 2042 - Game crash with TDR observed	Unassigned	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> issue is no longer seen with the latest SW stack				
<b>Bug ID:</b> 16019683817	Dying Light 2 Stay Human: Color corruption observed in Benchmark and game play	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by improving AIL				
<b>Bug ID:</b> 18025863283	Warhammer 40,000: Darktide - TDR when launching game or selecting character	Core GMM, D3D12, 3D Application	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2

<b>Root Cause/Resolution:</b> Issue is fixed with WA				
<b>Issues Resolved in Build 101.4091</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14015534126	DP AUX transaction returns AUX_BUSY resulting in failure to read base/extended EDID block	Display Interfaces	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by Increasing AUX timeout by 1.5 milliseconds				
<b>Bug ID:</b> 14016045714	Lego Builders: Journey. Running the game in normal mode causes the game to hang the moment it launches	D3D12	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by improving some allocation functionality				
<b>Bug ID:</b> 14016420293	Port C does not wake on Sx resume resulting in modeset failure	Display Interfaces	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Unknown fix in latest driver				
<b>Bug ID:</b> 14017855552	Halo Infinite - Extreme lag on Chrome Browser when playing YouTube video while game is running	Display OS Features	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by improving H-Sync interrupt completion when reporting to OS				
<b>Bug ID:</b> 14018340168	The game OverWatch2 occurs critical lag at the first time enter the game	D3D10+	Microsoft Windows* 11-64 (22H2) SV2	Alchemist Refresh ACM-R Visual Compute Platform, Raptor Lake-P
<b>Root Cause/Resolution:</b> Code change is done to fix shader cache bug which was causing the crash				
<b>Bug ID:</b> 16014589128	Application hang issue observed while playing Gears of War4 game.	D3D12, Graphics Driver IGC	Microsoft Windows* 10-64 (20H1)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in D3D12				
<b>Bug ID:</b> 16019108242	Doom Eternal : Corruption Observed while playing Specific Scene & Location	Graphics DriverVulkan	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by improving primitive functionality before viewport change				
<b>Bug ID:</b> 16019182774	Fortnite- crash during loading to match	D3D12, Graphics Driver IGC	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2

<b>Root Cause/Resolution:</b> Issue is fixed in IGC				
<b>Bug ID:</b> 16019185351	Refresh Rate dropdown option is not showing in IGCC Lite clone mode with 5K+4K Monitors	Graphics DriverGraphics Control Panel	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-S, DG2
<b>Root Cause/Resolution:</b> Issue is fix to properly override OS mode list by driver				
<b>Bug ID:</b> 18024445449	Celeste - Crash after Alt + Tab or changing Fullscreen or Vsync settings	DX9on12, OS API Bug Windows	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is not seen on the latest driver				
<b>Bug ID:</b> 22015736185	D5 Render - Low Viewport Performance	D3D12, Graphics DriverIGC	Microsoft Windows* 11-64 (22H2)	DG2-512 IBC SKU1 Desktop Add-in Card
<b>Root Cause/Resolution:</b> Issue is fixed in D3D12				
Issues Resolved in Build 101.4034				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14018014231	System garbage when resume from MODS/S4 via display dongle connect to dock	Display Power Conservation	Microsoft Windows* 11-64 (22H2)	Raptor Lake-HX
<b>Root Cause/Resolution:</b> Graphic Workaround for PCode issue: PCode 10MS applied (Display Gen12 and Gen13)				
<b>Bug ID:</b> 16019159180	Observed video junk/lag issues while playing VPB1080/VPB4K	Display Power Conservation	Microsoft Windows* 11-64 (22H2)	Raptor Lake-P
<b>Root Cause/Resolution:</b> Observed video junk/lag issues while playing VPB1080/VPB4K				
<b>Bug ID:</b> 16018987173	MM18 KPI RPL_MRB256 DG2 Socwatch power 550-600mW delta with WW45 stack	Display Power Conservation	Microsoft Windows* 11-64 (22H2)	DG2-256 Mobile Platform, Raptor Lake
<b>Root Cause/Resolution:</b> Issue is fixed in Display PC component				
<b>Bug ID:</b> 14017771644	The Brightness level is not restored when resume from S3	Display Power Conservation	Microsoft Windows* 11-64 (22H2)	Alder Lake-N
<b>Root Cause/Resolution:</b> Issue is fixed by enabling Mipi transcoder first and then sent DSC packets for brightness change				
Issues Resolved in Build 101.4032				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>



<b>Bug ID:</b> 1509195847	Game: NBA 2K21: Crash and forced to exit when switch the resolution from 1920x1080 to 1600X900 or 1280X720	D3D10+	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-P, DG1,Tiger Lake
<b>Root Cause/Resolution:</b>  Issue is fixed by improving destroy AIL functionality in D3D10+				
<b>Bug ID:</b> 14016495369	Game PLAYERUNKNOWN'S BATTLEGROUNDS is not smooth sometimes	Graphics Drivercore_powercons,D 3D10+	Microsoft Windows* 11-64 (21H2)	Alder Lake-P, DG2
<b>Root Cause/Resolution:</b>  Issue is fixed in Power Conservation component				
<b>Bug ID:</b> 14017790143	LFP brightness will change to highest after resume system from MSC under DC mode	Display Powercons	Microsoft Windows* 11-64 (22H2)	Raptor Lake
<b>Root Cause/Resolution:</b>  Issue is fixed by removing the check for number of Active LFP and adding check for number of enumerated LFP				
<b>Bug ID:</b> 14017897050	Role Model show garbage when playing game(FIFA online 4)	D3D10+	Microsoft Windows* 11-64 (22H2)	Alchemist Refresh ACM-R Visual Compute Platform, Raptor Lake
<b>Root Cause/Resolution:</b>  Issue is fixed by improving multi-sampled texture functionality				
<b>Bug ID:</b> 14018001389	The screen will garbage after wakeup from Modern Standby 10 min	Display Powercons	Microsoft Windows* 11-64 (21H2)	Raptor Lake
<b>Root Cause/Resolution:</b>  Workaround - PCODE 10 MS timeout (applied for D13 gen only)				
<b>Bug ID:</b> 14018086809	Play videos show lag and pipe under run when play H.264 via Media Player on DC mode with HDMI monitor	Display OS Features	Microsoft Windows* 11-64 (22H2)	Raptor Lake H, 6C+8A+GT2 Platform Configuration
<b>Root Cause/Resolution:</b>  Issue is fixed by disabling VRR on non-VRR HDMI panels				
<b>Bug ID:</b> 14018120062	The game "Call of Duty: Black Ops 3" has rendering abnormally	D3D10+	Microsoft Windows* 11-64 (22H2)	Alchemist Refresh ACM-R Visual Compute Platform, Raptor Lake
<b>Root Cause/Resolution:</b>  Issue is fixed in D3D10+ component				
<b>Bug ID:</b> 15012456962	BSOD when plug-in some Monitor using DP port	Display Interfaces	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b>  Issue is fixed by improving the Timing structure				
<b>Bug ID:</b> 16019061440	144Hz is not listing in selected panels when connected through Realtek card	Display Interfaces	Microsoft Windows* 11-64 (22H2)	Raptor Lake

<b>Root Cause/Resolution:</b> Issue is fixed by checking HDMI VSDB Blocks in EDID only when digital video Interface is not DisplayPort.				
<b>Bug ID:</b> 18020461216	Windows Mixed Reality - black pixel corruptions on certain surfaces	D3D10+	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10+				
<b>Bug ID:</b> 18020872735	Halo Infinite - striped texture corruptions	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-M,Alder Lake-P,Alder Lake-S,DG2,Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed by preparing screen space reflections in CS shader				
<b>Bug ID:</b> 18025341359	World of Tanks 1.0 - Horizontal lines visible in the main menu & gameplay	D3D10+	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10+ component				
<b>Bug ID:</b> 22015869811	God of War - Menus are slow	D3D10+	Microsoft Windows* 11-64 (22H2)	DG2-512 IBC SKU1 Desktop Add-in Card
<b>Root Cause/Resolution:</b> Issue is fixed by improving Shader functionality				
<b>Bug ID:</b> 22016252329	H264 Encoder tests consumes more memory after Intel Graphics driver update from 30.* to 31.* on Windows 11 22H2	Graphics Drivercore_gmm	Microsoft Windows* 11-64 (22H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed by reducing the Map elements size from 18bits to 17bits				
<b>Issues Resolved in Build 101.3959</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14015440432	Game: ELEX - Object Edges Rendered Incorrectly	D3D10+,Unassigned	Microsoft Windows* 10-64 (20H2)	Alder Lake,Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed by improving color check functionality				
<b>Bug ID:</b> 14016152973	Strange Brigade - flickering corruption	D3D12	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by adding dummy primitives when viewport changes and adding a CS Stall in special cases				
<b>Bug ID:</b> 14016454941	PCMark10 Battery Modern Office test occurred an error and no score output	Graphics Drivermedia_encode,Media VP	Microsoft Windows* 11-64 (21H2)	Alder Lake-P

<b>Root Cause/Resolution:</b> Issue is fixed by improving compression write functionality				
<b>Bug ID:</b> 14016780954	Dead by Daylight - Stutter during gameplay	D3D10+	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10+				
<b>Bug ID:</b> 14016937740	Dead by Daylight - FPS Drop (Lag)	D3D10+	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10+				
<b>Bug ID:</b> 14017160055	Tom Clancy's Rainbow Six Siege - FPS Drop (Moderate Lag)	D3D10+	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by optimizing draw patch functionality				
<b>Bug ID:</b> 14017239499	Dead by day light- FPS drop during mode set(Clone)	D3D10+	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10+				
<b>Bug ID:</b> 14017417217	Brightness cannot keep after plug AC adapter in FSU and resume	Display Powercons	,	Alder Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed by resetting target LUT values to 512 when target boost is getting reset to 1				
<b>Bug ID:</b> 14017470134	Attempted to trigger BSOD manually, system looked like hang, no blue screen showed although dump file generated	Display Powercons	Microsoft Windows* 11-64 (22H2)	Alder Lake-M
<b>Root Cause/Resolution:</b> Display Power code is optimized to fix this issue				
<b>Bug ID:</b> 14017698407	Forza Horizon 5 - Random flashing black lines of corruption appear on the screen	D3D12	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by adding missing AIL				
<b>Bug ID:</b> 15012055984	Flicker observed while scroll up/down in Netflix/YouTube preview window	D3D10+	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-P, Meteor Lake
<b>Root Cause/Resolution:</b> DX11_RTV write operation is update Allocation				
<b>Bug ID:</b> 15012064049	Forspoken : Observed Shadow corruption on objects	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2

<b>Root Cause/Resolution:</b> Issue is fixed in D3D12				
<b>Bug ID:</b> 16015818681	Beeping sound heard when two monitors are connected	Unassigned	Microsoft Windows* 10-64 (20H2)	Alder Lake-P,unknown
<b>Root Cause/Resolution:</b> Issue is fixed by improving converter logic from the codec function driver				
<b>Bug ID:</b> 16016416674	Low FPS, Mild Lag & Stuttering in Control	D3D10+	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10+				
<b>Bug ID:</b> 16016840568	Observed GPU error and TDR in cinematic mode while shooting in Sniper Elite 5 Steam game	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-P,DG1,raptor_lake.p,Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed in D3D112				
<b>Bug ID:</b> 16017351273	Sniper Elite 5 - App crash with GPU lost error and TDR in campaign mode	D3D12	Microsoft Windows* 11-64 (21H2),Microsoft Windows* 11-64 (22H2)	DG1,Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed in D3D112				
<b>Bug ID:</b> 16017357511	Two displays showing in display setting after resuming from S3	Display Interfaces	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> The code change is done to reset Mux ownership to iGPU and eDP enumeration status on a display shift supported system on resume from sleep and on driver disable.				
<b>Bug ID:</b> 16018052035	Audio bitrate is changing after S3 and S4	Next Control Panel	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed by improving initiating functionality after resume				
<b>Bug ID:</b> 16018444387	Enlisted: line corruptions	D3D10+	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10+				
<b>Bug ID:</b> 16018537145	Hang & TDR Observed while resizing New Media player	Media VP	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Fixed by enlarging thresholds to do scalability.				
<b>Bug ID:</b> 16018646137	Handbrake: Icon corruption	Graphics DriverD3D9	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2

<b>Root Cause/Resolution:</b> Disable texture suballocation for UI icon of media application				
<b>Bug ID:</b> 16018650904	Corruption observed on PDVD22 application	Graphics DriverD3D9	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Disable texture suballocation for specific media application				
<b>Bug ID:</b> 16018790920	Corruption observed in video conferencing while running PCMARK 10 benchmark	Graphics DriverD3D9,Media Decode,Graphics Drivermedia_encode	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by resolving media compressed resource for present				
<b>Bug ID:</b> 16018793949	Dying light2 : Color corruption on character	Graphics DriverIGC	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed in IGC				
<b>Bug ID:</b> 16018875022	Uncharted: Legacy of Thieves Collection game crash after launch	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-P,DG2
<b>Root Cause/Resolution:</b> Issue is fixed by correcting ALL set				
<b>Bug ID:</b> 16018980715	Stellaris:corruption in main menu and game play	Graphics DriverD3D9	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed by disabling Sub-allocation for small Render Targets or Textures				
<b>Bug ID:</b> 18018766998	The Ascent - App Crash	D3D10+,Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake_up3
<b>Root Cause/Resolution:</b> Issue is no longer seen with the latest driver				
<b>Bug ID:</b> 18021008951	Dying Light 2 Stay Human bright corruption on building	D3D10+	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10+				
<b>Bug ID:</b> 18021009690	Dying Light 2 Stay Human bright corruption on building	D3D12	Microsoft Windows* 11-64 (21H2)	DG2,Raptor Lake-S
<b>Root Cause/Resolution:</b> D3D12 code was improved to fix this issue				
<b>Bug ID:</b> 18021346166	Call of Duty: Black Ops - Cold War - TDR while playing	D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake-P,DG2

<b>Root Cause/Resolution:</b> Issue is fixed by improving multithreaded scenario in recording dispatch rays calls				
<b>Bug ID:</b> 18022271518	Strange Brigade - Shadow corruption	D3D12	Microsoft Windows* 11-64 (21H2)	DG2
<b>Root Cause/Resolution:</b> Issue is fixed in D3D12				
<b>Bug ID:</b> 18024188039	A Plague Tale: Requiem: Red corruption seen in Main Menu and In-game	D3D10+	Microsoft Windows* 11-64 (21H2)	Alder Lake-P,DG2,Tiger Lake.hp
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10+				
Issues Resolved in Build 101.3889				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14017417217	Brightness cannot keep after plug AC adapter in FSU and resume	Display Powercons	Microsoft Windows* 11-64 (22H2)	Alder Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed by resetting target LUT values to 512 when target boost is getting reset to 1				
<b>Bug ID:</b> 14017470134	Attempted to trigger BSOD manually, system looked like hang, no blue screen showed although dump file generated	Display Powercons	Microsoft Windows* 11-64 (22H2)	Alder Lake-M
<b>Root Cause/Resolution:</b> Display Power code is optimized to fix this issue				
Issues Resolved in Build 101.3790				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14017102653	Some Chinese words fails to convey the precise meaning from original English sentences	Graphics Driverloc_translation	Microsoft Windows* 11-64 (21H2)	DG1
<b>Root Cause/Resolution:</b> Fixed text for target language				
<b>Bug ID:</b> 14017455183	Install intel Graphic driver will appear BitLocker enabled warning	GFX Installer	Microsoft Windows* 10-64 (20H2)	Alder Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed in Installer				
<b>Bug ID:</b> 18020628253	Black Vertical lines observed during Assassin Creed Valhalla game play	D3D12, Graphics DriverIGC, 3D Application	Microsoft Windows* 11-64 (21H2)	Alder Lake-M, Alder Lake-P

