

Release Notes

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DATE: June 2, 2022

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SUPPORTED OPERATING SYSTEMS:

- Microsoft Windows* 10-64 (RS5)
- 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)

SUPPORTED PRODUCTS:

- Apollo Lake
- 6th Gen Intel(R) Core (TM) processor family (Codename Skylake)
- 7th Gen Intel(R) Core (TM) processor family (Codename Kaby Lake)
- 8th Gen Intel(R) Core (TM) processor family (Codename Kaby Lake-R, Coffee Lake)
- 9th Gen Intel(R) Core (TM) processor family (Codename Coffee Lake-R)
- Amber Lake
- Elkhart Lake
- Gemini Lake
- Whiskey Lake
- Comet Lake
- Ice Lake
- Lakefield
- Tiger Lake-U/H
- Jasper Lake
- Rocket Lake
- DG1
- Alder Lake

REVISION HISTORY:

Date	Driver Revision	Description	Build Number
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 101.1994				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
14014302249	[Watson Failure] caused by 0x116_TDR	PowerCons	Microsoft Windows* 11-64 (21H2)	Tiger Lake
14015938148	There was discontinuous under the gray level bright image	PowerCons	Microsoft Windows* 11-64 (21H2)	Alder Lake P
14015944211	GFX Driver not parsing EDID correctly for Cisco telepresence systems	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Alder Lake M, Tiger Lake
14016042801	Corruption seen with Far Cry New Dawn game	IGC	Microsoft Windows* 11-64 (21H2)	Alder Lake P, Alder Lake S, Coffee Lake, DG1, Tiger Lake H
14016113740	There is garbage around the YouCam9 preview windows border	Dx9on12	Microsoft Windows* 11-64 (21H2)	Alder Lake P
16014897194	Collage mode is getting disable during hot plug/ unplug from Dock	Display OS Features	Microsoft Windows* 11-64 (21H2)	Alder Lake P, Raptor Lake, Tiger Lake
16015087637	Game: Flight Simulator 2020_ Observed Corruption while playing the game	D3D10+	Microsoft Windows* 11-64 (21H2)	DG1
16015384476	Game: New World- Getting TDR while launching the game	D3D12	Microsoft Windows* 11-64 (21H2)	DG1, Tiger Lake
16015444901	Game: Gears 5 - Black screen and TDR observed after launching and while playing game	D3D12	Microsoft Windows* 11-64 (21H2)	Tiger Lake UP3
16015488592	HDMI/eDp Blank out seen with 4 display HDR configuration	Display OS Features	Microsoft Windows* 10-64 (20H2)	Alder Lake S
16015668247	While drag benchmark from EDP to an external display (3D mark feature wildlife Benchmark) black screen was observed	Vulkan	Microsoft Windows* 11-64 (21H2)	Alder Lake S
16015688625	Game: Hellblade: Senua's Sacrifice: Observed sporadically TDR and App crash while launching the game	D3D12	Microsoft Windows* 11-64 (21H2)	DG1
16015793155	Benchmark 2.0.4 - TDR Observed while Running the Benchmark	IGC	Microsoft Windows* 11-64 (21H2)	DG1
16015851375	Game: Resident Evil: Project Resistance (Resident Evil 3) Observed TDR and App Crash While Quit/Exit the Game	D3D12	Microsoft Windows* 11-64 (21H2)	DG1, Tiger Lake UP3

16016114208	Forza Horizon 5 Observed App Crash While Launch the Game	D3D12	Microsoft Windows* 11-64 (21H2)	DG1
16016209460	FAR CRY 6 Observed Corruption While Playing Game	D3D12	Microsoft Windows* 11-64 (21H2)	DG1
16016644797	CS: GO game getting crashed after changing shadow quality from high to low or very low in game settings	Media CP	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG1, Tiger Lake
16016660728	Vulkan GPU Test - TDR observed while Resizing TessMark X16	OpenGL	Microsoft Windows* 11-64 (21H2) Microsoft Windows* 11-64 (22H2)	DG1
16016724493	Brightness is not persisted in display settings after coming back from CS	PowerCons	Microsoft Windows* 11-64 (21H2)	DG1, Tiger Lake
18019362499	Game: Halo Infinite - black geometry corruption	D3D12	Microsoft Windows* 10-64 (20H2)	Alder Lake M, Alder Lake P, Alder Lake S, Tiger Lake H, Tiger Lake
18020398458	GPU Hang while running Unigine Heaven Benchmark	D3D10+	Microsoft Windows* 10-64 (19H1)	Alder Lake S
18020872735	Halo Infinite - striped texture corruptions	D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake
18020873649	Halo Infinite - Colorful pixels and blurry lights	D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake M, Alder Lake P, DG1, Tiger Lake UP3
18021523737	Myth force crashes Loading into game level with Device hung Error	D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake P
22015117591	Screen show blank white during restart when HDR on	PowerCons	Microsoft Windows* 11-64 (21H2)	Alder Lake S
16016848610	External display is not enumerating when cold plug/restart the Type C to DP/HDMI/Type C	Display Interface	Microsoft Windows* 11-64 (21H2)	Alder Lake S

ISSUES RESOLVED:

Issues Resolved in Build 101.2079				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14015440080	MegaMan X Legacy Collection 1 and 2 - BlackScreen	Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Issue is fixed in D3D10+ component				
Bug ID: 14016037745	Garbage occurred on the ball when system run the 3D ball test APP	D3D12, dx9on12	Microsoft Windows* 10-64 (20H2)	Alder Lake
Root Cause/Resolution: Issue is fixed in DX9on12 component				

Bug ID: 14016109277	Game: KartRider - corruption on game character's shadow area	DX9ON12	Microsoft Windows* 11-64 (21H2)	Alder Lake
Root Cause/Resolution: Issue is fixed in DX9on12 component				
Bug ID: 14016573451	Naraka game will get stuck and cannot play	Media Decode	Microsoft Windows* 11-64 (21H2)	Alder Lake, DG2
Root Cause/Resolution: Issue is fixed by introducing 2 mutex to guard both decode and encode functions				
Bug ID: 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
Root Cause/Resolution: Issue is fixed by replacing logical 'AND' with 'OR'				
Bug ID: 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
Root Cause/Resolution: Code changes done to disable ROP MOCS caching.				
Bug ID: 16015072592	HALO WARS 2 (Demo) game crashing and TDR observed	D3D12	Microsoft Windows* 11-64 (21H2)	Tiger Lake
Root Cause/Resolution: Issue is fixed by setting descriptor table properly				
Bug ID: 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
Root Cause/Resolution: Code changes done to fix MBUS credit value for D12.				
Bug ID: 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

Root Cause/Resolution: Code changes done to remove the LRR check that caused corruption.				
Bug ID: 18015632171	Game: Evil Genius 2: World Domination: Crash at start	Vulkan, 3D Application	Microsoft Windows* 10-64 (20H2)	DG1
Root Cause/Resolution: Issue is fixed by optimizing resource allocation				
Bug ID: 18021123988	Sniper Elite 5 crash on Startup when selecting Vulkan	IGC, Vulkan	Microsoft Windows* 11-64 (21H2)	Tiger Lake
Root Cause/Resolution: Issue is fixed by optimizing resource allocation				
Bug ID: 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
Root Cause/Resolution: Code changes done to disable ROP MOCS caching.				
Bug ID: 18021477228	Farming simulator 2022 - pixelated textures	Vulkan	Microsoft Windows* 11-64 (21H2)	DG1
Root Cause/Resolution: Issue is fixed by disabling selected extensions				
Bug ID: 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
Root Cause/Resolution: 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

Root Cause/Resolution: compression disabled for MSAA				
Bug ID: 14015945315	Sekiro: Shadows Die Twice - Flashing graphics corruption	D3D10+	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
Root Cause/Resolution: 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
Root Cause/Resolution: 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
Root Cause/Resolution: 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
Root Cause/Resolution: Added missing checks for cache flushes when doing HiZ-to/from-depth resolves				
Bug ID: 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
Root Cause/Resolution: Reference of surface was wrong while pushing the argument for the command drawing rectangle				
Bug ID: 22014927199	Monster Hunter Rise "Compiling Shaders" problem	D3D12	Microsoft Windows* 10-64 (RS5), Microsoft Windows* 11-64 (22H2)	Alder Lake P, Tiger Lake UP3
Root Cause/Resolution: Issue is fixed by improving enabling of Static sampler shade				
Issues Resolved in Build 101.1960				

Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14015491211	Game: Far Cry New Dawn - Corruption in the water	D3D10+	Microsoft Windows* 11-64 (21H2)	Tiger Lake
Root Cause/Resolution: Code change is done to fix this problem				
Bug ID: 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
Root Cause/Resolution: Code change is done to fix this problem				
Bug ID: 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
Root Cause/Resolution: Code improved with corrected parameters for AVC VME/VDENC				
Bug ID: 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
Root Cause/Resolution: During mismatch between previous and current encoding during modest, driver deletes the previously applied gamma from registry, so that it will not get persisted.				
Bug ID: 16016226746	Game: Watch Dogs: Legion Observed TDR and Crash while Launching the Game	IGC	Microsoft Windows* 11-64 (21H2)	DG1, Tiger Lake
Root Cause/Resolution: Code change is done to fix this problem				
Bug ID: 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
Root Cause/Resolution: Code change is done to fix this problem				

Bug ID: 18018699636	Red Dead Redemption 2 - App hangs	Vulkan	Microsoft Windows* 11-64 (21H2)	DG1
Root Cause/Resolution: Code changed by adding function for waiting on CPU for queue present fence for swap chain element before destroying swap chain.				
Bug ID: 18019784173	Deus Ex: Mankind Divided Corrupted shadows	D3D10+i IGC	Microsoft Windows* 11-64 (21H2)	DG2, Tiger Lake
Root Cause/Resolution: Issue is fixed improving ResolveDepth function				
Bug ID: 18020022384	Game: Diablo II Resurrected - corruptions	D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake.m, Alder Lake.p, DG1, Tiger Lake
Root Cause/Resolution: Code improved in D3D12				
Issues Resolved in Build 101.1943				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14015570533	Brightness changes too fast in AC and DC mode with DPST enabled	Powercons	Microsoft Windows* 11-64 (21H2)	Alder Lake P
Root Cause/Resolution: Code changed in Display PC to fix this issue				
Bug ID: 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
Root Cause/Resolution: Code improved to handle decompressed/compressed pixels functionality				
Bug ID: 14016302788	The OPST has still work on fully white background scenario	Powercons	Microsoft Windows* 11-64 (21H2)	Alder Lake P
Root Cause/Resolution: Code calculating the probability of full screen solid color is improved				

Bug ID: 14016302809	OPST doesn't work after some pattern switched	Powercons	Microsoft Windows* 11-64 (21H2)	Alder Lake P
Root Cause/Resolution: Code calculating the probability of full screen solid color is improved				
Bug ID: 14016391273	Corruption on Diablo 2 Remastered game	Unassigned	Microsoft Windows* 11-64 (21H2)	Alder Lake P
Root Cause/Resolution: Code improved in D3D12				
Bug ID: 16016242263	Display flickering is frequently observed after enabling collage mode from IGCC.	Display OS Features	Microsoft Windows* 11-64 (21H2)	Alder Lake P
Root Cause/Resolution: No longer seen on latest driver				
Bug ID: 18020022384	Game: Diablo II Resurrected - corruptions	D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake P, M Tiger Lake, DG1
Root Cause/Resolution: Code improved in D3D12				
Bug ID: 18020340405	Doom Eternal - TDR with Steam overlay	Vulkan	Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (21H2)	Alder Lake P, S
Root Cause/Resolution: Code Update for allocation size aligning to 64B.				
Bug ID: 18020529263	Doom Eternal - HDR not working properly	Vulkan	Microsoft Windows* 11-64 (21H2)	Alder Lake P, S, N
Root Cause/Resolution: Usage of HDR Support function to query and detect HDR is improved				
Bug ID: 18020551782	Game: Elden Ring showing corruption : red/green flashes	D3D12 IGC 3D Application	Microsoft Windows* 11-64 (21H2)	Alder Lake P, Tiger Lake, DG1

Root Cause/Resolution: Code improved in domain shader cache in 3D state				
Bug ID: 15010349307	BSOD Memory Management (1A) might happen when running stress test / BSOD heap corruption	GMM	Microsoft Windows* 10-64 (RS5)	Kaby Lake Coffee Lake
Root Cause/Resolution: Code optimization in the GFX driver Core component to fix this issue				
Issues Resolved in Build 101.1692				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14015247573	High power during ModS after wake from hibernate and lid close	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
Root Cause/Resolution: In D3 call, check Lid status and if OS did not disable displays before D3, forcefully disable all enabled displays, before handling D3.				
Bug ID: 16014352842	Game: Forza Horizon 4 : TDR/crash observed after launching the game.	D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake DG1
Root Cause/Resolution: Fixed code auto gen for command line bundles				
Bug ID: 16015958010	In screen saver Bubble option not working	IGC	Microsoft Windows* 11-64 (21H2)	Alder Lake Rocket Lake Tiger Lake
Root Cause/Resolution: Code change is done in IGC to fix this problem				
Bug ID: 18012636664	[FIFA 20] Black screen (or image hang) and TDR occurring at random times during multiple game window resizing	D3D12	Microsoft Windows* 10-64 (20H1) Microsoft Windows* 11-64 (21H2)	Alder Lake Rocket Lake Tiger Lake
Root Cause/Resolution: Fixed size calculation for texture arrays				
Bug ID: 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

Root Cause/Resolution: Code change is done in D3D12 to fix this problem				
Bug ID: 18019003151	Metro Exodus corruption only if Low quality graphics selected	D3D12 IGC	Microsoft Windows* 11-64 (21H2)	Tiger Lake DG1
Root Cause/Resolution: Code optimization is done in D3D12 to fix this issue				
Bug ID: 18020909974	World of Tanks EnCore benchmark - Horizontal lines	D3D10+	Microsoft Windows* 11-64 (21H2)	Alder Lake Tiger Lake
Root Cause/Resolution: 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
Root Cause/Resolution: 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
Root Cause/Resolution: 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
Root Cause/Resolution: 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

Root Cause/Resolution: 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
Root Cause/Resolution: Issue is fixed in D3D10 component				
Bug ID: 18020135768	Game: Baldur's Gate 3 - flickering on textures	Vulkan	Microsoft Windows* 11-64 (21H2)	DG1
Root Cause/Resolution: Issue is fixed by improving rasterization functionality				
Bug ID: 18020382585	Game: Assassins Creed Valhalla - corruptions on waves	D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake M, P, S Tiger Lake
Root Cause/Resolution: Disables low quality filter optimization for the game				
Issues Resolved in Build 101.1631				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14015655318	240 / 360hz Panel flicker after change specific desktop wallpaper	Unassigned	Microsoft Windows* 10-64 (20H2)	Alder Lake P
Root Cause/Resolution: Issue is fixed by improving memory uncompressed functionality				
Bug ID: 14015230946	In IGCC display will show refreshing in duplicate mode via native HDMI	Unassigned	Microsoft Windows* 11-64 (21H2)	Alder Lake P
Root Cause/Resolution: Issue is no longer seen with the latest driver				
Bug ID: 14015306492	Black Vertical lines observed during Assassin Creed Valhalla game play	D3D12 IGC	Microsoft Windows* 11-64 (21H2)	Alder Lake M, Alder Lake P

Root Cause/Resolution: ALL that replaces compute shader which has missing barriers				
Bug ID: 14015881252	FPS dropped after enabling anti-aliasing when running furmark	OpenGL	Microsoft Windows* 11-64 (21H2)	Alder Lake S
Root Cause/Resolution: Compression disabled for MSAA				
Bug ID: 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
Root Cause/Resolution: Issue is fixed by correcting Light Sensor Threshold api				
Bug ID: 15010614330	Dota2 UI flash garbage when move touchpad, mouse or touch screen	Display OS Features	Microsoft Windows* 11-64 (21H2)	Alder Lake P
Root Cause/Resolution: Issue is fixed by correcting async flip				
Bug ID: 16015599008	Game: Fortnite game observed Flicker while playing game	D3D10+	Microsoft Windows* 11-64 (21H2)	DG1
Root Cause/Resolution: Issue is fixed in D3D10 component				
Bug ID: 16015670574	Memory overrun seen with DX10 resident evil game	D3D10+	Microsoft Windows* 11-64 (21H2)	Alder Lake P
Root Cause/Resolution: ALL implemented to avoid memory overrun				
Bug ID: 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
Root Cause/Resolution: Issue is fixed by improving VRR flag functionality				

