OpenCL - GL Interoperability

1 Overview

- 1.1 Location \$(AMDAPPSDKSAMPLESROOT)\samples\opencl\cl\app
- 1.2 How to Run See the Getting Started guide for how to build samples. You first must compile the sample.

Use the command line to change to the directory where the executable is located. The default executables are placed in \$(AMDAPPSDKSAMPLESROOT)\samples\opencl\bin\x86 for 32-bit builds and \$ (AMDAPPSDKSAMPLESROOT) \samples \opencl \bin \x86_64 \ for 64-bit builds.

Type the following command(s).

- 1. SimpleGL Runs SimpleGL sample with devicetype set to GPU.
- 2. SimpleGL -h This prints the help message.

1.3 Command Table 1 lists, and briefly describes, the command line options. Line Options

Table 1	Command Line Options	
Short Form	Long Form	Description
-h	help	Shows all command options and their respective meaning.
	device	Devices on which the program is to be run. Acceptable values are cpu or gpu.
-d	quiet	Quiet mode. Suppresses all text output.
-e	verify	Verify results against reference implementation.
-t	timing	Print timing.
	dump	Dump binary image for all devices.
	load	Load binary image and execute on device.
	flags	Specify compiler flags to build the kernel.
-р	platformId	Select platformId to be used (0 to N-1, where N is the number of available platforms).
-d	deviceId	Select deviceld to be used (0 to N-1, where N is the number of available devices).
-v	version	AMD APP SDK version string.

Contact

Advanced Micro Devices, Inc. One AMD Place P.O. Box 3453 Sunnyvale, CA, 94088-3453 Phone: +1.408.749.4000

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