<b>Root Cause/Resolution:</b> Issue is fixed by improving compute shader				
<b>Bug ID:</b> 18022153820	Fallout 4 VR - TDR after launch	D3D10+	Microsoft Windows* 11-64 (21H2)	Alder Lake-S, DG2
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10+				
<b>Bug ID:</b> 22015729579	Forspoken red corruption	D3D12	Microsoft Windows* 10-64 (RS5)	Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed in 3DD12 component				
Issues Resolved in Build 101.3729				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14016380858	Crash while playing chorus game	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed and no longer seen				
<b>Bug ID:</b> 14017025667	No sound when playing a video after resuming the system from S3 or S4	Unassigned	Microsoft Windows* 11-64 (21H2)	DG1
<b>Root Cause/Resolution:</b> Issue is no longer seen with the latest driver				
<b>Bug ID:</b> 14017220451	A Plague Tale: Requiem: Red corruption seen in Main Menu and In-game	D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake-P, Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed by implementing typed UAV load AIL for the game				
<b>Bug ID:</b> 14017345565	Customer logo Display twice during reboot	Display Powercons	Microsoft Windows* 11-64 (21H2)	Alder Lake-P
<b>Root Cause/Resolution:</b> Modified the logic to combine OS matrix correctly				
<b>Bug ID:</b> 16016231571	Observed Green corruption in Discord application video call	Media Decode,Graphics Drivermedia_encode,Graphics Drivermedia_sdk	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-N, Alder Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed by improving YV12 input support				
<b>Bug ID:</b> 16016269630	Sporadically observing SUT is entering to Extended mode in Headless mode while waking from S5	Display OS Features	Microsoft Windows* 11-64 (21H2)	Raptor Lake-S

<b>Root Cause/Resolution:</b> Issue is fixed in Display component				
<b>Bug ID:</b> 16018402922	Momentarily Flickering Observing on Edge/Chrome While Doing Mouse Interaction	D3D10+	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-P, Alder Lake-S,DG1, Rocket Lake, Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed by improving write operations in D3D10				
<b>Bug ID:</b> 18018766998	The Ascent - App Crash	D3D10+,Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Issue is no longer seen with the latest driver				
<b>Bug ID:</b> 18020321229	Grand Theft Auto V - lightning changes while changing camera position (MSAA on)	Graphics Drivercore_gmm,D3D10 +, Graphics DriverIGC	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-M, Alder Lake-P, Alder Lake-S, DG1, Tiger Lake,Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed and no longer seen				
<b>Bug ID:</b> 18021326229	Ghostwire Tokyo - crash during gameplay	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG1,Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed by improving compression functionality in D3D12				
<b>Bug ID:</b> 18021523737	Mythforce crashes Loading into game level with Device hung Error	D3D10+,D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10+ component				
<b>Bug ID:</b> 18023795243	Black square corruption while playing game.	D3D12,Graphics DriverIGC	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-S, DG2
<b>Root Cause/Resolution:</b> Port compare to self pass from DX11 to DX12				
<b>Bug ID:</b> 22014419203	Final Fantasy VII Remake Intergrade – Crash During Gameplay	D3D12	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Issue is no longer seen with the latest driver				
<b>Bug ID:</b> 22014795739	Ghostwire - crash at transitioning between scene	D3D12	Microsoft Windows* 10-64 (RS5), Microsoft Windows* 11-64 (22H2)	Alder Lake-P, DG1, Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed by improving compression functionality in D3D12				
<b>Issues Resolved in Build 101.3675</b>				



Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14017017056	HDMI monitor cannot reach 4k@60Hz on TBT dock with customize setting 0x02	Display Interfaces, Display OS Features	Microsoft Windows* 11-64 (21H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed in display component by setting the DSC reg key.				
Issues Resolved in Build 101.3616				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14017004122	Shadow of the Tomb Raider][DX12]The game will auto closed when we run the game benchmark	D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake-S, DG2
<b>Root Cause/Resolution:</b> DX12 driver work around provided for resource that's too big for the heap				
Bug ID: 14017017056	HDMI monitor cannot reach 4k@60Hz on TBT dock with customize setting 0x02	Display Interfaces,Display OS Features	Microsoft Windows* 11-64 (21H2)	Tiger Lake-UP3
<b>Root Cause/Resolution:</b> Issue is fixed in display component				
Bug ID: 14017091421	Game Watch Dogs 1 Screen corruption by enabling MSAA x4	D3D10+	Microsoft Windows* 11-64 (21H2)	Alder Lake-S, DG2
<b>Root Cause/Resolution:</b> Added new AIL for game process				
Bug ID: 14017175558	Driver can't Install with Install command "Installer.exe -s -o" on both Win10 & Win11 OS	GFX	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-S
<b>Root Cause/Resolution:</b> String comparison during command line parameter parsing made to be independent of localization dependency.				
Bug ID: 14017372568	YouCam9 AP crashes after changing the scene.	D3D12	Microsoft Windows* 11-64 (22H2)	Alder Lake-P
<b>Root Cause/Resolution:</b> Improved compression funtionality for YouCam9 scenarios.				
Bug ID: 16014897194	Collage mode is getting disable during hot-plug/ unplug from Dock	Display Interfaces, Display OS Features	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-P, Raptor Lake-S, Tiger Lake
<b>Root Cause/Resolution:</b> Fixed the ambiguity with target ID and PNP ID mismatch to fix the issue for unplug plug scenarios.				
Bug ID: 16015444901	Game: Gears 5 - Black screen and TDR observed after launching and while playing game	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Tiger Lake-UP3

<b>Root Cause/Resolution:</b> WA Disabled Async Compute for TGL and above platforms				
<b>Bug ID:</b> 16016523852	After hotplug unplug Display not reaching to 5K Resolution	Display Interfaces, Display OS Features	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-S
<b>Root Cause/Resolution:</b> Fixed the connection state of slave devices while being the same is still being plugged.				
<b>Bug ID:</b> 16016848610	External display may not enumerate with cold plug/restart with Type C to DP/HDMI/Type C connections.	Display Interfaces	Microsoft Windows* 11-64 (21H2)	Alder Lake-S
<b>Root Cause/Resolution:</b> Code change is done improving aux sense detection				
<b>Bug ID:</b> 16017315044	Halo Infinite - Flash corruption observed in game main page	D3D12, Graphics DriverIGC	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG1, Raptor Lake-S, Tiger Lake
<b>Root Cause/Resolution:</b> Code change done to limit force simd32 to DG2 only.				
<b>Bug ID:</b> 16017509492	Stray - App crash with Fatal error popup during gameplay	D3D10+	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-P, DG1, Tiger Lake
<b>Root Cause/Resolution:</b> Code change done to limit force simd32 to DG2 only.				
<b>Bug ID:</b> 16017554722	Marvel's Spider-Man: Low Performance observed while playing game.	D3D12, Graphics DriverIGC	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG1, Tiger Lake
<b>Root Cause/Resolution:</b> Improved the optimization functionality.				
<b>Bug ID:</b> 16017605727	Unigine heaven freezes inside the VM	D3D10+	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Raptor Lake-S
<b>Root Cause/Resolution:</b> Restore per device staging memory to the default				
<b>Bug ID:</b> 16017765247	Video Freeze And TDR After Coming Back From CS/S4	Display Interfaces, Display OS Features	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Enable VBI after Link Retraining similar to SetTiming.				
<b>Bug ID:</b> 16017770805	Red Dead Redemption 2 game crash while doing Alt +Tab	Graphics Driver Vulkan	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-P, DG1, Rocket Lake,Tiger Lake
<b>Root Cause/Resolution:</b> Improve handling Asserts during game.				
<b>Bug ID:</b> 16018024585	Corruption observed in ARC Raiders.	Graphics DriverIGC	Microsoft Windows* 11-64 (22H2)	Alder Lake-P, DG1, Tiger Lake

<b>Root Cause/Resolution:</b>				
Improved functionality for pixel shaders				
<b>Bug ID:</b> 18019633888	Farming Simulator 22 - corruption	D3D12, Graphics DriverIGC	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-M, Alder Lake-P, Alder Lake-S, DG1, Tiger Lake
<b>Root Cause/Resolution:</b>				
Enable Sin Cos Range Reduction AIL				
<b>Issues Resolved in Build 101.3413</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14015944211	GFX Driver not parsing EDID correctly for Cisco telepresence systems	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Alder Lake, Tiger Lake
<b>Root Cause/Resolution:</b>				
Issue is fixed by improving EDID parsing and preferred modes				
<b>Bug ID:</b> 14016313903	Tom Clancy's Ghost Recon Breakpoint - Shadow Corruption	D3D10+	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake DG1,Tiger Lake
<b>Root Cause/Resolution:</b>				
Issue is fixed by resetting the uninitialized memory at creation time for buffers in dynamic pooling				
<b>Bug ID:</b> 14016774816	PSR entry returns false failure when invoked at 30Hz	Display Powercons	Microsoft Windows* 11-64 (22H2)	Alder Lake
<b>Root Cause/Resolution:</b>				
Issue is fixed to use minimum supported refresh rate for frametime calculations instead of RR from settiming data				
<b>Bug ID:</b> 16017010277	After applying 4K resolution (3840x2160@30p) on Miracast display in IGCC and OS display settings Refresh rate is listing only 24p and 25p	Encode	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake
<b>Root Cause/Resolution:</b>				
Issue is fixed in Media Encode component				
<b>Bug ID:</b> 16017084151	Garbage seen sporadically when doing PSR entry exit	Display Powercons	Microsoft Windows* 11-64 (22H2)	Alder Lake
<b>Root Cause/Resolution:</b>				
Issue is fixed by ensuring SW PSR exit sequence checks if panel has entered PSR inactive state				
<b>Bug ID:</b> 18019362499	Game: Halo Infinite - black geometry corruption	D3D12, Graphics Driver IGC	Microsoft Windows* 10-64 (20H2), Microsoft Windows* 11-64 (22H2)	Alder Lake, DG1,Tiger Lake
<b>Root Cause/Resolution:</b>				
Implemented a fix for the index buffer format retrieval in shader				
<b>Issues Resolved in Build 101.3358</b>				

Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
<b>Bug ID:</b> 14016957027	HDR Monitor not active when enable the monitor HDR function	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Alder Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed by improving uncompressed pixel bandwidth functionality				
<b>Bug ID:</b> 14017061158	Native HDMI port connect to PC, external display didn't not display	GOP Driver, Display Interfaces	Microsoft Windows* 11-64 (21H2)	Alder Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed with the latest GOP and GFX drivers				
<b>Bug ID:</b> 14017065917	Selected panel will flicker after unplug the adapter(DC mode only)	Display OS Features	Microsoft Windows* 10-64 (20H2)	Alder Lake-S
<b>Root Cause/Resolution:</b> Issue is fixed in Display component				
<b>Bug ID:</b> 16016804987	Shadow of The Tomb Raider: Corruption observed while running benchmark in XeSS option RA Quality	D3D12, XeSS	Microsoft Windows* 11-64 (21H2)	Tiger Lake-LP
<b>Root Cause/Resolution:</b> Issue is fixed by improving stencil functionality in D3D12				
<b>Bug ID:</b> 16017205159	CS:GO - minor corruption observed	Core GMM, D3D10+	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG1, Tiger Lake-LP
<b>Root Cause/Resolution:</b> Issue is fixed by correction Color Compression calculations				
<b>Bug ID:</b> 18020873649	Halo Infinite - Colorful pixels and blurry lights	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-M, Alder Lake-P, DG1, DG2, Tiger Lake-LP, Tiger Lake-UP3
<b>Root Cause/Resolution:</b> Issue is fixed by improving shader functionality in D3D12				
<b>Bug ID:</b> 18022561125	Division 2 - spot corruption on burning enemy	D3D10+	Microsoft Windows* 10-64 (20H2), Microsoft Windows* 11-64 (21H2)	DG2, Tiger Lake-H
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10+ component				
<b>Bug ID:</b> 22014820191	4K displays unable to reach 120hz refresh rate through selected dock station	Display Interfaces	Microsoft Windows* 11-64 (22H2)	Alder Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed in Display component				
<b>Issues Resolved in Build 101.3301</b>				

Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
<b>Bug ID:</b> 14015938148	There was discontinuous under the gray level bright image	Display Powercons	Microsoft Windows* 11-64 (21H2)	Alder Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed to ensure the right value will be generated by the pipe rounding logic.				
<b>Bug ID:</b> 14016298459	Assassin's Creed Valhalla - Stuttering after 20 minutes playing	D3D12	Microsoft Windows* 10-64 (20H2)	Rocket Lake, Tiger Lake
<b>Root Cause/Resolution:</b> Issue is no longer seen with latest driver				
<b>Bug ID:</b> 14016433964	Screen will shake once during making a zoom video call then minimize it	Display Powercons	Microsoft Windows* 11-64 (21H2)	Alder Lake-S
<b>Root Cause/Resolution:</b> Issue is fixed by disabling FBC when PSR1 is supported				
<b>Bug ID:</b> 14016761212	Check AC mode DPST status from Powermax tool, AC mode should not show support	Display Powercons	Microsoft Windows* 11-64 (21H2)	Alder Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed by updating DPST state to ensure the right value assigned				
<b>Bug ID:</b> 14016884737	PCMark10-Exectend low score	Driver Media Encode, Driver Media SDK	Microsoft Windows* 11-64 (21H2)	Alder Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed in media- encode component				
<b>Bug ID:</b> 14016899613	Display1 orientation is changed when set Display2 "make this my main display" in extend mode by pressing rotation hotkey	Control Panel	Microsoft Windows* 10-64 (20H2)	Alder Lake-S
<b>Root Cause/Resolution:</b> Issue is fixed to refresh primary monitor				
<b>Bug ID:</b> 14016903090	Game: Halo Infinite - black geometry corruption	D3D12, Graphics Driver IGC	Microsoft Windows* 10-64 (20H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-M, Alder Lake-P, Alder Lake-S, Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed in D3D12				
<b>Bug ID:</b> 16016252065	Sometime enter the game will show error message and cannot play after launch it. (DX12)	D3D12, 3D Application	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-P
<b>Root Cause/Resolution:</b> Issue is fixed by correcting constant buffers values				
<b>Bug ID:</b> 18020872735	Halo Infinite - striped texture corruptions	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake-M, Alder Lake-P, Alder Lake-S, Tiger Lake