Bug ID: 16015846670	After connecting external display, underrun observed	Display Interfaces	Microsoft Windows* 11-64 (21H2)	DG1, Tiger Lake
Root Cause/Resolution: Issue is fixed by improving VRR flag functionality				
Bug ID: 16015868196	Widget Toggle shows incorrect main-menu View for Games	Control Panel	Microsoft Windows* 11-64 (21H2)	Tiger Lake
Root Cause/Resolution: Issue is fixed by correcting functionality when page will only be re-enabled if the component is enabled and widget is turned on				
Bug ID: 18020117426	Game: Red Dead Redemption 2 - crash and TDR in borderless window mode	IGC Vulkan	Microsoft Windows* 11-64 (21H2)	Ice Lake
Root Cause/Resolution: Issue is fixed in IGC component				
Issues Resolved in Build 101.1404				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14015812281	Game: Resident Evil 4 - Crash on launch	D3D9	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
Root Cause/Resolution: Code changed in D3D9 to fix this issue				
Bug ID: 18015631858	Capture One Pro - corruption on stream	Dx9on12	Microsoft Windows* 10-64 (20H1)	Alder Lake S
Root Cause/Resolution: Issue is fixed by optimizing IGC				
Bug ID: 18019872559	Game: Tom Clancy's Rainbow Six Siege - Benchmark ignores resolution settings when in Fullscreen Mode	Vulkan	Microsoft Windows* 11-64 (21H2)	DG1
Root Cause/Resolution: Set Display Mode function is improved				

Bug ID: 18020390991	Game: Red Dead Redemption 2 - flickering shadows	IGC Vulkan	Microsoft Windows* 11-64 (21H2)	DG1, Tiger Lake
Root Cause/Resolution: Code changed is done to fix this issue				

Issues Resolved in Build 101.1371				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14015440432	Game: ELEX - Object Edges Rendered Incorrectly	D3D10+ Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
Root Cause/Resolution: Issue is fixed by improving color check functionality				
Bug ID: 14015491211	Game: Far Cry New Dawn - Corruption in the water	D3D10+	Microsoft Windows* 11-64 (21H2)	Tiger Lake
Root Cause/Resolution: Code change is done to fix this problem				
Bug ID: 14015795755	Game: Tom Clancy's Ghost Recon Breakpoint - DX11 Glitches	D3D10+ Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
Root Cause/Resolution: Issue is fixed in D3D10 component				
Bug ID: 15010420328	Game: Diablo II: Resurrected - Observed blank window popup while playing the game	IGC	Microsoft Windows* 11-64 (21H2)	Tiger Lake UP3
Root Cause/Resolution: Issue is fixed by IGC algorithm optimization				
Bug ID: 18017843659	Game: Atlas – water corruption	D3D10+	Microsoft Windows* 11-64 (21H2)	Alder Lake S, Ice Lake, Tiger Lake

Root Cause/Resolution: Code change is done to fix this problem				
Bug ID: 18018320850	Game: Call of Duty Vanguard / Corruption	D3D12, 3D Application	Windows	Tiger Lake
Root Cause/Resolution: Issue is no longer seen in latest version				
Bug ID: 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
Root Cause/Resolution: Issue is fixed by improving render state functionality				
Bug ID: 18019145929	Game: Call of Duty Vanguard - Crash and TDR	D3D12	Microsoft Windows* 11-64 (21H2)	Tiger Lake UP3
Root Cause/Resolution: Issue is fixed in D3D12 component				
Bug ID: 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
Root Cause/Resolution: Issue is fixed in D3D10 component				
Issues Resolved in Build 101.1340				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: N/A				
Root Cause/Resolution:				
Issues Resolved in Build 101.1338				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)

Bug ID: 14015491211	Game: Far Cry New Dawn - Corruption in the water	D3D10+	Microsoft Windows* 11-64 (21H2)	Tiger Lake
Root Cause/Resolution: Code change is done to fix this problem				
Bug ID: 14015637907	Passmark performance pop up Error message during run in 3D Graphics test	Unassigned	Microsoft Windows* 10-64 (20H2)	Alder Lake S
Root Cause/Resolution: Code change is done to fix this problem				
Bug ID: 14015709842	Video quality is corrupted when play specific 4K video	Media Decode	Microsoft Windows* 11-64 (21H2)	Alder Lake S
Root Cause/Resolution: Code change is done to increase memory buffer				
Bug ID: 14015718301	3D Graphics Mark test error seen when Passmark Performance benchmark is run	Unassigned	Microsoft Windows* 11-64 (21H2)	Alder Lake S
Root Cause/Resolution: Code change is done to fix this problem				
Bug ID: 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
Root Cause/Resolution: Code is fixed by improving SW Stencil functionality				
Bug ID: 18017843659	Game: Atlas - water corruption	D3D10+	Microsoft Windows* 11-64 (21H2)	Alder Lake S, Ice Lake, Tiger Lake
Root Cause/Resolution: Code change is done to fix this problem				
Issues Resolved in Build 101.1273				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)

Bug ID: 14014644539	Sometime customer Logo will flicker one time after resuming from S5/Restart	Display OS Features	Microsoft Windows* 11-64 (21H2)	Jasper Lake
Root Cause/Resolution: Code change is done with LUT programming during TargetGamma call resulted to removing momentary brightness difference which creates the impression of flicker				
Bug ID: 14015491211	Game: Far Cry New Dawn - Corruption in the water	D3D10+	Microsoft Windows* 11-64 (21H2)	Tiger Lake
Root Cause/Resolution: Code change is done to fix this problem				
Bug ID: 14015598109	[GATS] Star Swarm appcrash occurred with signature NULL_CLASS_PTR_READ	D3D10+	Microsoft Windows* 11-64 (21H2)	Tiger Lake
Root Cause/Resolution: Code is changed in D3D10 improving pointer's functionality				
Bug ID: 14015637907	Passmark performance pop up Error message during run in 3D Graphics test	Unassigned	Microsoft Windows* 10-64 (20H2)	Alder Lake S
Root Cause/Resolution: Code change is done to fix this problem				
Bug ID: 14015644260	Game: Forza Horizon 5 - Blinking Lights Corruption	D3D12	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
Root Cause/Resolution: Code change is done to fix this problem				
Bug ID: 14015709842	Video quality is corrupted when play specific 4K video	Media Decode, Media Decode.decode.perf	Microsoft Windows* 11-64 (21H2)	Alder Lake S
Root Cause/Resolution: Code change is done to increase memory buffer				
Bug ID: 14015718301	3D Graphics Mark test error seen when Passmark Performance benchmark is run	Unassigned	Microsoft Windows* 11-64 (21H2)	Alder Lake S

Root Cause/Resolution: Code change is done to fix this problem				
Bug ID: 16013586258	Game: Rocket League:Observing game crash after launching game	D3D10+	Microsoft Windows* 10-64 (20H1) Microsoft Windows* 11-64 (21H2)	Lakefield
Root Cause/Resolution: Code change is done to fix this problem				
Bug ID: 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
Root Cause/Resolution: Code is fixed by improving SW Stencil functionality				
Bug ID: 18015408752	Game: Starcraft II: Corruptions on road	D3D9	Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (21H2)	Tiger Lake H
Root Cause/Resolution: Code change is done to fix this problem				
Bug ID: 18017843659	Game: Atlas - water corruption	D3D10+	Microsoft Windows* 11-64 (21H2)	Alder Lake S, Ice Lake, Tiger Lake
Root Cause/Resolution: Code change is done to fix this problem				
Issues Resolved in Build 101.1218				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 16013795648	Video shows graphics garbage in Adobe Premiere Pro 2020.	D3D10+	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
Root Cause/Resolution: Fixed sync issue between 3D and Media				
Bug ID: 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

Root Cause/Resolution:

Code is fixed by improving SW Stencil functionality

Issues Resolved in Build 101.1191

Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14015347068	IGCC hotkey function failure	Control Panel	Microsoft Windows* 11-64 (21H2)	Alder Lake S

Root Cause/Resolution:

Issue is fixed by properly updating orientation function in memory

Bug ID: 14015528955	The recording function of IGCC cannot be used	Control Panel	Microsoft Windows* 11-64 (21H2)	Alder Lake S
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Root Cause/Resolution:

Issue is fixed in the latest IGCC version

Bug ID: 22014099332	Surfing the internet slowly (display lag) when using 2.5" HDD as OS	Unassigned	Microsoft Windows* 10-64 (20H2)	Alder Lake S
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Root Cause/Resolution:

Issue is fixed by improving Shader Cache command

Issues Resolved in Build 101.1122

Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14015028250	Graphics API (CUI SDK API) does not work properly in certain situations.	Display OS Features	Microsoft Windows* 11-64 (21H2)	Tiger Lake UP3

Root Cause/Resolution:

Issue is fixed by adding scalling info in Display code

Bug ID: 14015065448	Bezel corruption observed in collage mode on the right end of display.	Display OS Features	Microsoft Windows* 11-64 (21H2)	Tiger Lake
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Root Cause/Resolution:

Issue is fixed by modifying calculation of bezel size

Bug ID: 14015332316	Resident Evil 8 - App Crash	D3D12	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
Root Cause/Resolution: Issue is no longer seen in latest driver				
Bug ID: 16013475771	Observed TDR while playing FIFA-21 game	D3D12 IGC	Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (21H2)	Ice Lake, Tiger Lake
Root Cause/Resolution: Issue is fixed by improving buffer loading				
Bug ID: 16014810645	Lost cemetry -sporadically observed TDR while changing resolution	OpenGL	Microsoft Windows* 11-64 (21H2)	Tiger Lake
Root Cause/Resolution: Issue is fixed by improving reprogramming between Pipelined /MipMap generation optimizations				
Bug ID: 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
Root Cause/Resolution: Issue is fixed in GOP by improving the handling of dongle programming				
Bug ID: 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
Root Cause/Resolution: Issue is fixed by improving pointers in D3D10 component				
Bug ID: 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
Root Cause/Resolution: Issue is fixed by optimazing shadow code in D3D10+				
Bug ID: 14013850880	Game: Rise of the Tomb Raider: Error message (Sporadic)	D3d12	Microsoft Windows* 10-64 (20H2)	DG1, Rocket Lake

Root Cause/Resolution: Issue is fixed by improving some code in d3d12 component				
Bug ID: 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
Root Cause/Resolution: Code changes done to add PnP product Id check.				
Bug ID: 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
Root Cause/Resolution: Code fix is done in Display PC component				
Bug ID: 14015010637	Brightness change applied by user is inconsistent and does not gradually change as expected.	Powercons	Microsoft Windows* 11-64 (21H2)	Tiger Lake UP3
Root Cause/Resolution: Code changes done to avoid that precision loss by converting milli nits value to milli percentage.				
Issues Resolved in Build 101.1069				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 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
Root Cause/Resolution: Code changes done to add PnP product Id check				
Bug ID: 14015010637	Brightness change applied by user is inconsistent and does not gradually change as expected.	Powercons	Microsoft Windows* 11-64 (21H2)	Tiger Lake UP3
Root Cause/Resolution: Code changes done to avoid that precision loss by converting milli nits value to milli percentage.				
Bug ID: 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

Root Cause/Resolution: Workaround provided for SST case to configure Mst_Transport_Select.				
Bug ID: 18012162573	Frequent corruption on 3DSMax 2021	D3D10+	Microsoft Windows* 10-64 (20H1)	Alder Lake, Tiger Lake, DG1
Root Cause/Resolution: Code changed in D3D10 to properly handle API Read				
Bug ID: 18017649892	Forza Horizon 4 - TDR	D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake
Root Cause/Resolution: Code changed in D3D10 to correct order in memory calls				
Issues Resolved in Build 100.1003				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 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
Root Cause/Resolution: Code change is done in Display component to fix this issue (synchronization of flip parameters improved)				
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
Root Cause/Resolution: Code changes done to add check to update context if Guid change is detected.				
Bug ID: 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
Root Cause/Resolution: Software changes done to linear scaling support defeatured for prior platforms to match the hardware chnages done earlier.				
Bug ID: 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

Root Cause/Resolution: Code changes implement the old approach of using forced vs cached EDID read based on force EDID read ESC flag.				
Bug ID: 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
Root Cause/Resolution: Workaround provided.				
Bug ID: 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
Root Cause/Resolution: Code changes done to change the condition from "flush if Render commands" to "flush if Render OR Blitter commands", to avoid the BSOD.				
Bug ID: 18012296608	Game: Fallout 4: Stripes corruption	D3D10+	Microsoft Windows* 10-64 (20H1) Microsoft Windows* 11-64 (21H2)	DG2 Tiger Lake
Root Cause/Resolution: Code changes done to full surface depth and stencil clear field in 3D state (function must be disabled for stencil-only clears)				
Bug ID: 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
Root Cause/Resolution: Code change in Core/KMD to fix this issue				
Bug ID: 22010709923	Usermode break in seen with the latest graphics driver.	D3D10+	none	Tiger Lake
Root Cause/Resolution: Code changes done to not allow to store empty blobs in shader cache and avoid caching empty compiler outputs.				
Bug ID: 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
Root Cause/Resolution: 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
Root Cause/Resolution: 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
Root Cause/Resolution: 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
Root Cause/Resolution: 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
Root Cause/Resolution: 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
Root Cause/Resolution: 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
Root Cause/Resolution: Code changes done to add check to update context if Guid change is detected.				

Bug ID: 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
Root Cause/Resolution: Code changes done to disabled seam excess.				
Bug ID: 14014888372	Bug-check 0x117 occurred on Gen-11 systems.	Display OS Features	Microsoft Windows* 11-64 (21H2)	Ice Lake
Root Cause/Resolution: 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.				
Bug ID: 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
Root Cause/Resolution: 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.				
Bug ID: 14014966291	System will show failed by 2D Graphics test in BurnIn Test.	D3D9	Microsoft Windows* 11-64 (21H2)	Tiger Lake UP3
Root Cause/Resolution: 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.				
Bug ID: 16014619095	Observed too many "2D Graphics Video memory corruption" errors while running BurnIn test.	D3D9	Microsoft Windows* 11-64 (21H2)	Rocket Lake
Root Cause/Resolution: 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.				
Bug ID: 16014649501	Observed screen flicker after installing the graphics driver.	D3D10+++	Microsoft Windows* 11-64 (21H2)	DG1
Root Cause/Resolution: Issue is not observed with latest graphics driver changes made for watermark.				
Bug ID: 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

Root Cause/Resolution: Code changes done to ensures that all make resident failures are logged correctly.				
Bug ID: 22010709923	Usermode break in seen with the latest graphics driver.	D3D10+++	None	Tiger Lake
Root Cause/Resolution: Code changes done to not allow to store empty blobs in shader cache and avoid caching empty compiler outputs.				
Bug ID: 22011731100	Usermode break in seen with the latest graphics driver.	D3D10+++	None	Kaby Lake Tiger Lake
Root Cause/Resolution: Code changes done to handle potential exceptions thrown by Monza call to avoid the issue.				
Issues Resolved in Build 100.9929				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14015199444	Post graphics driver installation and power on the system to OOB, found that 'Start Menu' cannot be opened.	Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
Root Cause/Resolution: 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				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 1508742238	Game: Assassin's Creed Odyssey: Garbage seen while running benchmark	D3D10+++	Microsoft Windows* 10-64 (20H1)	DG1 Tiger Lake Tiger Lake UP3
Root Cause/Resolution: Code changes done to adjust destination copy width to source copy width.				
Bug ID: 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
Root Cause/Resolution: Code change is done in Display component to fix this issue (synchronization of flip parameters improved)				

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
Root Cause/Resolution: Code changes done to add a method to get correct bus value for the adapter.				
Bug ID: 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
Root Cause/Resolution: Code changes done to PTBR related resources to move under standard 64 KB partition.				
Bug ID: 14014140766	The system shows a screen distortion intermittently when the unit is powered on.	Display Interfaces	Microsoft Windows* 10-64 (20H1)	Apollo Lake
Root Cause/Resolution: Code changes done to disable CD clock call to make sure PLL is disabled even when there is no change in CDCLK programming required.				
Bug ID: 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
Root Cause/Resolution: 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.				
Bug ID: 14014360814	TDR observed while playing through movies & TV when system is in idle.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
Root Cause/Resolution: Code changes done to correct the interrupt handling flow for MIPI command mode to avoid TDR.				
Bug ID: 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
Root Cause/Resolution: Code changes done to disabled seam excess.				
Bug ID: 14014635005	Garbage appears when open and close the lid.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3

Root Cause/Resolution: Provided a reg-key to disable delayed v-blank.				
Bug ID: 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
Root Cause/Resolution: 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.				
Bug ID: 16012179235	Corruption is observed in Google map.	D3D10+++	Microsoft Windows* 10-64 (20H2) Microsoft Windows* 11-64 (21H2)	Ice Lake Lakefield Tiger Lake
Root Cause/Resolution: Issue not observed with latest graphics driver fixes.				
Bug ID: 16013226663	Underruns observed with VRR enabled.	Display OS Features	Microsoft Windows* 10-64 (19H2)	Tiger Lake
Root Cause/Resolution: Issue is not observed with latest graphics driver changes made for watermark.				
Bug ID: 16013243913	Display blanks sporadically while hot unplug and plugback through TBT Dock Gen2.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	DG2 Tiger Lake
Root Cause/Resolution: Issue not observed with latest graphics driver fixes.				
Bug ID: 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
Root Cause/Resolution: 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.				
Bug ID: 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
Root Cause/Resolution: 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.				

