

CodeXL Welcome Screen

[Create new Project](#)

[Open a Project](#)

[Load the Teapot sample](#)

Recent Projects

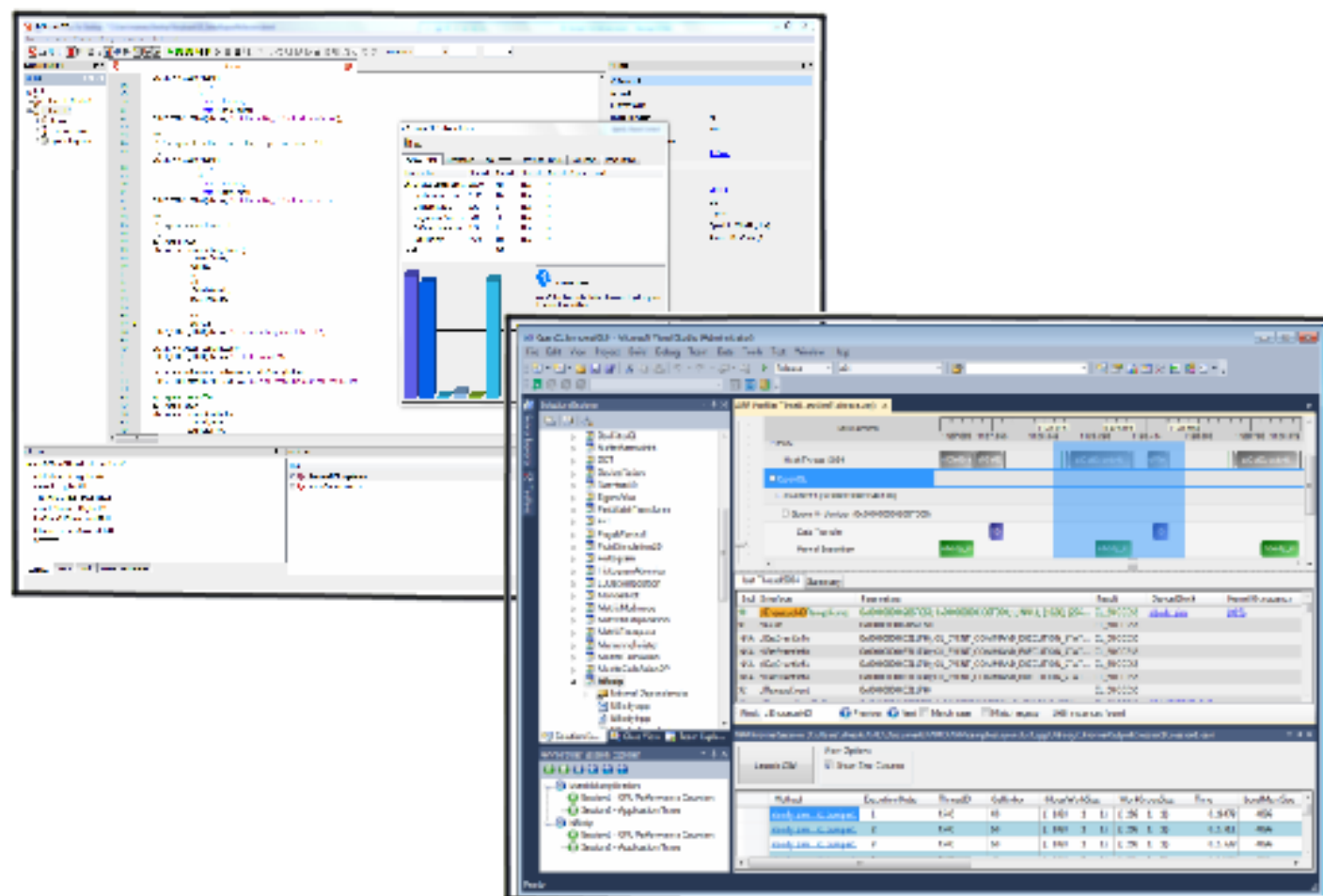
[DCT \(Profile mode\)](#)

[Mandelbrot \(Debug mode\)](#)

[URNG \(Debug mode\)](#)

[ExampleCL \(Debug mode\)](#)

[ExampleCL \(Profile mode\)](#)



New Project...

Project Name:

ExampleCL

General

Executable or script

Profile

Debug

(Extend)

Working Directory

Program Arguments (optional)

Environmental Variables (optional)

Kernel Source files folder

Ok

Cancel

Project Settings

Project Name:

General Executable or script
 ...

Profile Working Directory
 ...