<b>Root Cause/Resolution:</b> Issue is fixed by preparing screen space reflections in CS shader				
<b>Issues Resolved in Build 101.3251</b>				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 16017184413	MM18 fails to run	Media Encode	Microsoft Windows* 11-64 (21H2)	Alder Lake P, Raptor Lake-P
<b>Root Cause/Resolution:</b> Issue is no longer seen with latest driver				
<b>Issues Resolved in Build 101.3222</b>				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14015486060	MechWarrior 5 - Graphical Corruption	D3D12	Microsoft Windows* 10-64 (20H2)	Tiger Lake LP, Tiger Lake UP3
<b>Root Cause/Resolution:</b> Issue is no longer seen with latest driver				
Bug ID: 14015727968	Euro Truck Simulator 2 - pixelated shadow corruption under the truck and parked cars	D3D10+	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake P, DG2
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10 component				
Bug ID: 14015938148	There was discontinuous under the gray level bright image	display_powercons	Microsoft Windows* 11-64 (21H2)	Alder Lake P
<b>Root Cause/Resolution:</b> Issue is fixed to ensure the right value will be generated by the pipe rounding logic.				
Bug ID: 14016298459	Assassin's Creed Valhalla - Stuttering after 20 minutes playing	D3D12	Microsoft Windows* 10-64 (20H2)	Rocket Lake S, Tiger Lake LP, Tiger Lake UP3
<b>Root Cause/Resolution:</b> Issue is no longer seen with latest driver				
Bug ID: 14016433964	Screen will shake once during making a zoom video call then minimize it	display_powercons	Microsoft Windows* 11-64 (21H2)	Alder Lake S
<b>Root Cause/Resolution:</b> Issue is fixed by disabling FBC when PSR1 is supported				
Bug ID: 14016761212	Check AC mode DPST status from Powermax tool, AC mode should not show support	display_powercons	Microsoft Windows* 11-64 (21H2)	Alder Lake P
<b>Root Cause/Resolution:</b> Issue is fixed by updating DPST state to ensure the right value assigned				

<b>Bug ID:</b> 14016776266	Call of Duty: Vanguard – Very low FPS in menu and when taking damage	Unassigned	Microsoft Windows* 11-64 (21H2)	Tiger Lake LP, Tiger Lake UP3
<b>Root Cause/Resolution:</b> Issue is no longer seen with latest driver				
<b>Bug ID:</b> 14016862829	Selected monitors black screen when 2 DP cable connect to some dock station	Display OS Features	Microsoft Windows* 11-64 (21H2)	Alder Lake P
<b>Root Cause/Resolution:</b> Issue is fixed by initializing Lock Display added flags in local structure				
<b>Bug ID:</b> 14016884737	PCMark10-Exectend low score	Media Encode	Microsoft Windows* 11-64 (21H2)	Alder Lake P
<b>Root Cause/Resolution:</b> Issue is fixed in media- encode component				
<b>Bug ID:</b> 14016899613	Display1 orientation is changed when set Display2 "make this my main display" in extend mode by pressing rotation hotkey	Graphics Control Panel	Microsoft Windows* 10-64 (20H2)	Alder Lake S
<b>Root Cause/Resolution:</b> Issue is fixed to refresh primary monitor				
<b>Bug ID:</b> 14016903090	Game: Halo Infinite - black geometry corruption	D3D12, IGC	Microsoft Windows* 10-64 (20H2), Microsoft Windows* 11-64 (22H2)	Alder Lake M, Alder Lake P, Alder Lake S, DG2, Tiger Lake H, Tiger Lake LP
<b>Root Cause/Resolution:</b> Issue is fixed in D3D12				
<b>Bug ID:</b> 16016252065	Sometime enter the game will show error message and cannot play after launch it. (DX12)	D3D12, ip.ISV Software.3D Application	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake P, DG2
<b>Root Cause/Resolution:</b> Issue is fixed by correcting constant buffers values				
<b>Bug ID:</b> 16016252331	TDR while doing resize in Storm player Application	media_decode, Media VP	Microsoft Windows* 11-64 (21H2)	Alder Lake P
<b>Root Cause/Resolution:</b> issue is fixed by improving aux buffer functionality				
<b>Bug ID:</b> 16016304886	Corruption observed in Microsoft Simulator game while minimize and maximize during gameplay	D3D10+	Microsoft Windows* 11-64 (21H2)	DG2, Tiger Lake LP
<b>Root Cause/Resolution:</b> issue is fixed by adding AIL for Flight Simulator				
<b>Bug ID:</b> 16016724493	Brightness is not persist in display settings after coming back from CS	display_powercons	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG1, Tiger Lake LP
<b>Root Cause/Resolution:</b> Issue is fixed by caching the OS requested parameters				

<b>Bug ID:</b> 18020398458	GPU Hang while running Unigine Heaven Benchmark	D3D10+	Microsoft Windows* 10-64 (19H1)	Alder Lake S
<b>Root Cause/Resolution:</b> Issue is fixed by improving some memory allocation in D3D10+				
<b>Bug ID:</b> 18020872735	Halo Infinite - striped texture corruptions	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake M, Alder Lake P, Alder Lake S, DG2, Tiger Lake LP
<b>Root Cause/Resolution:</b> Issue is fixed by preparing screen space reflections in CS shader				
<b>Bug ID:</b> 22015042039	Observing TDR in Rocket League game DX11 while performing ALT+Enter with maximum resolution only on Dual eDP	Display OS Features, display_powercons	Microsoft Windows* 11-64 (21H2)	Alder Lake M
<b>Root Cause/Resolution:</b> Issue is fixed by improving VRR and PSR handlers in DC state code				
<b>Issues Resolved in Build 101.3111</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 1508287816	Underrun when reboot dual eDP	GOP Driver, Display OS Features	Microsoft Windows* 10-64 (20H1), Microsoft Windows* 11-64 (21H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Changed Pipe Allocation policy and restricted usage of up to 2 pipes				
<b>Bug ID:</b> 14016113740	There is garbage around the YouCam9 preview windows border	D3D10+, D3D12, DX9ON12	Microsoft Windows* 11-64 (21H2)	Alder Lake
<b>Root Cause/Resolution:</b> Issue is fixed by improving compression functionality				
<b>Bug ID:</b> 14016454941	PCMark10 Battery Modern Office test occurred an error and no score output	Media VP	Microsoft Windows* 11-64 (21H2)	Alder Lake
<b>Root Cause/Resolution:</b> Issue is fixed by improving compression write functionality				
<b>Bug ID:</b> 15011229597	Lag during playing game Doom Eternal	Vulkan	Microsoft Windows* 11-64 (21H2)	Alder Lake, DG2
<b>Root Cause/Resolution:</b> Issue is fixed in Vulkan component				
<b>Bug ID:</b> 18021086351	Farming Simulator 22 - flickering black corruption on trees/grass	Vulkan	Microsoft Windows* 11-64 (21H2)	Alder Lake, DG2
<b>Root Cause/Resolution:</b> Issue is fixed by improving vertex shaders in pipeline				



## Issues Resolved in Build 101.2079

Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
<b>Bug ID:</b> 14015440080	MegaMan X Legacy Collection 1 and 2 - BlackScreen	Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10+ component				
<b>Bug ID:</b> 14016037745	Garbage occurred on the ball when system run the 3D ball test APP	D3D12, dx9on12	Microsoft Windows* 10-64 (20H2)	Alder Lake
<b>Root Cause/Resolution:</b> Issue is fixed in DX9on12 component				
<b>Bug ID:</b> 14016109277	Game: KartRider - corruption on game character's shadow area	DX9ON12	Microsoft Windows* 11-64 (21H2)	Alder Lake
<b>Root Cause/Resolution:</b> Issue is fixed in DX9on12 component				
<b>Bug ID:</b> 14016573451	Naraka game will get stuck and cannot play	Media Decode	Microsoft Windows* 11-64 (21H2)	Alder Lake, DG2
<b>Root Cause/Resolution:</b> Issue is fixed by introducing 2 mutex to guard both decode and encode functions				
<b>Bug ID:</b> 14016590423	The brightness of Panel C will change when using the Hotkey or display settings to change the Brightness after cancelled the Sync with Main Screen at the DPA	Display Powercons	Microsoft Windows* 11-64 (21H2)	Alder Lake
<b>Root Cause/Resolution:</b> Issue is fixed by replacing logical 'AND' with 'OR'				
<b>Bug ID:</b> 15011019568	Corruption observed when switching game options or game play of Crossfire HD.	D3D12, dx9on12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake
<b>Root Cause/Resolution:</b> Code changes done to disable ROP MOCS caching.				
<b>Bug ID:</b> 16015072592	HALO WARS 2 (Demo) game crashing and TDR observed	D3D12	Microsoft Windows* 11-64 (21H2)	Tiger Lake

<b>Root Cause/Resolution:</b> Issue is fixed by setting descriptor table properly				
<b>Bug ID:</b> 16016275901	Underrun observed while moving MTA content from one display to other.	Display OS Features	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to fix MBUS credit value for D12.				
<b>Bug ID:</b> 16016532720	Corruption observed on external display while connecting Dell WD19DC dock via HDMI cable.	Display Interfaces	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake, Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to remove the LRR check that caused corruption.				
<b>Bug ID:</b> 18015632171	Game: Evil Genius 2: World Domination: Crash at start	Vulkan, 3D Application	Microsoft Windows* 10-64 (20H2)	DG1
<b>Root Cause/Resolution:</b> Issue is fixed by optimizing resource allocation				
<b>Bug ID:</b> 18021123988	Sniper Elite 5 crash on Startup when selecting Vulkan	IGC, Vulkan	Microsoft Windows* 11-64 (21H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed by optimizing resource allocation				
<b>Bug ID:</b> 18021399279	Corruption in the main menu observed while running World of Warcraft game.	D3D12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake
<b>Root Cause/Resolution:</b> Code changes done to disable ROP MOCS caching.				
<b>Bug ID:</b> 18021477228	Farming simulator 2022 - pixelated textures	Vulkan	Microsoft Windows* 11-64 (21H2)	DG1
<b>Root Cause/Resolution:</b> Issue is fixed by disabling selected extensions				
<b>Bug ID:</b> 22015076417	CSGO showing visual corruption (horizontal tearing) on the main menu screen, and during gameplay	DX9ON12	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake

<b>Root Cause/Resolution:</b> Issue is fixed in DX9on12 component				
Issues Resolved in Build 101.1994				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14015872692	FPS <10 of FurMark when the Anti-aliasing set to 8X MSAA	OpenGL	Microsoft Windows* 10-64 (20H2)	Alder Lake S, Comet Lake, DG1
<b>Root Cause/Resolution:</b> compression disabled for MSAA				
Bug ID: 14015945315	Sekiro: Shadows Die Twice - Flashing graphics corruption	D3D10+	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Issue is fixed by improving code in D3D10+ component				
Bug ID: 14016255174	Playing a 4k test video with a 5K monitor, Audio/Video is stuck	Media CP, Media Decode, Media Decode.decode.perf	Microsoft Windows* 10-64 (RS5)	Alder Lake P, DG1
<b>Root Cause/Resolution:</b> Reforms to what resources can/cannot be MediaCompressed and shadow-resource locked				
Bug ID: 16016076011	DPST Feature is not working when moving the Power efficiency slider with DPST enabled in IGCC	Display Powercons	Microsoft Windows* 11-64 (21H2)	Alder Lake M, Alder Lake N, Alder Lake P
<b>Root Cause/Resolution:</b> Code changed in Power cons component to fix this issue				
Bug ID: 16016232553	Starcraft II Wings of Liberty: Flickering observed	Media CP	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	DG1
<b>Root Cause/Resolution:</b> Added missing checks for cache flushes when doing HiZ-to/from-depth resolves				

<b>Bug ID:</b> 16016529141	Alignment issue observed while scrolling or dragging the Registry or Device manager page.	Core KMD	Microsoft Windows* 11-64 (21H2), Microsoft Windows* 11-64 (22H2)	Alder Lake M, Alder Lake N, Alder Lake P, Alder Lake S, Comet Lake, DG1, Ice Lake, Jasper Lake, Lakefield, Tiger Lake
<b>Root Cause/Resolution:</b> Reference of surface was wrong while pushing the argument for the command drawing rectangle				
<b>Bug ID:</b> 22014927199	Monster Hunter Rise "Compiling Shaders" problem	D3D12	Microsoft Windows* 10-64 (RS5), Microsoft Windows* 11-64 (22H2)	Alder Lake P, Tiger Lake UP3
<b>Root Cause/Resolution:</b> Issue is fixed by improving enabling of Static sampler shade				
<b>Issues Resolved in Build 101.1960</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14015491211	Game: Far Cry New Dawn - Corruption in the water	D3D10+	Microsoft Windows* 11-64 (21H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code change is done to fix this problem				
<b>Bug ID:</b> 14015801002	Black Screen when changing resolutions running game with "Disable fullscreen optimization" and in-game setting to fullscreen	D3D10+	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code change is done to fix this problem				
<b>Bug ID:</b> 14016111607	When connecting Miracast to TV or Monitor in Hybrid GPU system, the connection is failed	Media Encode	Microsoft Windows* 10-64 (20H2)	Alder Lake P
<b>Root Cause/Resolution:</b> Code improved with corrected parameters for AVC VME/VDENC				
<b>Bug ID:</b> 16016174210	IGCC display Color/Brightness changes are not persisting after resume from S3\S4\S5\Reboot	Powercons	Microsoft Windows* 11-64 (21H2)	Alder Lake M, Alder Lake P, Alder Lake S, DG1, DG2, Tiger Lake

<b>Root Cause/Resolution:</b>  During mismatch between previous and current encoding during modest, driver deletes the previously applied gamma from registry, so that it will not get persisted.				
<b>Bug ID:</b> 16016226746	Game: Watch Dogs: Legion Observed TDR and Crash while Launching the Game	IGC	Microsoft Windows* 11-64 (21H2)	DG1, Tiger Lake
<b>Root Cause/Resolution:</b>  Code change is done to fix this problem				
<b>Bug ID:</b> 18012691163	Game: Dark Souls III: Corruption around Boss Arenas	D3D10+	Microsoft Windows* 10-64 (20H1) Microsoft Windows* 11-64 (21H2)	Alder Lake P, Alder Lake S, Rocket Lake, Tiger Lake
<b>Root Cause/Resolution:</b>  Code change is done to fix this problem				
<b>Bug ID:</b> 18018699636	Red Dead Redemption 2 - App hangs	Vulkan	Microsoft Windows* 11-64 (21H2)	DG1
<b>Root Cause/Resolution:</b>  Code changed by adding function for waiting on CPU for queue present fence for swap chain element before destroying swap chain.				
<b>Bug ID:</b> 18019784173	Deus Ex: Mankind Divided   Corrupted shadows	D3D10+i IGC	Microsoft Windows* 11-64 (21H2)	DG2, Tiger Lake
<b>Root Cause/Resolution:</b>  Issue is fixed improving ResolveDepth function				
<b>Bug ID:</b> 18020022384	Game: Diablo II Resurrected - corruptions	D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake M, Alder Lake P, DG1, Tiger Lake
<b>Root Cause/Resolution:</b>  Code improved in D3D12				
<b>Issues Resolved in Build 101.1943</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>

