Category	Questions	Answers (N/A if not applicable)
Description	Provide a detailed description of the issue	Integrated Mobile and Desktop Intel GPUs from the Intel 10000, 11000, 12000 processor series will cause video screen tearing / blocking artifacts on video files when they are played as part of the Wallpaper Engine window. Video recording of the issue was attached. We debugged this issue extensively and it seems to be related to us calling **IMFVideoDisplayControl::GetCurrentImage**in regular intervals for the purpose of further processing the image data. https://docs.microsoft.com/en-us/windows/win32/api/evr/nf-evr-imfvideodisplaycontrol-getcurrentimage This issue does not affect systems with Nvidia or AMD GPUs or GPUs from older Intel processor generations and can be reliably reproduced on systems running these specific Intel GPUs with the latest graphics drivers.
Hardware (HW)	Brand and Model of the system.	Mobile and Desktop: Intel 10000 series GPUs, Intel 11000 series GPUs, Intel 12000 series GPUs Reproduced by us on Intel UHD Graphics 770
	Make and model of any Displays that are used to see the issue **(see note2 below).** **LFP** = Local Flat Panel (Laptop panel)**EFP** = External Flat Panel (Monitor you plug in)	N/A
	Provide any other hardware needed to replicate the issue. ie: Cables&brand, cable type [vga, hdmi, DP, etc], dock, dongles/adapters, etc	N/A
	Hardware Stepping (**see note1 below**).	N/A
Software (SW)	SW or Apps version used to replicate the issue.	Wallpaper Engine (Steam product keys can be provided on request) Windows 10 / Windows 11
Configurations	Single display, clone, or extended (**see note2 below).**	N/A
	Display resolution & refresh rate setting of each display (**see note2 below).**	N/A

	AC or DC mode, i.e. is power cable plugged in or not?	N/A

How to repro	Please provide steps to replicate the issue. These **steps** are very crucial to finding the root cause and fix.
	A screenshot to illustrate the issue is a huge plus. A video of the failure is even better! Attach to the post or provide the YouTube link.
		1. Run Wallpaper Engine via Steam
		2. Load any video file by dragging it into the Wallpaper Engine window (.mp4 with h.264 encoding). Alternatively take a popular video file from Steam:
		   a. 1. Click on the "Workshop" tab in Wallpaper Engine
		   b. Search for "Visualdon"
		   c. One of the top results should be "Floating In Space by VISUALDON"
		3. Either double-click on the installed wallpaper or right-click on it in Wallpaper Engine and select "Play in Window" to pop out the wallpaper playback into a separate window
		4. The wallpaper should now play and you should now see blocky artifacts appear in the lower left corner of the video

Additional system information

- Attach the SSU.txt report while making sure you select the option to include 3rd party reports.
- Attach the report generated by either the Intel Graphics Command Center or the Intel Graphics Control Panel. Instructions can be found here