Bug ID: 16014649501	Observed screen flicker after installing the graphics driver.	D3D10+++	Microsoft Windows* 11-64 (21H2)	DG1
Root Cause/Resolution: Issue is not observed with latest graphics driver changes made for watermark.				
Bug ID: 18014902578	Game: Hitman 2: Corruption while playing at 4K resolution	D3D12	Microsoft Windows* 10-64 (20H2)	DG1
Root Cause/Resolution: Code changes done in case of missing aliasing barrier injecting 'TileCacheFlush' before 'ClearDepth' operation.				
Bug ID: 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
Root Cause/Resolution: Code changes done by disabling the HDC:L1 for specific resources resolves the issue.				
Bug ID: 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
Root Cause/Resolution: Code changes done by disabling reassociation of Fdiv and Fmul to make sure Fmul/Fdiv do not get reassociated after operation.				
Bug ID: 18016891054	Corruption observed while running Wolfenstein Youngblood	Vulkan	Microsoft Windows* 11-64 (21H2)	DG1 DG2 Tiger Lake
Root Cause/Resolution: WA implementation resolving the issue				
Bug ID: 18017310104	Call of Duty Warzone - Dx12 error while launching	D3D12	Microsoft Windows* 11-64 (21H2)	Alder Lake P DG1
Root Cause/Resolution: Issue is no longer seen with the latest driver				
Bug ID: 22012645919	Memory leak observed with the process 'dwm.exe'.	D3D10+++	Microsoft Windows* 10-64 (20H2)	Tiger Lake

Root Cause/Resolution:

Code changes done to fix a memory leak in ShaderFrameTime class.

Issues Resolved in Build 100.9864

Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 1509247130	Screen graphics glitches post installation of the "Concepts" app from Microsoft store.	D3D10+++	Microsoft Windows* 10-64 (19H1)	Tiger Lake UP3
Root Cause/Resolution: Code changes done to the constant buffer which was not marked for GPU modification.				
Bug ID: 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
Root Cause/Resolution: Code changed in IGCC to fix this issue				
Bug ID: 2207205343	Functional failure observed with TDR's on system.	D3D10+++	Windows* 10-64 (RS3)	7th Gen Intel® Core™ processor family
Root Cause/Resolution: Implementing software work around for a hardware bug causing hangs during sampling and enabling it for Gen11 platforms.				
Bug ID: 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
Root Cause/Resolution: Code changes done to correct cache mode 0 register programming.				
Bug ID: 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
Root Cause/Resolution: Code changes done to initiate the command post the Powerwell initialization.				
Bug ID: 14013874926	120 Hz UHD panel will flicker with refresh disable.	Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake H

Root Cause/Resolution: Code changes done to lane count support which will be added for DP and link rate and lane count both for eDP.				
Bug ID: 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
Root Cause/Resolution: Code changes done to ignore the LPI for EDP during interrupt handling itself.				
Bug ID: 14013984099	A bright line appears at the top of the panel.	Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
Root Cause/Resolution: Code changes done to increase the fast wake time.				
Bug ID: 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
Root Cause/Resolution: Code changes done to fix for plane size, plane offset parameters when scaled across miple tiles.				
Bug ID: 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
Root Cause/Resolution: Code changes done to return display as detached when HPD is disabled.				
Bug ID: 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
Root Cause/Resolution: Code changes done to disabling FBC in case of immediate flip and enable and mask VBI for active paths during boot.				
Bug ID: 14014192688	DDC/CI communication fails post installation of graphic card.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
Root Cause/Resolution: Code changes done to check display is attached in CCD rather than target.				

Bug ID: 14014360814	TDR observed while playing through movies&TV when system is in idle.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
Root Cause/Resolution: Code changes done to correct the interrupt handling flow for MIPI command mode to avoid TDR.				
Bug ID: 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
Root Cause/Resolution: Code changes done to check display is attached in CCD rather than target.				
Bug ID: 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
Root Cause/Resolution: Code changes done to move the work around after Power-well initialization.				
Bug ID: 14014635005	Garbage appears when open and close the lid.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
Root Cause/Resolution: Provided a reg-key to disable delayed v-blank.				
Bug ID: 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
Root Cause/Resolution: Code changes done by disabling ITT in MSDK till ITT development provide a fix in their library.				
Bug ID: 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
Root Cause/Resolution: Fix the blankout issue seen while doing set parametes from DP applet				
Bug ID: 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

Root Cause/Resolution: 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.				
Bug ID: 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
Root Cause/Resolution: Code changes done to adjust destination copy width to source copy width.				
Bug ID: 22012930919	Functional failure observed with TDR's on system with small workload.	GMM OpenGL	Microsoft Windows* 10-64 (20H2)	Ice Lake
Root Cause/Resolution: Fixed with latest graphics driver changes.				
Bug ID: 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
Root Cause/Resolution: Code changes done to program the driver to do the power well check and then write in the register.				
Bug ID: 22013354373	Frequent screen flicker with graphics driver installed with PSR disabled.	Unassigned	Microsoft Windows* 11-64 (21H2)	Tiger Lake , unknown
Root Cause/Resolution: Code changes to correct VRR guard band or frame fill time.				
Issues Resolved in Build 100.9805				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 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
Root Cause/Resolution: Work around sequence for FBC underrun issue provided by enable FBC, on Vblank interrupt call back and then triggering the nuke.				
Bug ID: 14013926547	Screen flashes once during open lid which is set as "do nothing".	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake

Root Cause/Resolution: Code changes done to ignore the LPI for EDP during interrupt handling itself.				
Bug ID: 14014007535	4K30p does not displayed when change from 4k60p using HDMI external display.	Graphics Driver Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to return call early without disabling scrambling, which was causing the causing blank out in sink.				
Bug ID: 14014158728	Windows-10 dual boot menu cannot display after reboot system with Intel Graphics driver installed.	Powercons	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to disabling FBC in case of immediate flip and enable and mask VBI for active paths during boot.				
Bug ID: 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
Root Cause/Resolution: Code changes done to program the driver to do the power well check and then write in the register.				
Bug ID: 1509247130	Screen graphics glitches post installation of the "Concepts" app from Microsoft store.	D3D10+++	Microsoft Windows* 10-64 (19H1)	Tiger Lake
Root Cause/Resolution: Code changes done to the constant buffer which was not marked for GPU modification.				
Issues Resolved in Build 100.9778				
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
Root Cause/Resolution: 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

Root Cause/Resolution: 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
Root Cause/Resolution: 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
Root Cause/Resolution: 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
Root Cause/Resolution: 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
Root Cause/Resolution: Code changes done to lane count support which will be added for DP and link rate and lane count both for eDP.				
Bug ID: 14014098368	Type-C port lost function after Hook FW update.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
Root Cause/Resolution: 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.				
Bug ID: 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
Root Cause/Resolution: 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.				

Issues Resolved in Build 100.9684

Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 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
Root Cause/Resolution: Code changes done to enable FBC and trigger the nuke on Vblank interrupt call back.				
Bug ID: 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
Root Cause/Resolution: 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.				
Bug ID: 14013941859	Performance dropped by 10% while running SkyDiver benchmark with latest graphics driver.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to program delayed Vblank for high Vblank timings.				
Bug ID: 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
Root Cause/Resolution: Code changes done to move the tiled mode detection login into display info parser and to read caps before parsing modes in few blocks.				
Bug ID: 14014148241	Observing CS exit hard hang with systems with fixed DP configuration.	Display Interfaces	Windows* 11	Tiger Lake
Root Cause/Resolution: Code changes done to patch fix in the logic in driver where we are updating live status after enabling or disabling HPD.				
Bug ID: 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
Root Cause/Resolution: Checks added to ensure eviction related shader cache ops only run if cache entries can be stored to disk.				