<b>Bug ID:</b> 14015570533	Brightness changes too fast in AC and DC mode with DPST enabled	PowerCons	Microsoft Windows* 11-64 (21H2)	Alder Lake P
<b>Root Cause/Resolution:</b> Code changed in Display PC to fix this issue				
<b>Bug ID:</b> 14015611740	4K EFP can't light up if set resolution/refresh rate to 3840 x 2160 @60Hz under extend mode with DP to HDMI 1.4 dongle attached thru DP port of some docking stations	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Alder Lake P
<b>Root Cause/Resolution:</b> Code improved to handle decompressed/compressed pixels functionality				
<b>Bug ID:</b> 14016302788	The OPST has still work on fully white background scenario	PowerCons	Microsoft Windows* 11-64 (21H2)	Alder Lake P
<b>Root Cause/Resolution:</b> Code calculating the probability of full screen solid color is improved				
<b>Bug ID:</b> 14016302809	OPST doesn't work after some pattern switched	PowerCons	Microsoft Windows* 11-64 (21H2)	Alder Lake P
<b>Root Cause/Resolution:</b> Code calculating the probability of full screen solid color is improved				
<b>Bug ID:</b> 14016391273	Corruption on Diablo 2 Remastered game	Unassigned	Microsoft Windows* 11-64 (21H2)	Alder Lake P
<b>Root Cause/Resolution:</b> Code improved in D3D12				
<b>Bug ID:</b> 16016242263	Display flickering is frequently observed after enabling collage mode from IGCC.	Display OS Features	Microsoft Windows* 11-64 (21H2)	Alder Lake P
<b>Root Cause/Resolution:</b> No longer seen on latest driver				
<b>Bug ID:</b> 18020022384	Game: Diablo II Resurrected - corruptions	D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake P, M Tiger Lake, DG1

<b>Root Cause/Resolution:</b> Code improved in D3D12				
<b>Bug ID:</b> 18020340405	Doom Eternal - TDR with Steam overlay	Vulkan	Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (21H2)	Alder Lake P, S
<b>Root Cause/Resolution:</b> Code Update for allocation size aligning to 64B.				
<b>Bug ID:</b> 18020529263	Doom Eternal - HDR not working properly	Vulkan	Microsoft Windows* 11-64 (21H2)	Alder Lake P, S, N
<b>Root Cause/Resolution:</b> Usage of HDR Support function to query and detect HDR is improved				
<b>Bug ID:</b> 18020551782	Game: Elden Ring showing corruption : red/green flashes	D3D12 IGC 3D Application	Microsoft Windows* 11-64 (21H2)	Alder Lake P, Tiger Lake, DG1
<b>Root Cause/Resolution:</b> Code improved in domain shader cache in 3D state				
<b>Bug ID:</b> 15010349307	BSOD Memory Management (1A) might happen when running stress test / BSOD heap corruption	GMM	Microsoft Windows* 10-64 (RS5)	Kaby Lake Coffee Lake
<b>Root Cause/Resolution:</b> Code optimization in the GFX driver Core component to fix this issue				
<b>Issues Resolved in Build 101.1692</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14015247573	High power during ModS after wake from hibernate and lid close	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> In D3 call, check Lid status and if OS did not disable displays before D3, forcefully disable all enabled displays, before handling D3.				

<b>Bug ID:</b> 16014352842	Game: Forza Horizon 4 : TDR/crash observed after launching the game.	D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake DG1
<b>Root Cause/Resolution:</b> Fixed code auto gen for command line bundles				
<b>Bug ID:</b> 16015958010	In screen saver Bubble option not working	IGC	Microsoft Windows* 11-64 (21H2)	Alder Lake Rocket Lake Tiger Lake
<b>Root Cause/Resolution:</b> Code change is done in IGC to fix this problem				
<b>Bug ID:</b> 18012636664	[FIFA 20] Black screen (or image hang) and TDR occurring at random times during miple game window resizing	D3D12	Microsoft Windows* 10-64 (20H1) Microsoft Windows* 11-64 (21H2)	Alder Lake Rocket Lake Tiger Lake
<b>Root Cause/Resolution:</b> Fixed size calculation for texture arrays				
<b>Bug ID:</b> 18015166134	Call of Duty: Black Ops Cold War - TDR and Fatal error on Launch	D3D12 IGC 3D Application	Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (21H2)	Alder Lake Tiger Lake DG1
<b>Root Cause/Resolution:</b> Code change is done in D3D12 to fix this problem				
<b>Bug ID:</b> 18019003151	Metro Exodus corruption only if Low quality graphics selected	D3D12 IGC	Microsoft Windows* 11-64 (21H2)	Tiger Lake DG1
<b>Root Cause/Resolution:</b> Code optimization is done in D3D12 to fix this issue				
<b>Bug ID:</b> 18020909974	World of Tanks EnCore benchmark - Horizontal lines	D3D10+	Microsoft Windows* 11-64 (21H2)	Alder Lake Tiger Lake
<b>Root Cause/Resolution:</b> Code change is done in D3D10 to fix this problem				
Issues Resolved in Build 101.1660				



Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14015230946	In IGCC display will show refreshing in duplicate mode via native HDMI	Unassigned	Microsoft Windows* 11-64 (21H2)	Alder Lake P
<b>Root Cause/Resolution:</b> Issue is no longer seen with the latest driver				
Bug ID: 14015866409	In the source system having an HDMI 2.0 output function in which FRL is not supported, display signal of 4k100Hz or 4k120Hz is output in violation of the HDMI 2.1 spec	Unassigned	Microsoft Windows* 10-64 (20H2)	Alder Lake P
<b>Root Cause/Resolution:</b> Issue is fixed by improving display resolution enumerating functionality				
Bug ID: 14016067897	HDMI certification test item HFR1-67 fail	Unassigned	Microsoft Windows* 11-64 (21H2)	Alder Lake P
<b>Root Cause/Resolution:</b> Issue is fixed by modifying the code as per HDMI 2.1 Spec				
Bug ID: 16015460498	PSR2 not getting disabled during Aux transaction	Powercons	Microsoft Windows* 10-64 (20H2)	Alder Lake P
<b>Root Cause/Resolution:</b> Added the calls to disable PSR before calling aux transactions				
Bug ID: 16015775534	TDR observed during Netflix HEVC HDR Playback	D3D10+	Microsoft Windows* 11-64 (21H2)	Alder Lake S, Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10 component				
Bug ID: 18020135768	Game: Baldur's Gate 3 - flickering on textures	Vulkan	Microsoft Windows* 11-64 (21H2)	DG1
<b>Root Cause/Resolution:</b> Issue is fixed by improving rasterization functionality				

<b>Bug ID:</b> 18020382585	Game: Assassins Creed Valhalla - corruptions on waves	D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake M, P, S Tiger Lake
<b>Root Cause/Resolution:</b>  Disables low quality filter optimization for the game				
Issues Resolved in Build 101.1631				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14015655318	240 / 360hz Panel flicker after change specfic desktop wallpaper	Unassigned	Microsoft Windows* 10-64 (20H2)	Alder Lake P
<b>Root Cause/Resolution:</b>  Issue is fixed by improving memory uncompressed functionality				
<b>Bug ID:</b> 14015230946	In IGCC display will show refreshing in duplicate mode via native HDMI	Unassigned	Microsoft Windows* 11-64 (21H2)	Alder Lake P
<b>Root Cause/Resolution:</b>  Issue is no longer seen with the latest driver				
<b>Bug ID:</b> 14015306492	Black Vertical lines observed during Assassin Creed Valhalla game play	D3D12 IGC	Microsoft Windows* 11-64 (21H2)	Alder Lake M, Alder Lake P
<b>Root Cause/Resolution:</b>  AIL that replaces compute shader which has missing barried				
<b>Bug ID:</b> 14015881252	FPS dropped after enabling anti- aliasing when running furmark	OpenGL	Microsoft Windows* 11-64 (21H2)	Alder Lake S
<b>Root Cause/Resolution:</b>  Compression disabled for MSAA				
<b>Bug ID:</b> 14015881407	The background picture can't auto change contrast and brightness when change the light condition	Graphics Control Panel	Microsoft Windows* 11-64 (21H2)	Alder Lake P

<b>Root Cause/Resolution:</b> Issue is fixed by correcting Light Sensor Threshold api				
<b>Bug ID:</b> 15010614330	Dota2 UI flash garbage when move touchpad, mouse or touch screen	Display OS Features	Microsoft Windows* 11-64 (21H2)	Alder Lake P
<b>Root Cause/Resolution:</b> Issue is fixed by correcting async flip				
<b>Bug ID:</b> 16015599008	Game: Fortnite game observed Flicker while playing game	D3D10+	Microsoft Windows* 11-64 (21H2)	DG1
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10 component				
<b>Bug ID:</b> 16015670574	Memory overrun seen with DX10 resident evil game	D3D10+	Microsoft Windows* 11-64 (21H2)	Alder Lake P
<b>Root Cause/Resolution:</b> AIL implemented to avoid memory overrun				
<b>Bug ID:</b> 16015807235	TDR when playing MTA/Netflix/ Amazon video and changing modeset: RR or Orientation	Display OS Features	Microsoft Windows* 11-64 (21H2)	Alder Lake S, DG1, Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed by improving VRR flag functionality				
<b>Bug ID:</b> 16015846670	After connecting external display, underrun observed	Display Interfaces	Microsoft Windows* 11-64 (21H2)	DG1, Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed by improving VRR flag functionality				
<b>Bug ID:</b> 16015868196	Widget Toggle shows incorrect main-menu View for Games	Control Panel	Microsoft Windows* 11-64 (21H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed by correcting functionality when page will only be re-enabled if the component is enabled and widget is turned on				

<b>Bug ID:</b> 18020117426	Game: Red Dead Redemption 2 - crash and TDR in borderless window mode	IGC Vulkan	Microsoft Windows* 11-64 (21H2)	Ice Lake
<b>Root Cause/Resolution:</b> Issue is fixed in IGC component				
<b>Issues Resolved in Build 101.1404</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14015812281	Game: Resident Evil 4 - Crash on launch	D3D9	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changed in D3D9 to fix this issue				
<b>Bug ID:</b> 18015631858	Capture One Pro - corruption on stream	Dx9on12	Microsoft Windows* 10-64 (20H1)	Alder Lake S
<b>Root Cause/Resolution:</b> Issue is fixed by optimizing IGC				
<b>Bug ID:</b> 18019872559	Game: Tom Clancy's Rainbow Six Siege - Benchmark ignores resolution settings when in Fullscreen Mode	Vulkan	Microsoft Windows* 11-64 (21H2)	DG1
<b>Root Cause/Resolution:</b> Set Display Mode function is improved				
<b>Bug ID:</b> 18020390991	Game: Red Dead Redemption 2 - flickering shadows	IGC Vulkan	Microsoft Windows* 11-64 (21H2)	DG1, Tiger Lake
<b>Root Cause/Resolution:</b> Code changed is done to fix this issue				
<b>Issues Resolved in Build 101.1371</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>

<b>Bug ID:</b> 14015440432	Game: ELEX - Object Edges Rendered Incorrectly	D3D10+ Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Issue is fixed by improving color check functionality				
<b>Bug ID:</b> 14015491211	Game: Far Cry New Dawn - Corruption in the water	D3D10+	Microsoft Windows* 11-64 (21H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code change is done to fix this problem				
<b>Bug ID:</b> 14015795755	Game: Tom Clancy's Ghost Recon Breakpoint - DX11 Glitches	D3D10+ Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10 component				
<b>Bug ID:</b> 15010420328	Game: Diablo II: Resurrected - Observed blank window popup while playing the game	IGC	Microsoft Windows* 11-64 (21H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Issue is fixed by IGC algorithm optimization				
<b>Bug ID:</b> 18017843659	Game: Atlas – water corruption	D3D10+	Microsoft Windows* 11-64 (21H2)	Alder Lake S, Ice Lake, Tiger Lake
<b>Root Cause/Resolution:</b> Code change is done to fix this problem				
<b>Bug ID:</b> 18018320850	Game: Call of Duty Vanguard / Corruption	D3D12, 3D Application	Windows	Tiger Lake
<b>Root Cause/Resolution:</b> Issue is no longer seen in latest version				
<b>Bug ID:</b> 18018985325	Game: Red Dead Redemption 2 – TDR with app crash with MSAA switched to x2(or x4)	GMM Vulkan	Microsoft Windows* 11-64 (21H2)	DG1

<b>Root Cause/Resolution:</b> Issue is fixed by improving render state functionality				
<b>Bug ID:</b> 18019145929	Game: Call of Duty Vanguard - Crash and TDR	D3D12	Microsoft Windows* 11-64 (21H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Issue is fixed in D3D12 component				
<b>Bug ID:</b> 22010772153	Game: Tom Clancy's Ghost Recon Breakpoint:missing texture observed.	D3D10+ 3D Application	Microsoft Windows* 10-64 (19H1) Microsoft Windows* 11-64 (21H2)	Alder Lake S, Alder Lake P, DG1, Tiger Lake H, Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed in D3D10 component				
Issues Resolved in Build 101.1338				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14015491211	Game: Far Cry New Dawn - Corruption in the water	D3D10+	Microsoft Windows* 11-64 (21H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code change is done to fix this problem				
<b>Bug ID:</b> 14015637907	Passmark performance pop up Error message during run in 3D Graphics test	Unassigned	Microsoft Windows* 10-64 (20H2)	Alder Lake S
<b>Root Cause/Resolution:</b> Code change is done to fix this problem				
<b>Bug ID:</b> 14015709842	Video quality is corrupted when play specific 4K video	Media Decode	Microsoft Windows* 11-64 (21H2)	Alder Lake S
<b>Root Cause/Resolution:</b> Code change is done to increase memory buffer				

<b>Bug ID:</b> 14015718301	3D Graphics Mark test error seen when Passmark Performance benchmark is run	Unassigned	Microsoft Windows* 11-64 (21H2)	Alder Lake S
<b>Root Cause/Resolution:</b> Code change is done to fix this problem				
<b>Bug ID:</b> 18014093582	Game: Forza Horizon 4 corruption observed with indoor car elements	D3D12	Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (21H2)	Alder Lake S, Tiger Lake H, Tiger Lake
<b>Root Cause/Resolution:</b> Code is fixed by improving SW Stencil functionality				
<b>Bug ID:</b> 18017843659	Game: Atlas - water corruption	D3D10+	Microsoft Windows* 11-64 (21H2)	Alder Lake S, Ice Lake, Tiger Lake
<b>Root Cause/Resolution:</b> Code change is done to fix this problem				
<b>Issues Resolved in Build 101.1273</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14014644539	Sometime customer Logo will flicker one time after resuming from S5/Restart	Display OS Features	Microsoft Windows* 11-64 (21H2)	Jasper Lake
<b>Root Cause/Resolution:</b> Code change is done with LUT programming during TargetGamma call resed to removing momentary brightness difference which creates the impression of flicker				
<b>Bug ID:</b> 14015491211	Game: Far Cry New Dawn - Corruption in the water	D3D10+	Microsoft Windows* 11-64 (21H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code change is done to fix this problem				
<b>Bug ID:</b> 14015598109	[GATS] Star Swarm appcrash occurred with signature NULL_CLASS_PTR_READ	D3D10+	Microsoft Windows* 11-64 (21H2)	Tiger Lake