Debug Kernel Source files folder
 ...

(Extend) Program Arguments (optional)

Environmental Variables (optional)
 ...

Profile Name:

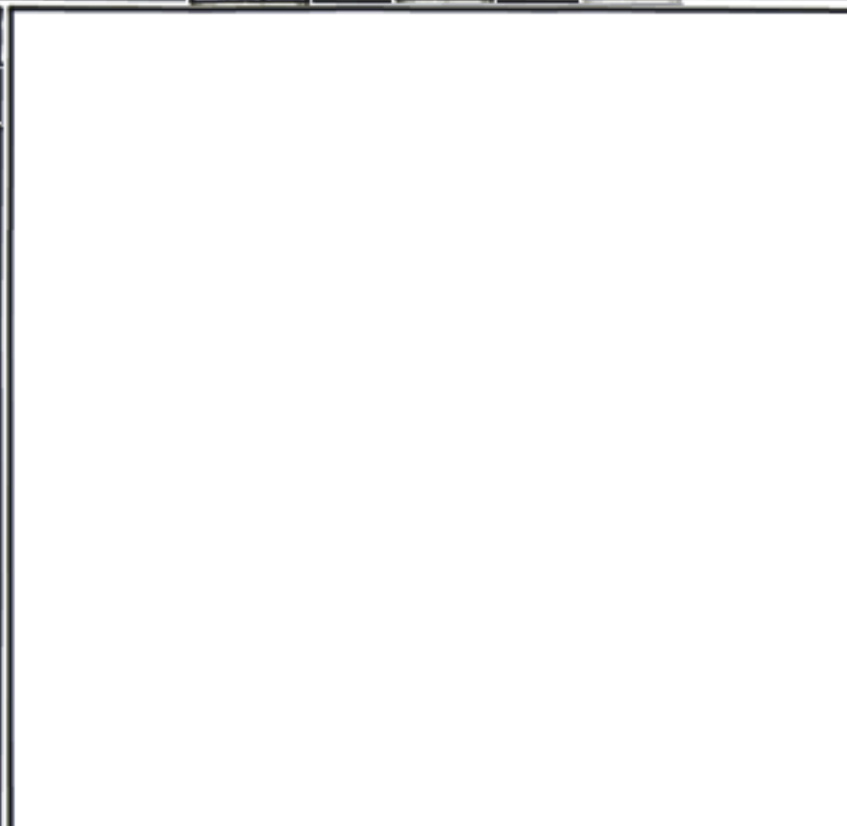
Do we need OpenCL
Frame-Terminators
for Profiling?

Enabled only after
something in the
settings had changed

File Edit View Debug Profile Tools Window Help

D P [Run] [Break] [Step Over] [Step Into] [Step Out] Work Item X: [] Y: [] Z: []