Bug ID: 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
Root Cause/Resolution: Code changes done to fix Gmbus Handler to accomodate 3 byte reads.				
Bug ID: 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
Root Cause/Resolution: Code changes done to disable compression for lockable resources.				
Bug ID: 16012896527	Video freeze may be observed while playing MTA playback.	Unassigned	Windows* 11	Comet Lake, Jasper Lake, Lakefield
Root Cause/Resolution: Code changes done to fix the issue.				
Bug ID: 16013212578	Sporadically TDR observed while doing Sx cycling with netflix/ youtube playback	Core KMD	Microsoft Windows* 10-64 (20H2), Windows* 11	Rocket Lake
Root Cause/Resolution: Code changes done to remove context registration when coming back from sleep cycle.				
Bug ID: 16013626653	Workloads such as Skydiver, Firestrike fail to run at 60Hz RR resing in TDRs.	Display OS Features	Windows* 11	Tiger Lake
Root Cause/Resolution: Code changes done not to enable HRR when requested RR duration is within panel supported range.				
Bug ID: 18014652703	Game: 'Shadow of the Tomb Raider' benchmark shows textures during benchmarking	D3D12	Microsoft Windows* 10-64 (20H2), Windows* 11	Rocket Lake Tiger Lake
Root Cause/Resolution: Code changes done in IGC to fix the issue.				
Bug ID: 18015709221	Corruption observed with FurMark Benchmark.	Core KMD, OpenGL	Windows* 11	Tiger Lake

Root Cause/Resolution: Render synchronization functionality improved to fix this issue.				
Bug ID: 22012645919	Memory leak observed with the process 'dwm.exe'.	D3D10+++	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to fix a memory leak in ShaderFrameTime class.				
Issues Resolved in Build 100.9749				
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
Root Cause/Resolution: Code changes done to AUX power is set and cleared by unknow component, need IOM team figure out.				
Bug ID: 14013855630	Graphic memory leak observed with GPU driver	OpenGL	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
Root Cause/Resolution: Code changes done to find emergency path, if cannot free up any space because of not submitted command buffer.				
Bug ID: 14014098368	Type-C port lost function after Hook FW update.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake H
Root Cause/Resolution: 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.				
Bug ID: 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
Root Cause/Resolution: Code changes done to move the tiled mode detection login into display info parser and to read caps before parsing modes in few blocks.				
Bug ID: 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
Root Cause/Resolution: 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.				
Bug ID: 16012623226	Observing crash and blank-out while launching any DX, Vulkan or OGL game or benchmark.	D3D10+++	Microsoft Windows* 10-64 (20H2)	DG1

Root Cause/Resolution: Code changes done to disable compression for lockable resources.				
Bug ID: 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
Root Cause/Resolution: 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.				
Bug ID: 22012765579	Display malfunction observed with 5120x2160 resolution at 50Hz setting.	Display Interfaces, Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake UP3
Root Cause/Resolution: 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.				
Bug ID: 14012833192	OS UI and IGCC refresh rate are not syncing when using MST DP Hub for 4 display in extend mode.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to make changes for co-functional BW verification and then return supported modes to IGCC.				
Issues Resolved in Build 100.9664				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14013609619	The 5K external display has vertical lines when installing graphics driver.	Display Interfaces, Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to fix plane size, plane offset parameters when scaled across multiple tiles.				
Bug ID: 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
Root Cause/Resolution: 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)				
Bug ID: 14013872102	The camera screen in Knox Meeting is not refreshed.	D3D10+++, D3D9	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to call BLT call to route to a normal GPU BLT.				
Bug ID: 14013952915	System will lag and screen will show garbage and/or flicker too.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Comet Lake
Root Cause/Resolution: Code changes done to fix provided by writing back the value to clear error bits.				

Bug ID: 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
Root Cause/Resolution: Code changes done to the scramble status which is set in the sink, to call the return early without disabling scrambling.				
Bug ID: 16011431465	High SAGV latency is being used when SAGV disabled.	Display OS Features	Microsoft Windows* 10-64 (20H1)	Tiger Lake
Root Cause/Resolution: Code changes done to disable SAGV to "write of sagv restrict points failed" to execute the function correctly.				
Bug ID: 16012135665	Responsiveness KPIs are regressing with HDMI display from DP display	Display Interfaces	Microsoft Windows* 10-64 (20H1)	Rocket Lake
Root Cause/Resolution: Code changes done to remove STOP incase of NACK.				
Bug ID: 16013212578	Sporadically TDR observed while doing Sx cycling with netflix/ youtube playback	Core KMD	Microsoft Windows* 10-64 (20H2)	Rocket Lake
Root Cause/Resolution: Code change is done: removed context registration when coming back from sleep cycle.				
Bug ID: Black and D3D9 Microsoft 22012489933	lingering buttons 7th Gen Intel® Windows* 10-64 (20H2) seen with WDDM 2.7 drivers. family			
Root Cause/Resolution: Code changes done to disabled part of a performance optimization for pre-Gen12 platforms.				
Bug ID: 22012765579	Display malfunction observed with 5120x2160 resolution at 50Hz setting.	Display Interfaces, Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: 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.				
Bug ID: 22013181186	Function continues with a null pointer, when it calls CcdHandleCollagePersistence, because no memory allocation is provided.	Display OS Features	none	Ice Lake, Tiger Lake
Root Cause/Resolution: Code changes done to add a null pointer guard in CcdHandleCollagePersistence function				
Issues Resolved in Build 100.9616				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 1509165087	BSOD observed during driver installation.	Media CP	Microsoft Windows* 10-64 (20H2)	Tiger Lake

Root Cause/Resolution: HDCP service auto start side effect observed causing BSOD, code changes made to avoid the issue.				
Bug ID: 14012924724	TDR observed when run 'API Overhead feature test' of 3DMark.	Core KMD, Vulkan	Microsoft Windows* 10-64 (20H1)	Tiger Lake
Root Cause/Resolution: Code changes done to have the proper instruction flow, aux invalidation is done.				
Bug ID: 14013884109	EDP Panel sequence unable to tune by VBT.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to fix to copy pps delayed table to port context in EnablePLL function.				
Bug ID: 14013922838	LCD shows garbage during WMV movie playback.	core_gmm, Media Decode, Media VP	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to set specific cache setting index instead of index #0 which is reserved bit and changed by GMM.				
Bug ID: 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
Root Cause/Resolution: Code changes done to disable the feature with changing defa value for correction.				
Bug ID: 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
Root Cause/Resolution: Code changes done to send the correct the value driver was sending pipe for checking the scaler.				
Bug ID: 14013957646	The OLED panel flashes continuously from S4/restart.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to disable the VSC select programing till Gen12; can be enabled by regkey.				
Bug ID: 16013136530	3D mark DX12 Timespy benchmark is failing with DirectX call error.	D3D12	Microsoft Windows* 10-64 (20H2)	Rocke Lake
Root Cause/Resolution: Code path corrected to run 3D workloads on latest platform.				
Bug ID: 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
Root Cause/Resolution: Code changes done to type UAV read AIL enabled for the game play.				

Bug ID: 18013176888	Game: Dark Souls III: Game hang & crash at random moments (Sporadic)	D3D10+++	Microsoft Windows* 10-64 (20H1)	Tiger Lake
Root Cause/Resolution: Code change is done in D3D10++ to fix this issue				
Bug ID: 18015315919	Game: Shadowman Remastered: crash	Vulkan	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to increase the descriptor regkey bandwidth, to allocate more slots for the game to run smoothly.				
Bug ID: 18015618246	TDR's observed on display in media tests and during driver installation.	Display OS Features, Media CP	Microsoft Windows* 10-64 (20H2)	Ice Lake
Root Cause/Resolution: Code changes done to ensure all valid targets are acknowledged during the VBI operations.				
Bug ID: 18016029081	Game: Watch Dogs-Legion: Rendering artifacts during benchmark - Red/White/Black colors	D3D12	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to type UAV read AIL enabled for the game play.				
Bug ID: 22012849373	Game: COD MW Warzone: freezing or hanging upon launch of game	D3D12	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to add an AIL to enable per-stage PSO for game.				
Bug ID: 22012960567	User mode failure observed while exercising Microsoft applications.	D3D10+++	none	7th Gen Intel® Core™ processor family
Root Cause/Resolution: Monza path will now intercept scratch allocate/resize operations again.				
Bug ID: 22013086410	User mode failure observed while running media applications.	D3D10+++	none	7th Gen Intel® Core™ processor family
Root Cause/Resolution: Code changes done to implement AIL to disable meta commands during application usage.				
Issues Resolved in Build 100.9565				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 1508941119	Display is not working post rebooting the system.	Display Interfaces, Display OS Features, gfxui.CUIsdk	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to unify the decision point for the override from registry when applying the CSC.				