<b>Root Cause/Resolution:</b> Code is changed in D3D10 improving pointer's functionality				
<b>Bug ID:</b> 14015637907	Passmark performance pop up Error message during run in 3D Graphics test	Unassigned	Microsoft Windows* 10-64 (20H2)	Alder Lake S
<b>Root Cause/Resolution:</b> Code change is done to fix this problem				
<b>Bug ID:</b> 14015644260	Game: Forza Horizon 5 - Blinking Lights Corruption	D3D12	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code change is done to fix this problem				
<b>Bug ID:</b> 14015709842	Video quality is corrupted when play specific 4K video	Media Decode, Media Decode.decode.perf	Microsoft Windows* 11-64 (21H2)	Alder Lake S
<b>Root Cause/Resolution:</b> Code change is done to increase memory buffer				
<b>Bug ID:</b> 14015718301	3D Graphics Mark test error seen when Passmark Performance benchmark is run	Unassigned	Microsoft Windows* 11-64 (21H2)	Alder Lake S
<b>Root Cause/Resolution:</b> Code change is done to fix this problem				
<b>Bug ID:</b> 16013586258	Game: Rocket League:Observing game crash after launching game	D3D10+	Microsoft Windows* 10-64 (20H1) Microsoft Windows* 11-64 (21H2)	Lakefield
<b>Root Cause/Resolution:</b> Code change is done to fix this problem				
<b>Bug ID:</b> 18014093582	Game: Forza Horizon 4 corruption observed with indoor car elements	D3D12	Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (21H2)	Alder Lake S, Tiger Lake H, Tiger Lake
<b>Root Cause/Resolution:</b> Code is fixed by improving SW Stencil functionality				



<b>Bug ID:</b> 18015408752	Game: Starcraft II: Corruptions on road	D3D9	Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (21H2)	Tiger Lake H
<b>Root Cause/Resolution:</b> Code change is done to fix this problem				
<b>Bug ID:</b> 18017843659	Game: Atlas - water corruption	D3D10+	Microsoft Windows* 11-64 (21H2)	Alder Lake S, Ice Lake, Tiger Lake
<b>Root Cause/Resolution:</b> Code change is done to fix this problem				
<b>Issues Resolved in Build 101.1218</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 16013795648	Video shows graphics garbage in Adobe Premiere Pro 2020.	D3D10+	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Fixed sync issue between 3D and Media				
<b>Bug ID:</b> 18014093582, 18019291496	Game: Forza Horizon 4 corruption observed with indoor car elements	D3D12	Microsoft Windows* 10-64 (20H2), Microsoft Windows* 11-64 (21H2)	Alder Lake S Tiger Lake H, Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code is fixed by improving SW Stencil functionality				
<b>Issues Resolved in Build 101.1191</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14015347068	IGCC hotkey function failure	Control Panel	Microsoft Windows* 11-64 (21H2)	Alder Lake S
<b>Root Cause/Resolution:</b> Issue is fixed by properly updating orientation function in memory				

<b>Bug ID:</b> 14015528955	The recording function of IGCC cannot be used	Control Panel	Microsoft Windows* 11-64 (21H2)	Alder Lake S
<b>Root Cause/Resolution:</b>  Issue is fixed in the latest IGCC version				
<b>Bug ID:</b> 22014099332	Surfing the internet slowly (display lag) when using 2.5" HDD as OS	Unassigned	Microsoft Windows* 10-64 (20H2)	Alder Lake S
<b>Root Cause/Resolution:</b>  Issue is fixed by improving Shader Cache command				
<b>Issues Resolved in Build 101.1122</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14015028250	Graphics API (CUI SDK API) does not work properly in certain situations.	Display OS Features	Microsoft Windows* 11-64 (21H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b>  Issue is fixed by adding scalling info in Display code				
<b>Bug ID:</b> 14015065448	Bezel corruption observed in collage mode on the right end of display.	Display OS Features	Microsoft Windows* 11-64 (21H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Issue is fixed by modifying calculation of bezel size				
<b>Bug ID:</b> 14015332316	Resident Evil 8 - App Crash	D3D12	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b>  Issue is no longer seen in latest driver				
<b>Bug ID:</b> 16013475771	Observed TDR while playing FIFA-21 game	D3D12 IGC	Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (21H2)	Ice Lake, Tiger Lake

<b>Root Cause/Resolution:</b> Issue is fixed by improving buffer loading				
<b>Bug ID:</b> 16014810645	Lost cemetery -sporadically observed TDR while changing resolution	OpenGL	Microsoft Windows* 11-64 (21H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed by improving reprogramming between Pipelined /MipMap generation optimizations				
<b>Bug ID:</b> 18014277213	GOP screen is not seen on 8K monitor on soft reboot and S4.	GOP Driver Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
<b>Root Cause/Resolution:</b> Issue is fixed in GOP by improving the handling of dongle programming				
<b>Bug ID:</b> 18018003659	Other/ 3D Mark/Timespy Extreme: application crash	GMM D3D9	Microsoft Windows* 10-64 (19H1) Microsoft Windows* 10-64 (19H2) Microsoft Windows* 10-64 (20H1) Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (21H2)	Alder Lake S, Comet Lake, DG1, Ice Lake, Rocket Lake S, Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed by improving pointers in D3D10 component				
<b>Bug ID:</b> 18018031524	Game: Shadow of the Tomb Raider: Flickering observed on clothes & leaves in gameplay.	D3D10 IGC	Microsoft Windows* 11-64 (21H2)	Alder Lake S, DG1 , Tiger Lake
<b>Root Cause/Resolution:</b> Issue is fixed by optimazing shadow code in D3D10+				
<b>Bug ID:</b> 14013850880	Game: Rise of the Tomb Raider: Error message (Sporadic)	D3d12	Microsoft Windows* 10-64 (20H2)	DG1, Rocket Lake
<b>Root Cause/Resolution:</b> Issue is fixed by improving some code in d3d12 component				
<b>Bug ID:</b> 14014625776	The LCD cannot light up SS+LP are connected in parallel to two FlexIO-1 USB-C ports of DM.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Comet Lake
<b>Root Cause/Resolution:</b> Code changes done to add PnP product Id check.				

<b>Bug ID:</b> 14014908267	Input color format of the HDMI external monitor won't sync IGCC's settings automatically and abnormal color appears.	PowerCons	Microsoft Windows* 11-64 (21H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code fix is done in Display PC component				
<b>Bug ID:</b> 14015010637	Brightness change applied by user is inconsistent and does not gradually change as expected.	PowerCons	Microsoft Windows* 11-64 (21H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to avoid that precision loss by converting milli nits value to milli percentage.				
Issues Resolved in Build 101.1069				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14014625776	The LCD cannot light up SS+LP are connected in parallel to two FlexIO-1 USB-C ports of DM.	Display Interfaces	Microsoft Windows* 11-64 (21H2)	Comet Lake S
<b>Root Cause/Resolution:</b> Code changes done to add PnP product Id check				
<b>Bug ID:</b> 14015010637	Brightness change applied by user is inconsistent and does not gradually change as expected.	PowerCons	Microsoft Windows* 11-64 (21H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to avoid that precision loss by converting milli nits value to milli percentage.				
<b>Bug ID:</b> 16013221139	Sporadic display blank-out observed when hot-plug and un-plug and plug back to TBT dock.	Display Interfaces	Microsoft Windows* 11-64 (21H2)	Alder Lake, Tiger Lake
<b>Root Cause/Resolution:</b> Workaround provided for SST case to configure Mst_Transport_Select.				
<b>Bug ID:</b> 18012162573	Frequent corruption on 3DSMax 2021	D3D10+	Microsoft Windows* 10-64 (20H1)	Alder Lake, Tiger Lake, DG1

<b>Root Cause/Resolution:</b> Code changed in D3D10 to properly handle API Read				
<b>Bug ID:</b> 18017649892	Forza Horizon 4 - TDR	D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake
<b>Root Cause/Resolution:</b> Code changed in D3D10 to correct order in memory calls				
Issues Resolved in Build 100.1003				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14013290846	Display flashes black screen along followed with TDR (error 4101) event during Fur-Mark running event.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code change is done in Display component to fix this issue (synchronization of flip parameters improved )				
<b>Bug ID:</b> 14014217320	Internal panel shows black screen when unplug external monitor from dock after attaching two external monitors via dock into unit and letting the unit resume from Sx under external only mode.	Display Interfaces Display OS Features	Microsoft Windows* 10-64 (20H2)	Alder Lake P Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to add check to update context if Guid change is detected.				
<b>Bug ID:</b> 14014485866	System shows colour segment/banding on YouTube video when windows HDR is ON.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Software changes done to linear scaling support defeatured for prior platforms to match the hardware chnages done earlier.				
<b>Bug ID:</b> 14014635711	Found LFP becomes overexposure after change display mode from second screen only to extend when launch IGCC with HDR enabled.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
<b>Root Cause/Resolution:</b> Code changes implement the old approach of using forced vs cached EDID read based on force EDID read ESC flag.				

<b>Bug ID:</b> 14014902923	Test case failure: Intentional BSOD is not generated along with logs, instead system hangs up and no logs are being collected.	GMM Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b>  Workaround provided.				
<b>Bug ID:</b> 14015066736	Game: Counter-Strike: Global Offensive: BSOD 0x116 occurs when playing the game.	GMM KMD D3D9	Microsoft Windows* 10-64 (20H2)	DG1 Tiger Lake UP3
<b>Root Cause/Resolution:</b>  Code changes done to change the condition from "flush if Render commands" to "flush if Render OR Blitter commands", to avoid the BSOD.				
<b>Bug ID:</b> 18012296608	Game: Fallout 4: Stripes corruption	D3D10+	Microsoft Windows* 10-64 (20H1) Microsoft Windows* 11-64 (21H2)	DG2 Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to full surface depth and stencil clear field in 3D state (function must be disabled for stencil-only clears)				
<b>Bug ID:</b> 18017813178	Game: Other - TDR while manually uploading the game	KMD	Microsoft Windows* 10-64 (20H1) Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (21H2)	Alder Lake M Alder Lake P Alder Lake S Coffee Lake DG1 DG2 Rocket Lake Tiger Lake
<b>Root Cause/Resolution:</b>  Code change in Core/KMD to fix this issue				
<b>Bug ID:</b> 22010709923	Usermode break in seen with the latest graphics driver.	D3D10+	none	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to not allow to store empty blobs in shader cache and avoid caching empty compiler outputs.				
<b>Bug ID:</b> 22013881310	Unable to launch the Windows start button with latest Cobalt OS( 22000.194) with GfX 9921	Control Library	Microsoft Windows* 11-64 (21H2)	Tiger Lake h, unknown
<b>Root Cause/Resolution:</b>  Creates a unique app name for registry storage purposes and updated sample code to show it's usage				
Issues Resolved in Build 100.9955				

Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14013859472	Gen12 API are getting impacted with discrete graphics display.	GFXUI	Microsoft Windows* 10-64 (20H1) Microsoft Windows* 10-64 (20H2)	DG1 Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to add a method to get correct bus value for the adapter.				
Bug ID: 14013977869	When VGA monitor is unplugged from system, BSOD occurs.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Comet Lake S Rocket Lake Rocket Lake S
<b>Root Cause/Resolution:</b> Code changes done to added a NULL check for sink function and also return status false from encoder manager to help skip the set mode call in the gfx_set_mode function.				
Bug ID: 14014007680	Lags seen when expanding and collapsing the list in the window of devices manager.	KMD	Microsoft Windows* 10-64 (20H2)	DG1 DG2
<b>Root Cause/Resolution:</b> Moving the Scratch surface allocation from SMEM to LMEM				
Bug ID: 14014072875	The video will show abnormal colors, shadow and broken textures while video streaming by Zoom.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
<b>Root Cause/Resolution:</b> As long-term fix is in evaluation, temporary code changes done to port the safe scanline check from D11 to D12 HAL to eliminate the issue.				
Bug ID: 14014114054	Video streaming app's shows garbage on external display when switched to HDR then refresh page.	D3D10+++	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
<b>Root Cause/Resolution:</b> Code changes done to signal monitored fence to apply to all existing contexts (3D, PAVP) and not just limit to one single operation.				
Bug ID: 14014217320	Internal panel shows black screen when unplug external monitor from dock after attaching two external monitors via dock into unit and letting the unit resume from Sx under external only mode.	Display Interfaces Display OS Features	Microsoft Windows* 10-64 (20H2)	Alder Lake P Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to add check to update context if Guid change is detected.				

<b>Bug ID:</b> 14014509717	Garbage observed on EFP after combined via Intel Graphics Command Center.	Display Interfaces Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
<b>Root Cause/Resolution:</b> Code changes done to disabled seam excess.				
<b>Bug ID:</b> 14014888372	Bug-check 0x117 occurred on Gen-11 systems.	Display OS Features	Microsoft Windows* 11-64 (21H2)	Ice Lake
<b>Root Cause/Resolution:</b> Code changes done to design if there is a pending flip in the queue then for sync/async address only, flips should be submitted to the queue even if requested flip is not a queued flip. Convert sync to async flips - do not convert if there are any pending flips in the queue.				
<b>Bug ID:</b> 14014926208	System will hang up after resume from restart/S5 with lid closed via MiniDP port to unit under Hybrid mode.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
<b>Root Cause/Resolution:</b> Driver was not clearing AUX restrictions mask if display was plugged out before driver is loaded or before driver resumes from Sx, code changes done to fix and reset when display detected and/when unplugged.				
<b>Bug ID:</b> 14014966291	System will show failed by 2D Graphics test in BurnIn Test.	D3D9	Microsoft Windows* 11-64 (21H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to add code to detect copies between shadows and make sure the X component is copied back to the right place and value.				
<b>Bug ID:</b> 16014619095	Observed too many "2D Graphics Video memory corruption" errors while running BurnIn test.	D3D9	Microsoft Windows* 11-64 (21H2)	Rocket Lake
<b>Root Cause/Resolution:</b> Code changes done to add code to detect copies between shadows and make sure the X component is copied back to the right place and value.				
<b>Bug ID:</b> 16014649501	Observed screen flicker after installing the graphics driver.	D3D10+++	Microsoft Windows* 11-64 (21H2)	DG1
<b>Root Cause/Resolution:</b> Issue is not observed with latest graphics driver changes made for watermark.				
<b>Bug ID:</b> 18016250930	Screen corruption observed after a TDR.	D3D10+++	Microsoft Windows* 10-64 (RS5) Microsoft Windows* 10-64 (20H1) Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (21H2)	Ice Lake Jasper Lake



<b>Root Cause/Resolution:</b> Code changes done to ensures that all make resident failures are logged correctly.				
<b>Bug ID:</b> 22010709923	Usermode break in seen with the latest graphics driver.	D3D10+++	None	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to not allow to store empty blobs in shader cache and avoid caching empty compiler outputs.				
<b>Bug ID:</b> 22011731100	Usermode break in seen with the latest graphics driver.	D3D10+++	None	Kaby Lake Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to handle potential exceptions thrown by Monza call to avoid the issue.				
Issues Resolved in Build 100.9929				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14015199444	Post graphics driver installation and power on the system to OOBE, found that 'Start Menu' cannot be opened.	Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
<b>Root Cause/Resolution:</b> Code changes done to update components based on subscription rules to maintain the right order, post which issue is not seen.				
Issues Resolved in Build 100.9921				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 1508742238	Game: Assassin's Creed Odyssey: Garbage seen while running benchmark	D3D10+++	Microsoft Windows* 10-64 (20H1)	DG1 Tiger Lake Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to adjust destination copy width to source copy width.				
<b>Bug ID:</b> 14013290846	Display flashes black screen along followed with TDR (error 4101) event during Fur-Mark running event.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Alder Lake P Tiger Lake UP3

<b>Root Cause/Resolution:</b> Code change is done in Display component to fix this issue (synchronization of flip parameters improved )				
<b>Bug ID:</b> 14013859472	Gen12 API are getting impacted with discrete graphics display.	GFXUI	Microsoft Windows* 10-64 (20H1) Microsoft Windows* 10-64 (20H2)	DG1 Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to add a method to get correct bus value for the adapter.				
<b>Bug ID:</b> 14013944072	System event shows graphics driver igfxn stopped responding while running Passmark Burn-in v9.2 or Unigin Heaven v4.0 stress test.	OpenGL	Microsoft Windows* 10-64 (20H1) Microsoft Windows* 11-64 (21H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to PTBR related resources to move under standard 64 KB partition.				
<b>Bug ID:</b> 14014140766	The system shows a screen distortion intermittently when the unit is powered on.	Display Interfaces	Microsoft Windows* 10-64 (20H1)	Apollo Lake
<b>Root Cause/Resolution:</b> Code changes done to disable CD clock call to make sure PLL is disabled even when there is no change in CDCLK programming required.				
<b>Bug ID:</b> 14014281624	When the HDMI2.0 monitor with a specific EDID is connected, it is difficult to select the display from the OS.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> All the platforms are corrected with the right unsupported frequency range and the HDMI monitor dot clock can now be supported as a valid one.				
<b>Bug ID:</b> 14014360814	TDR observed while playing through movies & TV when system is in idle.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to correct the interrupt handling flow for MIPI command mode to avoid TDR.				
<b>Bug ID:</b> 14014509717	Garbage observed on EFP after combined via Intel Graphics Command Center.	Display Interfaces Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
<b>Root Cause/Resolution:</b> Code changes done to disabled seam excess.				

