

Intel® Media Server Studio 2015 R7 – Essentials Edition for Windows* Server Release Notes

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Overview

The **Intel® Media Server Studio – Essentials Edition for Windows* Server** provides software development tools and libraries needed to develop enterprise grade media solutions on Intel® Server Products. The studio is designed for optimizing datacenter and embedded media applications for Windows server operating systems to utilize Intel® Iris™ and Intel® HD Graphics hardware acceleration capabilities. The suite includes:

- *Intel® Media Server Studio 2015 – Graphics driver*
- *Intel® Media Server Studio 2015 – SDK* (hereinafter referred to as "SDK") is designed for optimizing datacenter and embedded media applications for Linux server operating systems to utilize Intel Iris™ and Intel® HD Graphics hardware acceleration capabilities.
- *Intel® Media Server Studio 2015 – Samples* show how to use different SDK features.
- *Intel® Media Server Studio 2015 – OpenCL™ Code Builder* assists with creating, building, debugging, and analyzing OpenCL applications.

What's New

The Intel® Media Server Studio 2015 – Essentials Edition for Windows* Server includes the following components:

- Intel® Media Server Studio 2015 – Graphics Driver, version 15.36.4265
- Intel® Media Server Studio 2015 – SDK, version 6.0.0000.388
- Intel® Media Server Studio 2015 – OpenCL™ Code Builder 5.2.0.66
- Intel® Media Server Studio 2015 – Samples

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- Samples are not a part of this package, they could be downloaded from [Intel\(R\) Media Server Studio 2015 Support page](#).

For information on what is new in each component, please read the individual component release notes:

- the Intel® Media Server Studio 2015 – SDK Release Notes
<studio-install-dir>\Documentation for Essentials Edition\
media_server_studio_sdk_release_notes.pdf
- the Intel® Media Server Studio 2015 – OpenCL™ Code Builder Release Notes
<https://software.intel.com/en-us/articles/mss-code-builder-release-notes>

System Requirements

Hardware

The following processor models are supported for hardware acceleration:

- Intel® Xeon® Processor E3-128* v3 with Intel® HD Graphics.
- Intel® Xeon® Processor E3-1284L v3 with Intel® Iris™ Pro Graphics P5200.
- Intel® Xeon® Processor E3-1285 v4 with Intel® Iris™ Pro Graphics P6300.

Note: Individual components could have specific requirements, please read the corresponding release notes.

Software

Please see the individual component release notes to know about supported operating systems and required software list.

Installation

Installation of Intel® Media Server Studio 2015 – Essentials Edition for Windows* Server requires full administrative rights.

Please run the installer MediaServerStudioEssentials2015R7.exe.

Installer will guide installation process, please follow it.

NOTE: if you select Intel® Media Server Studio 2015 – Graphics Driver to be installed then after Media Server Studio 2015 installation is completed you should reboot your system. This is necessary for correct operation of the Graphics Driver.

On Windows* 7 operating systems installation can return an error during driver installation, however after system reboot it will function correctly.

Installation Folders

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Intel® Media Server Studio 2015 – Essentials Edition for Windows* Server installs under “C:\Program Files\Intel\Intel® Media Server Studio 2015 R7\” – this is referenced as <studio-install-dir> in the remainder of this document.

<studio-install-dir>\Documentation for Essentials Edition	Intel® Media Server Studio 2015 – Essentials Edition for Windows* Server documentation: this file, Intel Media Server Studio – SDK Release Notes, EULA, EULA’s accompanying files.
<studio-install-dir>\Software Development Kit	Intel® Media Server Studio 2015 – SDK.
<studio-install-dir>\Graphics Driver	Intel® Media Server Studio 2015 – Graphics Driver contains redistributable package GraphicsDriverWin64.zip
<studio-install-dir>\OpenCL(TM) Code Builder	Intel® Media Server Studio 2015 – OpenCL™ Code Builder

Known Limitations

For information on known limitations in each component, please read the individual component release notes.

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