Bug ID: 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
Root Cause/Resolution: Code changes done to add a delay of 60x2 ms to update cached live state for native HDMI to fix this issue.				
Bug ID: 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
Root Cause/Resolution: Code changes done to clear aux surface to render target correctly.				
Bug ID: 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
Root Cause/Resolution: Code changes done to disable the feature with changing defa value for correction.				
Bug ID: 16011155229	System hang observed with miple lid close/open events.	Display Interfaces, Display Powercons	Microsoft Windows* 10-64 (20H1)	Ice Lake, Tiger Lake
Root Cause/Resolution: Code changes done from driver one change to send one mailbox command and then start polling.				
Bug ID: 16013080788	Application crashes at startup when asyn compute is enabled.	Vulkan	Microsoft Windows* 10-64 (20H1)	Tiger Lake
Root Cause/Resolution: Changes done to avoid app crash.				
Bug ID: 16013136530	3D mark DX12 Timespy benchmark is failing with DirectX call error.	D3D12	Microsoft Windows* 10-64 (20H2)	Rocket Lake
Root Cause/Resolution: Code path corrected to run 3D workloads on latest platform.				
Bug ID: 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, other, Rocket Lake, 6th Gen Intel® Core™ processor family, Tiger Lake
Root Cause/Resolution: Code changed in OpenGL component to improve resource exist functionality				
Bug ID: 22012944411	Game: Dirt 5: Shaders Error not allowing game to start	D3D12	Microsoft Windows* 10-64 (20H1)	DG1, Tiger Lake

Root Cause/Resolution: Code changes done to implement the AIL for double precision shader emulation support.				
Issues Resolved in Build 100.9510				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 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
Root Cause/Resolution: Code changes done to wait for vblank to fix the cursor corruption.				
Bug ID: 14013001224	System hang observed with QHD 165Hz panel connected.	Unassigned	Microsoft Windows* 10-64 (20H1)	Tiger Lake
Root Cause/Resolution: Code changes done to reflect appropriate hardware workaround implemented to remove this system hang issue.				
Bug ID: 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
Root Cause/Resolution: Code changes done to send the F1 notification for handling the link loss.				
Bug ID: 14013265714	DX11 fails when stop Windiag test.	Core KMD, D3D10+++	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to flush the command buffer more frequently in case of compute jobs.				
Bug ID: 14013830109	Lower brightness observed in the middle range levels.	Display Powercons	Microsoft Windows* 10-64 (20H1)	Tiger Lake
Root Cause/Resolution: Workaround provided by a hidden regkey to enable B2 behavior on SDR panel by ignoring HDR metadata block.				
Bug ID: 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
Root Cause/Resolution: Code changes done to clear aux surface to render target correctly.				
Bug ID: 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
Root Cause/Resolution: Code changes done to keep track of aux requirements for each port and then set the bits for all required power wells.				
Bug ID: 16012945877	3DMark TimeSpy Benchmark: Corruption	Unassigned	Microsoft Windows* 10-64 (20H2)	8th Gen Intel® Core™ processor family, DG1

Root Cause/Resolution: 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.				
Bug ID: 18012072646	[Horizon Zero Dawn] Game unexpectedly exits when starting the new game	D3D12, IGC	Microsoft Windows* 10-64 (19H2)	DG1, Tiger Lake
Root Cause/Resolution: Code changes done to fix complex workaround impact Gen-12 plus platforms.				
Bug ID: 22012766049	Display shows garbage after booting into OS.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to reflect appropriate hardware workaround implemented to remove this system hang issue.				
Issues Resolved in Build 100.9466				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 1508838485	Game: March of Empires - War of Lords: Game text will disappear during playing.	D3D10+++	Microsoft Windows* 10-64 (20H2)	Rocket Lake
Root Cause/Resolution: Code changes done to switch back to per resource ring on 32-bit app for texture update staging memory allocations.				
Bug ID: 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
Root Cause/Resolution: Workaround provided to clear enhanced framing during SST disable and keep VC payload always ON.				
Bug ID: 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
Root Cause/Resolution: Workaround provided to clear enhanced framing during SST disable and keep VC payload always ON.				
Bug ID: 14013813880	Video freezes and lags when playing movie.	Core GMM	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes to reset HW access flag for GMM escape call.				
Bug ID: 14013829928	Video will freeze when exit from full screen to small window during video playback.	Unassigned	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes to reset HW access flag for GMM escape call.				

Bug ID: 14013850372	System will BSOD (0x3B) after resume from S4.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to add check before configuring DSC.				
Bug ID: 18015389513	Game: Ridge Racer Unbounded: crash	D3D9	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to flush and re-send setup state after flush.				
Issues Resolved in Build 100.9415				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 1307536703	Game: Battlefield 1: Yellow stick Corruption	D3D10+++, IGC, ip.ISV Software.3D Application	Microsoft Windows* 10-64 (20H1)	Tiger Lake
Root Cause/Resolution: Code changes done to include title in AIL work arounds in range reduction function.				
Bug ID: 1508838485	Game: March of Empires - War of Lords: Game text will disappear during playing.	D3D10+++	Microsoft Windows* 10-64 (20H2)	Rocket Lake
Root Cause/Resolution: Code changes done to switch back to per resource ring on 32-bit app for texture update staging memory allocations.				
Bug ID: 14013080340	8K monitor keeps blinking in extend mode/ 2nd only mode	D3D10+++, Display OS Features	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to clear enhanced framing during SST disable and keeping the VC Payload always ON.				
Bug ID: 14013080845	Video will show lag or garbage observed in full screen mode with 8K monitor connected.	3d_compute.performanc e.tracking, D3D10+++, Display OS Features, Media Decode, Media VP	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to enable scaling support for mi pipe displays, which will enable MPO for windowed use cases in tiled /miple display.				
Bug ID: 14013086616	On QQ install interface, the mouse will become flicker and moving slow.	Display OS Features	Microsoft Windows* 10-64 (20H1)	Tiger Lake
Root Cause/Resolution: Code changes done to avoid VBLANK wait if there is no shape change.				
Bug ID: 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

Root Cause/Resolution: Code changes done to add check to make sure 30 bit is not set before disabling HRR.				
Bug ID: 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
Root Cause/Resolution: Code changed: "wait" function is avoid if no shape change				
Bug ID: 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
Root Cause/Resolution: Code changes done to clear enhanced framing during SST disable and keeping the VC Payload always ON.				
Bug ID: 14013766931	User experiences noise from speaker when playing steaming music with DC mode.	Display Powercons	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to remove VBlanks from HAL which was causing the audio glitches sporadically, notification added in order for control interrupt.				
Bug ID: 14013807883	8K monitor is inactive after upgrade.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Workaround provided to convert RGB-> YUV conversion.				
Bug ID: 14013830109	Lower brightness observed in the middle range levels.	Display Powercons	Microsoft Windows* 10-64 (20H1)	Tiger Lake
Root Cause/Resolution: Workaround provided by a hidden regkey to enable B2 behavior on SDR panel by ignoring HDR metadata block.				
Bug ID: 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
Root Cause/Resolution: Code changes done to clear enhanced framing during SST disable and keeping the VC Payload always ON.				
Bug ID: 16012769438	Green color corruption observed while rotating media playback.	Display OS Features	Microsoft Windows* 10-64 (20H2)	Rocket Lake, Tiger Lake
Root Cause/Resolution: Code changes done in the new refactoring function.				
Bug ID: 18013696287	Game: Wolfenstein - Youngblood: Corruptions observed (black squares) after the gameplay begins.	Vulkan	Microsoft Windows* 10-64 (20H2)	Tiger Lake

Root Cause/Resolution: Workaround provided for the application: AIL for Youngblood – by disabling the color aux for images in R11G11B10_FLOAT format.				
Bug ID: 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
Root Cause/Resolution: Code changes done to minimum and maximum output BPP for proper mode enumeration.				
Issues Resolved in Build 100.9365				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 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
Root Cause/Resolution: Code changes done to MPO universal planes				
Bug ID: 14013080316	Game: StarCraft 2: TDR observed during gameplay.	D3D9	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to fabric fence flush logic which were initially added were removed causing extra flushes.				
Bug ID: 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
Root Cause/Resolution: Code changes done to enabling scaling support for mip display, this is done to enable MPO for windowed use cases in tiled /mip display.				
Bug ID: 14013300148	System does not show output when connected through dock with mip monitors.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to pick the correct caps which were copied for unsupported Devices in the branch.				
Bug ID: 14013583519	Display audio is lost and only recovers post restart.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Rocket Lake
Root Cause/Resolution: Code changes done disable all displays except input function to check if there are active displays, check the status and update.				
Bug ID: 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
Root Cause/Resolution: Code changes done for FBC stride function to avoid functionality issues.				