<b>Bug ID:</b> 14014635005	Garbage appears when open and close the lid.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Provided a reg-key to disable delayed v-blank.				
<b>Bug ID:</b> 14014896728	Graphics driver when installed Win11 will show yellow bang in device manager with error code 43.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
<b>Root Cause/Resolution:</b> Graphics driver was sending invalid MinRR values which might not be acceptable from the OS, fixed the same to report right MinRR values along with correct BFR support.				
<b>Bug ID:</b> 16012179235	Corruption is observed in Google map.	D3D10+++	Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (21H2)	Ice Lake Lakefield Tiger Lake
<b>Root Cause/Resolution:</b> Issue not observed with latest graphics driver fixes.				
<b>Bug ID:</b> 16013226663	Underruns observed with VRR enabled.	Display OS Features	Microsoft Windows* 10-64 (19H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Issue is not observed with latest graphics driver changes made for watermark.				
<b>Bug ID:</b> 16013243913	Display blanks sporadically while hot unplug and plugback through TBT Dock Gen2.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	DG2 Tiger Lake
<b>Root Cause/Resolution:</b> Issue not observed with latest graphics driver fixes.				
<b>Bug ID:</b> 16013696334	Lace feature is persistent with HDR enabled, expected Lace status should be disabled but actual status still shows enabled.	Powercons	Microsoft Windows* 10-64 (20H1) Microsoft Windows* 11-64 (21H2)	DG2 Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done during post-mode set, based on value of Lace Restrictions; If Lace is restricted, ensuring Lace should be disabled in HW as well.				
<b>Bug ID:</b> 16013835468	Display corruption and underrun observed while playing video using MTA with PSR2 enabled on panels with high Vblank timings > 5ms.	Display OS Features	Microsoft Windows* 11-64 (21H2)	Tiger Lake UP3

<b>Root Cause/Resolution:</b>  The Aggressive power saving mechanism had a problem with shifted vblank scenarios which is corrected here and to compensate/save for power a more balanced display buffer distribution was put for different plane types.				
<b>Bug ID:</b> 16014649501	Observed screen flicker after installing the graphics driver.	D3D10+++	Microsoft Windows* 11-64 (21H2)	DG1
<b>Root Cause/Resolution:</b>  Issue is not observed with latest graphics driver changes made for watermark.				
<b>Bug ID:</b> 18014902578	Game: Hitman 2: Corruption while playing at 4K resolution	D3D12	Microsoft Windows* 10-64 (20H2)	DG1
<b>Root Cause/Resolution:</b>  Code changes done in case of missing aliasing barrier injecting 'TileCacheFlush' before 'ClearDepth' operation.				
<b>Bug ID:</b> 18016025188	Game: Resident Evil 8 (May 8 2021): Hang at random moments after few minutes of gameplay	D3D12	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done by disabling the HDC:L1 for specific resources resolves the issue.				
<b>Bug ID:</b> 18016025320	Game: Prince of Persia (2021) The Sands of Time Remake: Corruption with black triangles	D3D10+++ IGC	Microsoft Windows* 10-64 (20H2)	DG1 Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done by disabling reassociation of Fdiv and Fmul to make sure Fmul/Fdiv do not get reassociated after operation.				
<b>Bug ID:</b> 18016891054	Corruption observed while running Wolfenstein Youngblood	Vulkan	Microsoft Windows* 11-64 (21H2)	DG1 DG2 Tiger Lake
<b>Root Cause/Resolution:</b>  WA implementation resolving the issue				
<b>Bug ID:</b> 18017310104	Call of Duty Warzone - Dx12 error while launching	D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake P DG1
<b>Root Cause/Resolution:</b>  Issue is no longer seen with the latest driver				

<b>Bug ID:</b> 22012645919	Memory leak observed with the process 'dwm.exe'.	D3D10+++	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to fix a memory leak in ShaderFrameTime class.				
<b>Issues Resolved in Build 100.9864</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 1509247130	Screen graphics glitches post installation of the "Concepts" app from Microsoft store.	D3D10+++	Microsoft Windows* 10-64 (19H1)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to the constant buffer which was not marked for GPU modification.				
<b>Bug ID:</b> 1509376367	GPU information not listing in IGCC version 1.0.458.0	Graphics Control Panel	Microsoft Windows* 11-64 (21H2)	Alder Lake M Alder Lake P Alder Lake S Rocket Lake S
<b>Root Cause/Resolution:</b> Code changed in IGCC to fix this issue				
<b>Bug ID:</b> 2207205343	Functional failure observed with TDR's on system.	D3D10+++	Windows* 10-64 (RS3)	7th Gen Intel® Core™ processor family
<b>Root Cause/Resolution:</b> Implementing software work around for a hardware bug causing hangs during sampling and enabling it for Gen11 platforms.				
<b>Bug ID:</b> 14012679937	Post graphics driver installation screen is corrupted or black, issue also occurs when HWS is OFF with Vibranium OS.	D3D10+++	Microsoft Windows* 11-64 (21H2)	7th Gen Intel® Core™ processor family
<b>Root Cause/Resolution:</b> Code changes done to correct cache mode 0 register programming.				
<b>Bug ID:</b> 14013339425	Panel will flash when visiting websites after changing taskbar's site from bottom to left/right.	PowerCons	Microsoft Windows* 10-64 (20H1)	Tiger Lake UP3

<b>Root Cause/Resolution:</b> Code changes done to initiate the command post the Powerwell initialization.				
<b>Bug ID:</b> 14013874926	120 Hz UHD panel will flicker with refresh disable.	Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
<b>Root Cause/Resolution:</b> Code changes done to lane count support which will be added for DP and link rate and lane count both for eDP.				
<b>Bug ID:</b> 14013926547	Screen flashes once during open lid which is set as "do nothing".	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake H Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to ignore the LPI for EDP during interrupt handling itself.				
<b>Bug ID:</b> 14013984099	A bright line appears at the top of the panel.	Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to increase the fast wake time.				
<b>Bug ID:</b> 14013984653	FINAL FANTASY XIV: Corruption (line observed) seen displaying in the middle of screen while running benchmark.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Rocket Lake S
<b>Root Cause/Resolution:</b> Code changes done to fix for plane size, plane offset parameters when scaled across miple tiles.				
<b>Bug ID:</b> 14013993556	Black screen observed after system enter modern standby successfully and unplug full loading from dock.	Display Interfaces, Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
<b>Root Cause/Resolution:</b> Code changes done to return display as detached when HPD is disabled.				
<b>Bug ID:</b> 14014158728	Windows-10 dual boot menu cannot display after reboot system with Intel Graphics driver installed.	PowerCons	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to disabling FBC in case of immediate flip and enable and mask VBI for active paths during boot.				

<b>Bug ID:</b> 14014192688	DDC/CI communication fails post installation of graphic card.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to check display is attached in CCD rather than target.				
<b>Bug ID:</b> 14014360814	TDR observed while playing through movies&TV when system is in idle.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to correct the interrupt handling flow for MIPI command mode to avoid TDR.				
<b>Bug ID:</b> 14014366351	Display Manager shows yellow bang under taskbar when output 8K monitor.	Display OS Features	Microsoft Windows* 11-64 (21H2)	Alder Lake P Tiger Lake H Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to check display is attached in CCD rather than target.				
<b>Bug ID:</b> 14014452295	Screen will show garbage or full screen flicker with black screen offset when dragging MS Edge size after Modern Standby.	Unassigned	Microsoft Windows* 11-64 (21H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to move the work around after Power-well initialization.				
<b>Bug ID:</b> 14014635005	Garbage appears when open and close the lid.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Provided a reg-key to disable delayed v-blank.				
<b>Bug ID:</b> 14014670003	A failure occurred while running camera driver system test, the process hosting the test code was unexpectedly terminated with exit code, while invoking a test operation.	Media SDK	Microsoft Windows* 11-64 (21H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done by disabling ITT in MSDK till ITT development provide a fix in their library.				
<b>Bug ID:</b> 16012718627	With DSC enable validation, changing the BPC values res in BSOD	Display Interfaces Tools Display	Microsoft Windows* 10-64 (20H2)	Alder Lake S, DG2 Rocket Lake S Tiger Lake

<b>Root Cause/Resolution:</b> Fix the blankout issue seen while doing set parametes from DP applet				
<b>Bug ID:</b> 16013835468	Display corruption and underrun observed while playing video using MTA with PSR2 enabled on panels with high Vblank timings > 5ms.	Display OS Features	Microsoft Windows* 11-64 (21H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> The Aggressive power saving mechanism had a problem with shifted vblank scenarios which is corrected here and to compensate/save for power a more balanced display buffer distribution was put for different plane types.				
<b>Bug ID:</b> 22011480649	Game: Assassin's Creed Odyssey: Sporadic Artifacts and corruptions in benchmark	D3D10+++	Microsoft Windows* 10-64 (20H1), Microsoft Windows* 11-64 (21H2)	8th Gen Intel® Core™ processor family, DG1, Ice Lake, Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to adjust destination copy width to source copy width.				
<b>Bug ID:</b> 22012930919	Funtional failure observed with TDR's on system with small workload.	GMM OpenGL	Microsoft Windows* 10-64 (20H2)	Ice Lake
<b>Root Cause/Resolution:</b> Fixed with latest graphics driver changes.				
<b>Bug ID:</b> 22013320089	Display corruption observed when opening Microsoft Edge browser after resume from Modern Standby with non-PSR panels.	PowerCons	Microsoft Windows* 11-64 (21H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to program the driver to do the power well check and then write in the register.				
<b>Bug ID:</b> 22013354373	Frequent screen flicker with graphics driver installed with PSR disabled.	Unassigned	Microsoft Windows* 11-64 (21H2)	Tiger Lake , unknown
<b>Root Cause/Resolution:</b> Code changes to correct VRR guard band or frame fill time.				
<b>Issues Resolved in Build 100.9805</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>



<b>Bug ID:</b> 14013208855	Corruption observed when connecting an external FHD display via HDMI or VGA and playing a video in duplicate mode.	Graphics Driver Unassigned	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Work around sequence for FBC underrun issue provided by enable FBC, on Vblank interrupt call back and then triggering the nuke.				
<b>Bug ID:</b> 14013926547	Screen flashes once during open lid which is set as "do nothing".	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to ignore the LPI for EDP during interrupt handling itself.				
<b>Bug ID:</b> 14014007535	4K30p does not displayed when change from 4k60p using HDMI external display.	Graphics Driver Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to return call early without disabling scrambling, which was causing the causing blank out in sink.				
<b>Bug ID:</b> 14014158728	Windows-10 dual boot menu cannot display after reboot system with Intel Graphics driver installed.	PowerCons	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to disabling FBC in case of immediate flip and enable and mask VBI for active paths during boot.				
<b>Bug ID:</b> 22013320089	Display corruption observed when opening Microsoft Edge browser after resume from Modern Standby with non-PSR panels.	PowerCons	Microsoft Windows* 11-64	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to program the driver to do the power well check and then write in the register.				
<b>Bug ID:</b> 1509247130	Screen graphics glitches post installation of the "Concepts" app from Microsoft store.	D3D10+++	Microsoft Windows* 10-64 (19H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to the constant buffer which was not marked for GPU modification.				
<b>Issues Resolved in Build 100.9778</b>				

Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 1509247737	Type-C port lost function after hooking post firmware update.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
<b>Root Cause/Resolution:</b> Code changes done to AUX power is set and cleared by unknow component, need IOM team figure out.				
Bug ID: 14012196080	Game: Ori and the Will of the Wisps: Frame stutters or drop observed during gameplay.	D3D10+++, IGC	Microsoft Windows* 10-64 (20H1)	Tiger Lake, Tiger Lake UP3
<b>Root Cause/Resolution:</b> AIL implemented to optimize shader compilation ordering.				
Bug ID: 14013233257	Panel flickers after pressing F11 or Alt+Tab switch tasks under system.	Powercons	Microsoft Windows* 10-64 (20H2) , Microsoft Windows*11	Elkhart Lake Ice Lake, Jasper Lake, Lakefield, Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to enable FBC and trigger the nuke on Vblank interrupt call back.				
Bug ID: 14013790673	The screen will flash after changing battery options in Windows HD Color settings with video playing with Movies&TV app.	Powercons	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Work around provided through sequence for FBC underrun; enable FBC, then on Vblank interrupt call back, trigger the nuke.				
Bug ID: 14013852852	Video shows graphics garbage in Adobe Premiere Pro 2020.	D3D10+++ Media Decode	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to sync issues between 3D and Media.				
Bug ID: 14013874926	120 Hz UHD panel will flicker with refresh disable.	Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
<b>Root Cause/Resolution:</b> Code changes done to lane count support which will be added for DP and link rate and lane count both for eDP.				

