



# INTEL<sup>®</sup> GRAPHICS COMMAND CENTER(IGCC) FAQs

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Intel

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# INTRODUCTION

- This document tries to capture queries regarding IGCC related to use and schedule.
- It will cover all the latest collaterals and kits published related to IGCC.
- If there are questions beyond the list of questions captured here, kindly request OEMs/ODMs to check with respective Intel graphics CEs.

# FAQs

1. Why is Intel moving to IGCC? What advantages it offers over existing CUI?
  - > The Intel® Graphics Command Center has been rebuilt from the ground up with gamers in mind. Ease-of-use was central to the thinking. So it has been reconfigured to make things much easier to discover. We have included more helpful education information into the software, so people can more easily find out what settings do. Moreover, IGCC is 100% UWP application. It will work appropriately with all variants of Windows OS (Desktop version, Windows 10S, etc.).
2. Is there is a plan for Intel to stop releasing CUI drivers? If yes, what is the schedule?
  - > Yes, end of maintenance for DCH drivers with HSA CUI is targeted by November' 2019 timeframe.
3. How long will be the existing CUI be supported?
  - > We are currently evaluating timeline for EOL for HSA CUI application and will provide a communication during the time we reach end of maintenance for DCH drivers with HSA CUI.
4. IGCC Driver Release schedule for Gen9 platforms?
  - > Current PV quality driver with IGCC release schedule for Gen9 platform is targeted from ~WW35 onwards.

\*\*Gfx Gen 9 platforms include - SKL/KBL/KBL-R/CFL/WHL/AML/CFL-R/CML/GLK

## 5. Are there any compatibility issues with IGCC and Intel Graphics driver ?

-> IGCC is supposed to work with all graphics driver. But, Intel highly recommend that you use the latest Intel® graphics driver with IGCC.

Note : IGCC is completely compatible with Intel DCH graphics drivers. But, all features may not work with older/legacy Intel graphics drivers.

## 6. IGCC will update automatically if there is a newer version available in Microsoft\* store?

-> Yes, IGCC will update automatically, if there is a newer version available in Microsoft\* store

## 7. Which applications are supported for “Auto detect” in Home Game Page?

-> Please help to refer to Document ID : 576435 (576435-cui-uhd-gfx-oem-update-ta-ww48-2018.pdf), for list of supported games for “Auto Detect”.

## 8. Can an application still be added to IGCC Game Page, if it is not auto detected?

-> Yes, if the applications are not detected automatically, users can still add the applications using “Manually Select” option.

9. Will Intel release pre-install IGCC kit after every Microsoft Store update?

-> Yes, Intel will release pre-install IGCC kit every time, after a new version is posted to Microsoft Store.

10. If image with HSA CUI is used to ship the system, is there a way to install IGCC in that system?

-> Yes, please use the latest DCH drivers with IGCC (IGCC will download automatically with this driver, once end user connects to internet after purchasing the system) for Windows Update.

11. What is the timeline to fix the known bugs of IGCC?

-> Fixing bugs is a regular process in case of application development cycle. If there is a known bug which requires critical attention, that will be prioritized first. OEMs/ODMs can ask respective CEs to prioritize the issue as Critical, if it seems to be blocking their Image Freeze/ Windows Update.

12. Are there any issues expected in IGCC which are not there in CUI?

-> IGCC is completely a different application. It will have many new features implemented in the upcoming future. Hence, it can not be compared to CUI. For few features, which are common to both CUI and IGCC, steps to validate those features might differ.

Note : List of known issues is published along with every release of IGCC pre-install kit.

## 12. What is the timeline to implement 'Collage Mode' and 'Hide game page' features?

-> Currently "Collage Mode" and "Hide Game Page" features are targeted to be available on Microsoft\* Store by ~WW39-40 timeline.

## 13. When will the IGCC launch PV?

-> IGCC PV application is already available on Microsoft\* Store(except for "Collage Mode" and "Hide Game Page" features). Along with these two features, IGCC PV application is targeted to be available on Microsoft\* Store by ~WW39-40 timeline.

## 14. What is the guideline for OEMs to plan to move their existing users from CUI to IGCC?

-> Intel has started releasing DCH drivers with IGCC(for automatic download). Going onwards, with every PR release (for Gen9 and Gen11), there will be a DCH driver with IGCC available to OEMs for their validation and Image Freeze/Windows Update consumption. For already launched designs, OEM should start validating DCH drivers with IGCC and put these drivers for Windows Update.

## 15. Which platforms are expected to move to IGCC completely in the future?

-> All Gen9\*\*+ platforms are expected to move to IGCC completely in future.

\*\*Gfx Gen 9 platforms include - SKL/KBL/KBL-R/CFL/WHL/AML/CFL-R/CML/GLK

# LIST OF COLLATERALS ASSOCIATED WITH IGCC

Document	Document Number/ Collateral ID	Document Title
IGCC PRD v1.0	609078	Intel® Graphics Command Center Application User Interface Product Requirement Document Revision 1.0
IGCC SPS v1.0	609076	Intel® Graphics Command Center Software Product Specification (SPS) Rev 0.9
HSA CUI-IGCC co-existence Document	1023185	HSA CUI-IGCC co-existence scenarios and workaround
IGCC PV pre-install kit	1023128	IGCC PV pre-install kit WW30 (IGCC Version number : 1.100.1404.0)
IGCC Application Schedule for Gen11 platform	1023088	Intel® Graphics Command Center (IGCC) -Schedule Update for ICL platform
IGCC Application Schedule for Gen9 platform	1022913	Intel® Graphics Command Center (IGCC) -Schedule Update for gfx Gen9 platforms

List of known issue can be found in the link : <https://www.intel.in/content/www/in/en/support/articles/000032930/graphics-drivers.html>