Bug ID: Green Display OS	color corruption observed Features Microsoft Windows* 10-	64 (20H2) Tiger Lake,	Rocket Lake 16012769438 while	rotating media playback.
Root Cause/Resolution: Code changes done in the new refactoring function.				
Bug ID: 18012809737	Game: COD-MW: Checker board corruption observed while game is loading on cutscenes and in gameplay	D3D12	Microsoft Windows* 10-64 (20H1)	Tiger Lake
Root Cause/Resolution: Enabled initialize clear color surface function.				
Bug ID: 18014109842	Game: Cyberpunk 2077: Game hang on start	D3D12	Microsoft Windows* 10-64 (20H2)	DG1, Tiger Lake
Root Cause/Resolution: Code changes done to add two NOPs surrounding copy buffer region blitter to avoid game hang.				
Bug ID: 18015005428	Game: Cyberpunk 2077: Corruption on character during character creation	D3D12	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Enabled initialize clear color surface function.				
Issues Resolved in Build 100.9316				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 1508693013	DPST is functional on eDP by defa for asymmetric config.	Display Powercons	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: 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.				
Bug ID: 14012455477	PAVP key exchange fails after driver update without reboot.	Media CP	Microsoft Windows* 10-64 (19H2)	Ice Lake
Root Cause/Resolution: 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 flicker when system is Bug ID: idle Microsoft Windows* 10-64 (20H1) Tiger Lake background picture.	at desktop with a	specific Display Powercons		
Root Cause/Resolution: Code changes done to MPO universal planes				
Bug ID: 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
Root Cause/Resolution: As part of HRR programming driver was not updating the RR Change event type, changes done to help enable it.				

Bug ID: game will 14013080175	"March of Empires: War of Lords" crash within 2 mins when playing or quit unexpectedly when Maximize the game interface	D3D10+++ Microsoft	Windows* 10-64 (20H2) Rocket	Lake
Root Cause/Resolution: Code changes done to threading DDI arg allocator memory footprint, to make DDI threading context queue size dependent on DDI arg pool size.				
Bug ID: 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
Root Cause/Resolution: Code changes done to forcibly check if the display is there when doing set timing.				
Bug ID: 14013242334	When brightness is adjusted, it shows up abnormal in DC mode.	Display Powercons	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to the Histogram to read the right values in this specific case.				
Bug ID: 14013290927	Game: Love Legend 3: Game auto quits while playing.	D3D9	Microsoft Windows* 10-64 (20H1)	Tiger Lake
Root Cause/Resolution: Work around provided over to deal with HW preemption bug.				
Bug ID: 14013300148	System does not show output when connected through dock with miple monitors.	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to pick the correct caps which were copied for unsupported Devices in the branch.				
Bug ID: 14013351033	Game: LOL"Teamfight Tactics": always disconnects and back to home page.	D3D9	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to retrieve the allocation in this code block.				
Bug ID: Microsoft 14013368556	BSOD observed in OOB, using the Windows* 10-64 (20H1), shift key or U disk to restore the Microsoft Windows* 10-64 (20H2)	Core GMM DG1, Tiger factory settings.	Lake	
Root Cause/Resolution: Code changes done to set hardware access flag for GMM Escape call.				
Issues Resolved in Build 100.9268				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 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

Root Cause/Resolution: Build system updated to use PE certificate				
Siege: hang & D3D10+++, IGC 18012108253	Game: Tom Clancy's Rainbow Six crash after latest game Bug ID: Microsoft Windows* 10-64 (20H1) options menu before getting to	update - during Tiger Lake Benchmark or	loading, main menu, Singleplayer.	
Root Cause/Resolution: Fixed a case where v-ISA spill size was not reported correctly.				
Bug ID: 14012129307	With Adobe Premiere Pro: BSOD observed on project with playing miple clips.	Core GMM, Core KMD, D3D10+++, Media SDK Decode	Microsoft Windows* 10-64 (20H1)	Tiger Lake
Root Cause/Resolution: Code changes done to remove unnecessary PFN create OS allocation call from Gmm RT Log function.				
Bug ID: 18013942834	Game: Crysis Remastered: Crash while starting new game	D3D10+++, IGC	Microsoft Windows* 10-64 (20H2)	Ice Lake
Root Cause/Resolution: Code changes done to compare two source regions as type was not considered through game play.				
Bug ID: 14012724257	3DMark app may not show score	D3D12	Microsoft Windows* 10-64 (20H1)	Rocket Lake
Root Cause/Resolution: New App version and New cod				
Bug ID: 14012826177	Game: Dirt Rally: Black screen observed when game play is switched to fullscreen mode using ALT+Enter.	D3D10+++	Microsoft Windows* 10-64 (20H1)	Tiger Lake
Root Cause/Resolution: Code changes done to extend BP existing work around to support scenarios of getting in and out of full-screen.				
Bug ID: 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
Root Cause/Resolution: As part of HRR programming driver was not updating the RR Change event type, changes done to help enable it.				
Bug ID: The Display OS	official logo will flicker once Features Microsoft Windows* 10-	64 (20H2) Tiger Lake	14013100163 during boot.	
Root Cause/Resolution: Code changes done to make sure that the pre CSC-LUT data is there in the registers before writing to the post CSC gamma LUT and then enable them together in SDR mode.				
Bug ID: 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

Root Cause/Resolution: Code changes done to forcibly check if the display is there when doing set timing.				
Bug ID: 14013242334	When brightness is adjusted, it shows up abnormal in DC mode.	Display Powercons	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to the Histogram to read the right values in this specific case.				
Issues Resolved in Build 100.9219				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 14012752646	LCD shows garbage during WMV movie playback with high CPU usage.	Core GMM	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to avoid garbage observed.				
Bug ID: 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
Root Cause/Resolution: Code changes done to keep track of aux requirements for each port and then set the bits for all required power wells.				
Bug ID: 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
Root Cause/Resolution: Build system updated to use PE certificate				
Bug ID: 18014109842	Game: Cyberpunk 2077: Game hang on start	D3D12	Microsoft Windows* 10-64 (20H2)	DG1, Tiger Lake
Root Cause/Resolution: Code changes done to add two NOPs surrounding copy buffer region blitter to avoid game hang.				
Bug ID: 18014173227	Game: Star Wars Battlefront II: Corruption	D3D12	Microsoft Windows* 10-64 (20H2)	DG1
Root Cause/Resolution: Code changes done to avoid corruption observed.				
Bug ID: 18014353520	Game: Star Wars Jedi: Fallen Order: App Crash (Regression)	D3D10+++	Microsoft Windows* 10-64 (20H2)	Tiger Lake
Root Cause/Resolution: Code changes done to support indirection for GPA Query objects to avoid App crash.				
Bug ID: 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

Root Cause/Resolution: Code changes done to exclude DXGI format type less for compression when resource is created without media bind depth stencil flag.				
Game: Atelier the Secret Fairy	Ryza 2: Lost Legends & Bug ID: (Jan 26 2021): D3D10+++ Microsoft Shadow flickering corruption	Windows*	10-64	(20H1) Tiger Lake 22011700039
Root Cause/Resolution: Code changes done to exclude DXGI format type less for compression when resource is created without media bind depth stencil flag.				
Issues Resolved in Build 100.9168				
Reference No.	Description	Affected Component(s)	Affected OS(s)	Affected Project(s)
Bug ID: 22011165628	Game: Assassin's Creed Odyssey: TDR observed during game play.	D3D10+++, Unassigned	Microsoft Windows* 10-64 (20H1)	Tiger Lake
Root Cause/Resolution: Code changes done to enhance smooth game play.				
Bug ID: 18011905856	Game: Star Wars Battlefront II: Full screen corruption observed.	D3D12	Microsoft Windows* 10-64 (20H1)	Tiger Lake
Root Cause/Resolution: Code changes done to clear the buffer by application before test bounds are observed.				
Bug ID: 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
Root Cause/Resolution: Code changes implemented to force the CS-SIMD-32 to show certain compute shaders correctly.				
Bug ID: 14012542630	System will hang when connect three monitors via Type-C dock.	Display Interfaces, Display OS Features	Microsoft Windows* 10-64 (20H1)	Tiger Lake
Root Cause/Resolution: Code changes done, so that the system applies on its own the preferred mode to display the output.				
4K DP monitor 14012938768	will flicker after closing Bug ID: the lid then resume from GOP S4/S5/Restart via Hook.	Driver Microsoft	Windows* 10-64 (20H1) Tiger	Lake
Root Cause/Resolution: GOP/PEIM has disabled the DSC display for MST downstream device to avoid display flicker.				
Bug ID: 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
Root Cause/Resolution: Code changes, in case of S3D to use two dot clock while calculating WM and Dbug when S3D is enabled.				
Bug ID: 16012275232	Link layer test is failing with an error "Time out".	Display Interfaces	Microsoft Windows* 10-64 (20H2)	Tiger Lake

Root Cause/Resolution:

Code changes done to correct the sequence.

Bug ID:

14013125450

Garbage observed on external 3D monitor after enable "3D" under system display setting.

Unassigned

Microsoft Windows* 10-64 (20H2)

Tiger Lake

Root Cause/Resolution:

Code changes, in case of S3D to use two dot clock while calculating WM and Dbug when S3D is enabled.