<b>Bug ID:</b> 14014098368	Type-C port lost function after Hook FW update.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
<b>Root Cause/Resolution:</b>  Work around provided to update the patch to read the IOM register that indicates if a port is DPIN supported port and if so, ignore those ports till the next resume/reboot.				
<b>Bug ID:</b> 16013525819	After connecting system with HDMI monitor via TBT hub may hit CATERR during S4 cycling test.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
<b>Root Cause/Resolution:</b>  Work around provided to fix the patch to read the IOM register that indicates if a port is DPIN supported port and if so ignore those ports till the next resume/reboot.				
<b>Issues Resolved in Build 100.9684</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14013233257	Panel flickers after pressing F11 or Alt+Tab switch tasks under system.	Display Powercons	Microsoft Windows* 10-64 (20H2), Windows* 11	Ice Lake, Jasper Lake, Lakefield, Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to enable FBC and trigger the nuke on Vblank interrupt call back.				
<b>Bug ID:</b> 14013874454	When system transitions from 60Hz to 48Hz it res in incorrect durations reported in frames and video stutter observed.	Display OS Features, Display Powercons	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes to removed PSR idle polling from flip path for LRR1 and LRR2.5, also added active region check for RR switching and updated HRR to not mask the first VBI.				
<b>Bug ID:</b> 14013941859	Performance dropped by 10% while running SkyDiver benchmark with latest graphics driver.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to program delayed Vblank for high Vblank timings.				
<b>Bug ID:</b> 14014101579	8K output appears stretched out after changing the resolution to 3840x4320 then to any other resolution.	Display Interfaces, Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake

<b>Root Cause/Resolution:</b> Code changes done to move the tiled mode detection login into display info parser and to read caps before parsing modes in few blocks.				
<b>Bug ID:</b> 14014148241	Observing CS exit hard hang with systems with fixed DP configuration.	Display Interfaces	Windows* 11	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to patch fix in the logic in driver where we are updating live status after enabling or disabling HPD.				
<b>Bug ID:</b> 14014335968	<widgets.exe> causes GPU to turn on every 2 minutes, causing power impact.	Unassigned	Windows* 10-64 (RS1), Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Checks added to ensure eviction related shader cache ops only run if cache entries can be stored to disk.				
<b>Bug ID:</b> 16012578809	BSOD observed while running HDMI HDCP 1.4 1B-01a & 1B-04a compliance tests.	Display Interfaces	Windows* 11	Alder Lake, Jasper Lake, Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to fix Gmbus Handler to accomodate 3 byte reads.				
<b>Bug ID:</b> 16012623226	Observing crash and blank-out while launching any DX, Vulkan or OpenGL* game or benchmark.	D3D10+++	Microsoft Windows* 10-64 (20H2), Windows* 11	DG1, Lakefield
<b>Root Cause/Resolution:</b> Code changes done to disable compression for lockable resources.				
<b>Bug ID:</b> 16012896527	Video freeze may be observed while playing MTA playback.	Unassigned	Windows* 11	Comet Lake, Jasper Lake, Lakefield
<b>Root Cause/Resolution:</b> Code changes done to fix the issue.				
<b>Bug ID:</b> 16013212578	Sporadically TDR observed while doing Sx cycling with netflix/ youtube playback	Core KMD	Microsoft Windows* 10-64 (20H2), Windows* 11	Rocket Lake
<b>Root Cause/Resolution:</b> Code changes done to remove context registration when coming back from sleep cycle.				

<b>Bug ID:</b> 16013626653	Workloads such as Skydiver, Firestrike fail to run at 60Hz RR resing in TDRs.	Display OS Features	Windows* 11	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done not to enable HRR when requested RR duration is within panel supported range.				
<b>Bug ID:</b> 18014652703	Game: 'Shadow of the Tomb Raider' benchmark shows textures during benchmarking	D3D12	Microsoft Windows* 10-64 (20H2), Windows* 11	Rocket Lake Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done in IGC to fix the issue.				
<b>Bug ID:</b> 18015709221	Corruption observed with FurMark Benchmark.	Core KMD, OpenGL	Windows* 11	Tiger Lake
<b>Root Cause/Resolution:</b> Render synchronization functionality improved to fix this issue.				
<b>Bug ID:</b> 22012645919	Memory leak observed with the process 'dwm.exe'.	D3D10+++	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to fix a memory leak in ShaderFrameTime class.				
<b>Issues Resolved in Build 100.9749</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 1509247737	Type-C port lost function after hooking post firmware update.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
<b>Root Cause/Resolution:</b> Code changes done to AUX power is set and cleared by unknow component, need IOM team figure out.				
<b>Bug ID:</b> 14013855630	Graphic memory leak observed with GPU driver	OpenGL	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b> Code changes done to find emergency path, if cannot free up any space because of not submitted command buffer.				
<b>Bug ID:</b> 14014098368	Type-C port lost function after Hook FW update.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake H

<b>Root Cause/Resolution:</b>  Work around provided to update the patch to read the IOM register that indicates if a port is DPIN supported port and if so, ignore those ports till the next resume/reboot.				
<b>Bug ID:</b> 14014101579	8K output appears stretched out after changing the resolution to 3840x4320 then to any other resolution.	Display Interfaces, Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b>  Code changes done to move the tiled mode detection login into display info parser and to read caps before parsing modes in few blocks.				
<b>Bug ID:</b> 14014140894	HDMI monitor enumerates in device manager after unplug HDMI monitor cable from dock under MSC mode with 2 DP + 1 HDMI EFPs attached.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b>  Code change done to remove the sinks in subsequent CSN notifications and if missed need to handle only the plugged ones today. Added handling for all attached displays.				
<b>Bug ID:</b> 16012623226	Observing crash and blank-out while launching any DX, Vulkan or OpenGL* game or benchmark.	D3D10+++	Microsoft Windows* 10-64 (20H2)	DG1
<b>Root Cause/Resolution:</b>  Code changes done to disable compression for lockable resources.				
<b>Bug ID:</b> 16013525819	After connecting system with HDMI monitor via TBT hub may hit CATERR during S4 cycling test.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
<b>Root Cause/Resolution:</b>  Work around provided to fix the patch to read the IOM register that indicates if a port is DPIN supported port and if so, ignore those ports till the next resume/reboot.				
<b>Bug ID:</b> 22012765579	Display malfunction observed with 5120x2160 resolution at 50Hz setting.	Display Interfaces, Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
<b>Root Cause/Resolution:</b>  Code changes done to HSyncStart and HSyncEnd face values which were throwing errors. The malfunctioning was fixed by adding the correct values in the timing table.				
<b>Bug ID:</b> 14012833192	OS UI and IGCC refresh rate are not syncing when using MST DP Hub for 4 displays in extend mode.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to make changes for co-functional BW verification and then return supported modes to IGCC.				
<b>Issues Resolved in Build 100.9664</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14013609619	The 5K external display has vertical lines when installing graphics driver.	Display Interfaces, Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake

<b>Root Cause/Resolution:</b> Code changes done to fix plane size, plane offset parameters when scaled across multiple tiles.				
<b>Bug ID:</b> 14013844787	After changing to PC only mode then auto change to last mode when play DVD, the display auto changes to duplicate earlier mode.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to add read BKSv if HDCP version read fails to classify panel/s as HDCP1.4 compliant (change is needed only for HDMI)				
<b>Bug ID:</b> 14013872102	The camera screen in Knox Meeting is not refreshed.	D3D10+++, D3D9	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to call BLT call to route to a normal GPU BLT.				
<b>Bug ID:</b> 14013952915	System will lag and screen will show garbage and/or flicker too.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Comet Lake
<b>Root Cause/Resolution:</b> Code changes done to fix provided by writing back the value to clear error bits.				
<b>Bug ID:</b> 14014040569	External monitor cannot light up when change monitor resolution to 4K @30Hz or 2K@60Hz in extend mode and monitor only mode when attach monitor to system HDMI port on UMA machine.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to the scramble status, which is set in the sink, to call the return early without disabling scrambling.				
<b>Bug ID:</b> 16011431465	High SAGV latency is being used when SAGV disabled.	Display OS Features	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to disable SAGV to "write of sagv restrict points failed" to execute the function correctly.				
<b>Bug ID:</b> 16012135665	Responsiveness KPIs are regressing with HDMI display from DP display	Display Interfaces	Microsoft Windows* 10-64 (20H1)	Rocket Lake
<b>Root Cause/Resolution:</b> Code changes done to remove STOP in case of NACK.				
<b>Bug ID:</b> 16013212578	Sporadically TDR observed while doing Sx cycling with Netflix/YouTube playback	Core KMD	Microsoft Windows* 10-64 (20H2)	Rocket Lake
<b>Root Cause/Resolution:</b> Code change is done removed context registration when coming back from sleep cycle.				
<b>Bug ID:</b> 22012765579	Display malfunction observed with 5120x2160 resolution at 50Hz setting.	Display Interfaces, Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake

<b>Root Cause/Resolution:</b>  Code changes done to HSyncStart and HSyncEnd face values which were throwing errors. The malfunctioning was fixed by adding the correct values in the timing table.				
<b>Bug ID:</b> 22013181186	Function continues with a null pointer, when it calls Ccd Handle Collage Persistence, because no memory allocation is provided.	Display OS Features	none	Ice Lake, Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to add a null pointer guard in Ccd Handle Collage Persistence function				
<b>Issues Resolved in Build 100.9616</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 1509165087	BSOD observed during driver installation.	Media CP	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  HDCP service auto start side effect observed causing BSOD, code changes made to avoid the issue.				
<b>Bug ID:</b> 14012924724	TDR observed when run 'API Overhead feature test' of 3DMark.	Core KMD, Vulkan	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to have the proper instruction flow; aux invalidation is done.				
<b>Bug ID:</b> 14013884109	EDP Panel sequence unable to tune by VBT.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to fix to copy pps delayed table to port context in EnablePLL function.				
<b>Bug ID:</b> 14013922838	LCD shows garbage during WMV movie playback.	CoreGMM, Media Decode, Media VP	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to set specific cache setting index instead of index #0 which is reserved bit and changed by GMM.				
<b>Bug ID:</b> 14013938064	System cannot switch to display, and yellow bang appears after plug in a DP monitor via dock.	D3D10+++	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to disable the feature with changing DEFA value for correction.				
<b>Bug ID:</b> 14013951357	The units show abnormal display when connect by a 4K monitor in duplicate mode.	Display Interfaces, Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to send the correct the value driver was sending pipe for checking the scaler.				



<b>Bug ID:</b> 14013957646	The OLED panel flashes continuously from S4/restart.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to disable the VSC select programing till Gen12; can be enabled by regkey.				
<b>Bug ID:</b> 16013136530	3D mark DX12 Timespy benchmark is failing with DirectX call error.	D3D12	Microsoft Windows* 10-64 (20H2)	Rocket Lake
<b>Root Cause/Resolution:</b>  Code path corrected to run 3D workloads on latest platform.				
<b>Bug ID:</b> 16013151153	Game: Assassin's Creed Valhalla: Sky Corruption	D3D12, ip.ISV Software.3D Application	Microsoft Windows* 10-64 (20H1)	Ice Lake, 7th Gen Intel® Core™ processor family, Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to type UAV read AIL enabled for the game play.				
<b>Bug ID:</b> 18013176888	Game: Dark Souls III: Game hang & crash at random moments (Sporadic)	D3D10+++	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code change is done in D3D10++ to fix this issue				
<b>Bug ID:</b> 18015315919	Game: Shadowman Remastered: crash	Vulkan	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to increase the descriptor regkey bandwidth, to allocate more slots for the game to run smoothly.				
<b>Bug ID:</b> 18015618246	TDRs observed on display in media tests and during driver installation.	Display OS Features, Media CP	Microsoft Windows* 10-64 (20H2)	Ice Lake
<b>Root Cause/Resolution:</b>  Code changes done to ensure all valid targets are acknowledged during the VBI operations.				
<b>Bug ID:</b> 18016029081	Game: Watch Dogs-Legion: Rendering artifacts during benchmark - Red/White/Black colors	D3D12	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to type UAV read AIL enabled for the game play.				
<b>Bug ID:</b> 22012849373	Game: COD MW Warzone: freezing or hanging upon launch of game	D3D12	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to add an AIL to enable per-stage PSO for game.				
<b>Bug ID:</b> 22012960567	User mode failure observed while exercising Microsoft applications.	D3D10+++	none	7th Gen Intel® Core™ processor family

<b>Root Cause/Resolution:</b>  Monza path will now intercept scratch allocate/resize operations again.				
<b>Bug ID:</b> 22013086410	User mode failure observed while running media applications.	D3D10+++	none	7th Gen Intel® Core™ processor family
<b>Root Cause/Resolution:</b>  Code changes done to implement AIL to disable meta commands during application usage.				
<b>Issues Resolved in Build 100.9565</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 1508941119	Display is not working post rebooting the system.	Display Interfaces, Display OS Features, gfxui.CUIsdk	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to unify the decision point for the override from registry when applying the CSC.				
<b>Bug ID:</b> 14013033171	The HDMI2.0 monitor cannot light but can be detected after resume form MS/S4/S5/FSU state.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to add a delay of 60x2 ms to update cached live state for native HDMI to fix this issue.				
<b>Bug ID:</b> 14013925842	The video frame auto stopped playing when play WMV file on Movie & TV with full screen.	Media Decode	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to clear aux surface to render target correctly.				
<b>Bug ID:</b> 14013938064	System cannot switch to display, and yellow bang appears after plug in a DP monitor via dock.	D3D10+++	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to disable the feature with changing DEFA value for correction.				
<b>Bug ID:</b> 16011155229	System hang observed with multiple lid close/open events.	Display Interfaces, Display PowerCons	Microsoft Windows* 10-64 (20H1)	Ice Lake, Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done from driver one change to send one mailbox command and then start polling.				
<b>Bug ID:</b> 16013080788	Application crashes at startup when asyn compute is enabled.	Vulkan	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Changes done to avoid app crash.				

<b>Bug ID:</b> 16013136530	3D mark DX12 Timespy benchmark is failing with DirectX call error.	D3D12	Microsoft Windows* 10-64 (20H2)	Rocket Lake
<b>Root Cause/Resolution:</b>  Code path corrected to run 3D workloads on latest platform.				
<b>Bug ID:</b> 18015428597	Application crash: Other	OpenGL	Microsoft Windows* 10-64 (20H2)	8th Gen Intel® Core™ processor family, Comet Lake, DG1, Elkhart Lake, Gemini Lake, Ice Lake, 7th Gen Intel® Core™ processor family, Lakefield, Rocket Lake, 6th Gen Intel® Core™ processor family, Tiger Lake
<b>Root Cause/Resolution:</b>  Code changed in OpenGL component to improve resource exist functionality				
<b>Bug ID:</b> 22012944411	Game: Dirt 5: Shaders Error not allowing game to start	D3D12	Microsoft Windows* 10-64 (20H1)	DG1, Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to implement the AIL for double precision shader emulation support.				
<b>Issues Resolved in Build 100.9510</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 1608332845	Observing small black box corruption while moving cursor under different options inside the game -- Sekiro: Shadows Die Twice steam game.	D3D10+++, Display OS	Microsoft Windows* 10-64 (20H1)	Elkhart Lake, Ice Lake, Jasper Lake, Lakefield
<b>Root Cause/Resolution:</b>  Code changes done to wait for vblank to fix the cursor corruption.				
<b>Bug ID:</b> 14013001224	System hang observed with QHD 165Hz panel connected.	Unassigned	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to reflect appropriate hardware workaround implemented to remove this system hang issue.				
<b>Bug ID:</b> 14013196691	HD audio driver lost while sleep stress test after connecting TBT/DC/SC dock.	Display Audio Driver	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to send the F1 notification for handling the link loss.				
<b>Bug ID:</b> 14013265714	DX11 fails when stop Windiag test.	Core KMD, D3D10+++	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to flush the command buffer more frequently in case of compute jobs.				

<b>Bug ID:</b> 14013830109	Lower brightness observed in the middle range levels.	Display PowerCons	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Workaround provided by a hidden regkey to enable B2 behavior on SDR panel by ignoring HDR metadata block.				
<b>Bug ID:</b> 14013925842	The video frame auto stopped playing when play WMV file on Movie & TV with full screen.	Media Decode	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to clear aux surface to render target correctly.				
<b>Bug ID:</b> 16011720927	5K/8K display not is not lighting up after turn ON/OFF external display.	Display Interfaces, Display PowerCons	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to keep track of aux requirements for each port and then set the bits for all required power wells.				
<b>Bug ID:</b> 16012945877	3DMark TimeSpy Benchmark: Corruption	Unassigned	Microsoft Windows* 10-64 (20H2)	8th Gen Intel® Core™ processor family, DG1
<b>Root Cause/Resolution:</b>  Code changes done to disable idle message in 0x2050 to [0] after global force-wake is set, enable idle message back after null context load completes.				
<b>Bug ID:</b> 18012072646	[Horizon Zero Dawn] Game unexpectedly exits when starting the new game	D3D12, IGC	Microsoft Windows* 10-64 (19H2)	DG1, Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to fix complex workaround impact Gen-12 plus platforms.				
<b>Bug ID:</b> 22012766049	Display shows garbage after booting into OS.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to reflect appropriate hardware workaround implemented to remove this system hang issue.				
<b>Issues Resolved in Build 100.9466</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 1508838485	Game: March of Empires - War of Lords: Game text will disappear during playing.	D3D10+++	Microsoft Windows* 10-64 (20H2)	Rocket Lake
<b>Root Cause/Resolution:</b>  Code changes done to switch back to per resource ring on 32-bit app for texture update staging memory allocations.				
<b>Bug ID:</b> 14012418601	MST side monitors will not display after unplug DP switch side monitor and plug to MST side.	Display Interfaces	Microsoft Windows* 10-64 (20H1)	Tiger Lake

<b>Root Cause/Resolution:</b> Workaround provided to clear enhanced framing during SST disable and keep VC payload always ON.				
<b>Bug ID:</b> 14012829299	Fourth display cannot light on when four displays are in daisy chain connected and in Second Screen Only mode.	Display Interfaces	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b> Workaround provided to clear enhanced framing during SST disable and keep VC payload always ON.				
<b>Bug ID:</b> 14013813880	Video freezes and lags when playing movie.	Core GMM	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes to reset HW access flag for GMM escape call.				
<b>Bug ID:</b> 14013829928	Video will freeze when exit from full screen to small window during video playback.	Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes to reset HW access flag for GMM escape call.				
<b>Bug ID:</b> 14013850372	System will BSOD (0x3B) after resume from S4.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to add check before configuring DSC.				
<b>Bug ID:</b> 18015389513	Game: Ridge Racer Unbounded: crash	D3D9	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to flush and re-send setup state after flush.				
<b>Issues Resolved in Build 100.9415</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 1307536703	Game: Battlefield 1: Yellow stick Corruption	D3D10+++, IGC, ip.ISV Software.3D Application	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to include title in AIL work arounds in range reduction function.				
<b>Bug ID:</b> 1508838485	Game: March of Empires - War of Lords: Game text will disappear during playing.	D3D10+++	Microsoft Windows* 10-64 (20H2)	Rocket Lake
<b>Root Cause/Resolution:</b> Code changes done to switch back to per resource ring on 32-bit app for texture update staging memory allocations.				

<b>Bug ID:</b> 14013080340	8K monitor keeps blinking in extend mode/ 2nd only mode	D3D10+++, Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to clear enhanced framing during SST disable and keeping the VC Payload always ON.				
<b>Bug ID:</b> 14013080845	Video will show lag or garbage observed in full screen mode with 8K monitor connected.	D3D10+++, Display OS Features, Media Decode, Media VP	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to enable scaling support for mi pipe displays, which will enable MPO for windowed use cases in tiled /multiple display.				
<b>Bug ID:</b> 14013086616	On QQ install interface, the mouse will become flicker and moving slow.	Display OS Features	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to avoid VBLANK wait if there is no shape change.				
<b>Bug ID:</b> 14013111896	The display screen becomes abnormal when a specific video is played in a loop with full screen mode.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to add check to make sure 30 bit is not set before disabling HRR.				
<b>Bug ID:</b> 14013188644	Game: Mount & Blade: Cursor will disappear while moving mouse during game play.	Display Interfaces, Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changed: "wait" function is avoid if no shape change				
<b>Bug ID:</b> 14013339923	HDMI monitor shows no display, but the EDID exists, after system resumes from S4/S3 when attached four monitors (DP5+DP6+HDMI+TBT)	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to clear enhanced framing during SST disable and keeping the VC Payload always ON.				
<b>Bug ID:</b> 14013766931	User experiences noise from speaker when playing steaming music with DC mode.	Display PowerCons	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to remove VBlanks from HAL which was causing the audio glitches sporadically, notification added in order for control interrupt.				
<b>Bug ID:</b> 14013807883	8K monitor is inactive after upgrade.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake

<b>Root Cause/Resolution:</b>  Workaround provided to convert RGB-> YUV conversion.				
<b>Bug ID:</b> 14013830109	Lower brightness observed in the middle range levels.	Display Powercons	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Workaround provided by a hidden regkey to enable B2 behavior on SDR panel by ignoring HDR metadata block.				
<b>Bug ID:</b> 16012737517	Full display will not be enumerated, when rebooting system to OS with only basic internal monitor.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to clear enhanced framing during SST disable and keeping the VC Payload always ON.				
<b>Bug ID:</b> 16012769438	Green color corruption observed while rotating media playback.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Rocket Lake, Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done in the new refactoring function.				
<b>Bug ID:</b> 18013696287	Game: Wolfenstein - Youngblood: Corruptions observed (black squares) after the gameplay begins.	Vulkan	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Workaround provided for the application: AIL for Youngblood – by disabling the color aux for images in R11G11B10_FLOAT format.				
<b>Bug ID:</b> 22011597343	Observed flickering on two 4K external DP displays are connected behind TBT/Type-C dock with S3 and S4 combination cycles.	Display Interfaces	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to minimum and maximum output BPP for proper mode enumeration.				
<b>Issues Resolved in Build 100.9365</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 1508388409	EDP panel will flicker when system is idle at desktop with a specific background picture.	Display PowerCons	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to MPO universal planes				
<b>Bug ID:</b> 14013080316	Game: StarCraft 2: TDR observed during gameplay.	D3D9	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to fabric fence flush logic which were initially added were removed causing extra flushes.				

<b>Bug ID:</b> 14013080736	While playing a 4K/2K/FHD video, lag observed when the window is maximized.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to enabling scaling support for mi pipe displays, this is done to enable MPO for windowed use cases in tiled /multiple display.				
<b>Bug ID:</b> 14013300148	System does not show output when connected through dock with multiple monitors.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to pick the correct caps which were copied for unsupported Devices in the branch.				
<b>Bug ID:</b> 14013583519	Display audio is lost and only recovers post restart.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Rocket Lake
<b>Root Cause/Resolution:</b>  Code changes done disable all displays except input function to check if there are active displays, check the status and update.				
<b>Bug ID:</b> 16012718992	Display blank out and underrun is observed with external connected display [FRD & MRB] after installing graphics driver.	Display PowerCons, OpenCL	Microsoft Windows* 10-64 (20H2)	8th Gen Intel® Core™ processor family, Gemini Lake, 7th Gen Intel® Core™ processor family, Lakefield, Rocket Lake, Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done for FBC stride function to avoid functionality issues.				
<b>Bug ID:</b> 18012809737	Game: COD-MW: Checkerboard corruption observed while game is loading on cutscenes and in gameplay	D3D12	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Enabled initialize clear color surface function.				
<b>Bug ID:</b> 18014109842	Game: Cyberpunk 2077: Game hang on start	D3D12	Microsoft Windows* 10-64 (20H2)	DG1, Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to add two NOPs surrounding copy buffer region blitter to avoid game hang.				
<b>Bug ID:</b> 18015005428	Game: Cyberpunk 2077: Corruption on character during character creation	D3D12	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Enabled initialize clear color surface function.				
<b>Issues Resolved in Build 100.9316</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>



<b>Bug ID:</b> 1508693013	DPST is functional on eDP by DEFA for asymmetric config.	Display Powercons	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to add per panel BPC variable in context which is updated in mode set event. This will be checked in DPST Event handler while activating or deactivating DPST.				
<b>Bug ID:</b> 14012455477	PAVP key exchange fails after driver update without reboot.	Media CP	Microsoft Windows* 10-64 (19H2)	Ice Lake
<b>Root Cause/Resolution:</b>  Code changes done to HDCP service to not start after installing driver and fixed by add INF value flag in AddService Directive.				
EDP panel will Microsoft 1508388409	flicker when system is <b>Bug ID:</b> idle Windows* 10-64 (20H1) Tiger Lake background picture.	at desktop with a	specific Display PowerCons	
<b>Root Cause/Resolution:</b>  Code changes done to MPO universal planes				
<b>Bug ID:</b> 14012882257	After Movies&TV video playback ends, with screen idle with full screen for sometime, the display flashes black screen.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  As part of HRR programming driver was not updating the RR Change event type, changes done to help enable it.				
<b>Bug ID:</b> 14013156474	System will get black screen after unplugging, when attached three monitors with combined mode on docking.	Display Interfaces, Display OS Features	Microsoft Windows* 10-64 (20H1)	DG1, Ice Lake, Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to forcibly check if the display is there when doing set timing.				
<b>Bug ID:</b> 14013242334	When brightness is adjusted, it shows up abnormal in DC mode.	Display Powercons	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to the Histogram to read the right values in this specific case.				
<b>Bug ID:</b> 14013290927	Game: Love Legend 3: Game auto quits while playing.	D3D9	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Work around provided over to deal with HW preemption bug.				
<b>Bug ID:</b> 14013300148	System does not show output when connected through dock with multiple monitors.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to pick the correct caps which were copied for unsupported Devices in the branch.				

<b>Bug ID:</b> 14013351033	Game: LOL"Teamfight Tactics": always disconnects and back to home page.	D3D9	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to retrieve the allocation in this code block.				
<b>Issues Resolved in Build 100.9268</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 18013625285	Miple Dx11 games titles shows error due to feature level 10.0 requirement to run the engine	D3D10+++	Microsoft Windows* 10-64 (20H2)	Rocket Lake, Tiger Lake
<b>Root Cause/Resolution:</b>  Build system updated to use PE certificate				
<b>Bug ID:</b> 14012129307	With Adobe Premiere Pro: BSOD observed on project with playing multiple clips.	Core GMM, Core KMD, D3D10+++, Media SDK Decode	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to remove unnecessary PFN create OS allocation call from Gmm RT Log function.				
<b>Bug ID:</b> 18013942834	Game: Crysis Remastered: Crash while starting new game	D3D10+++, IGC	Microsoft Windows* 10-64 (20H2)	Ice Lake
<b>Root Cause/Resolution:</b>  Code changes done to compare two source regions as type was not considered through game play.				
<b>Bug ID:</b> 14012724257	3DMark app may not show score	D3D12	Microsoft Windows* 10-64 (20H1)	Rocket Lake
<b>Root Cause/Resolution:</b>  New App version and New cod				
<b>Bug ID:</b> 14012826177	Game: Dirt Rally: Black screen observed when game play is switched to full screen mode using ALT+Enter.	D3D10+++	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to extend BP existing work around to support scenarios of getting in and out of full-screen.				
<b>Bug ID:</b> 14012882257	After Movies&TV video playback ends, with screen idle with full screen for some time, the display flashes black screen.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  As part of HRR programming driver was not updating the RR Change event type, changes done to help enable it.				
<b>Bug ID:</b> 14013156474	System will get black screen after unplugging, when attached three monitors with combined mode on docking.	Display Interfaces, Display OS Features	Microsoft Windows* 10-64 (20H1)	Ice Lake, Tiger Lake

<b>Root Cause/Resolution:</b> Code changes done to forcibly check if the display is there when doing set timing.				
<b>Bug ID:</b> 14013242334	When brightness is adjusted, it shows up abnormal in DC mode.	Display PowerCons	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to the Histogram to read the right values in this specific case.				
<b>Issues Resolved in Build 100.9219</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 14012752646	LCD shows garbage during WMV movie playback with high CPU usage.	Core GMM	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to avoid garbage observed.				
<b>Bug ID:</b> 14012776962	System connect to specific AR Dock, no display on one of external monitors after system resuming from S3.	Display PowerCons	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to keep track of aux requirements for each port and then set the bits for all required power wells.				
<b>Bug ID:</b> 18013626011	Games using BattleEye unable to play on release internal builds	D3D10+++,	Microsoft Windows* 10-64 (20H1), Microsoft Windows* 10-64 (20H2)	DG1, Tiger Lake
<b>Root Cause/Resolution:</b> Build system updated to use PE certificate				
<b>Bug ID:</b> 18014109842	Game: Cyberpunk 2077: Game hang on start	D3D12	Microsoft Windows* 10-64 (20H2)	DG1, Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to add two NOPs surrounding copy buffer region blitter to avoid game hang.				
<b>Bug ID:</b> 18014173227	Game: Star Wars Battlefront II: Corruption	D3D12	Microsoft Windows* 10-64 (20H2)	DG1
<b>Root Cause/Resolution:</b> Code changes done to avoid corruption observed.				
<b>Bug ID:</b> 18014353520	Game: Star Wars Jedi: Fallen Order: App Crash (Regression)	D3D10+++	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b> Code changes done to support indirection for GPA Query objects to avoid App crash.				
<b>Bug ID:</b> 22011700028	Game: Atelier Ryza 2: Lost Legends & The Secret Fairy (Jan 26 2021): Corruption - dark stripes on render target	D3D10+++	Microsoft Windows* 10-64 (20H1)	Tiger Lake

<b>Root Cause/Resolution:</b>  Code changes done to exclude DXGI format type less for compression when resource is created without media bind depth stencil flag.				
<b>Issues Resolved in Build 100.9168</b>				
<b>Reference No.</b>	<b>Description</b>	<b>Affected Component(s)</b>	<b>Affected OS(s)</b>	<b>Affected Project(s)</b>
<b>Bug ID:</b> 22011165628	Game: Assassin's Creed Odyssey: TDR observed during game play.	D3D10+++, Unassigned	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to enhance smooth game play.				
<b>Bug ID:</b> 18011905856	Game: Star Wars Battlefront II: Full screen corruption observed.	D3D12	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to clear the buffer by application before test bounds are observed.				
<b>Bug ID:</b> 16010337315	Game: Star Wars Battlefront II: Corruption observed while playing game through origin.	D3D12	Microsoft Windows* 10-64 (19H1), Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes implemented to force the CS-SIMD-32 to show certain compute shaders correctly.				
<b>Bug ID:</b> 14012542630	System will hang when connect three monitors via Type-C dock.	Display Interfaces, Display OS Features	Microsoft Windows* 10-64 (20H1)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done, so that the system applies on its own the preferred mode to display the output.				
<b>Bug ID:</b> 14013080465	Garbage observed with screen flicker on HDMI 1.4 Protocol test instrument when checked on the 3D option in System display setting.	Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes, in case of S3D to use two dot clock while calculating WM and Dbug when S3D is enabled.				
<b>Bug ID:</b> 16012275232	Link layer test is failing with an error "Time out".	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes done to correct the sequence.				
<b>Bug ID:</b> 14013125450	Garbage observed on external 3D monitor after enable "3D" under system display setting.	Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake
<b>Root Cause/Resolution:</b>  Code changes, in case of S3D to use two dot clock while calculating WM and Dbug when S3D is enabled.				