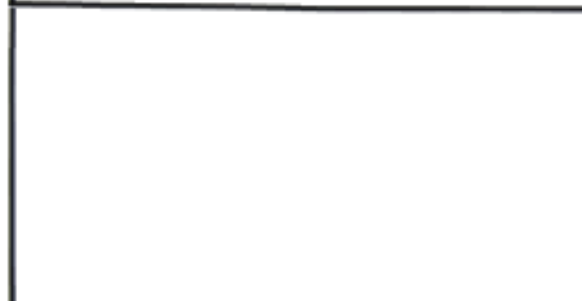
Debug Explorer



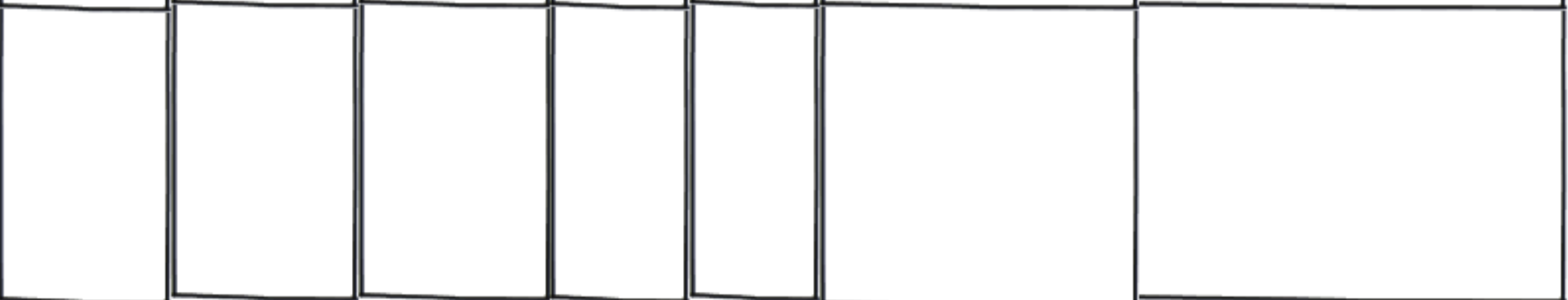
Memory

Object Type	Memory Size	Count

Statistics



Call Stack Properties Breakpoints Locals Watch OpenGL State Variabl Debugged Process Events



```

        msg.printf( "Building program\n" );
        printf( "\n%s\n", kernel._sourcePath );
        logger->setProgress(msg.str);

        status = _clBuildProgram(
            kernel._clProgram,
            1,
            &devid,
            str,
            NULL,
            NULL);

        char* log = NULL;
        size_t logSize;
        if ( _clGetProgramBuildInfo(

```

Statistics

--	--

```
(-) Work Dimensions
    (-) Global Work Size {0,1,7}
    ....
    (+) Local
    (+) Group Id

<All other kernel locals>
```

Building OpenCL Program (Conte
DLL Loaded: C:\Users\franksw\A
Could not build OpenCL Program
Building OpenCL Program (Conte
Break

New Project...

Session Name Postfix:

General

Profile

Debug

(Extend)

Profile Type

Advanced

☐ System-wide

Profile Start Options

Delay (S)

CPU Affinity Mask

...

☐ Profiling paused

Profile Duration

☒ Profile entire duration

Duration (S)

☐ Then, terminate the application

Call Stack Collection

Unwind Depth

Collection Frequency (per x samples)

Restore Default Settings

Ok

Cancel

Project Settings

Session Name Postfix:

General

Profile Type:

☐ System-wide

Profile

Debug

(Extend)

Profile Start Options

Delay (S) CPU Affinity Mask

☐ Profiling paused

Profile Duration

☒ Profile entire duration Duration (S)

☐ Then, terminate the application

Call Stack Collection

Unwind Depth

Collection Frequency (per x samples)

Enabled only after
something in the
settings had changed

File Edit View Debug Profile Tools Window Help

D P [Run] [Break] [Step Over] [Step Into] [Step Out] Work Item X: [] Y: [] Z: []

Debug Explorer



amdteapotoclsmokesystem.cpp

```
msg.reset();  
msg.printf("Building program  
\"%S\" ...", kernel._sourcePath);  
logger->setProgress(msg.str);  
  
status = _clBuildProgram(  
    kernel._clProgram,  
    1,  
    &devid,  
    str,  
    NULL,  
    NULL);  
  
char* log = NULL;  
size_t logSize;  
if (_clGetProgramBuildInfo(
```

Memory

Object Type	Memory Size	Count

Statistics

Call Stack

Properties

Breakpoints

Locals

Watch

OpenGL State Variabl

Debugged Process Events

Building OpenCL Program (Conte
DLL Loaded: C:\Users\franksw\Ap
Could not build OpenCL Program
Building OpenCL Program (Conte
Break

New Project...

Project Name:

General
Profile
Debug
(Extend)

OpenGL Render Frame Terminators

<input type="checkbox"/> glClear	<input checked="" type="checkbox"/> swapBuffers
<input type="checkbox"/> glFlush	<input type="checkbox"/> wglMakeCurrent
<input type="checkbox"/> glFinish	<input type="checkbox"/> glFrameTerminatorGREMEDY
<input type="checkbox"/> SwapLayerBuffers	

OpenCL Computation Frame Terminators

<input type="checkbox"/> clFlush	<input checked="" type="checkbox"/> cl_gremedy_computation_frame
<input type="checkbox"/> clFinish	<input type="checkbox"/> clWaitForEvents

Advanced

☐ Initialize DirectDraw library on startup

Select Breakpoints

Ok Cancel

Do we still
need the
DirectDraw
feature?

Project Settings

Project Name:

General
Profile
Debug
(Extend)

OpenGL Render Frame Terminators

<input type="checkbox"/> glClear	<input checked="" type="checkbox"/> swapBuffers
<input type="checkbox"/> glFlush	<input type="checkbox"/> wglMakeCurrent
<input type="checkbox"/> glFinish	<input type="checkbox"/> glFrameTerminatorGREMEDY
<input type="checkbox"/> SwapLayerBuffers	

OpenCL Computation Frame Terminators

<input type="checkbox"/> clFlush	<input checked="" type="checkbox"/> cl_gremedy_computation_frame
<input type="checkbox"/> clFinish	<input type="checkbox"/> clWaitForEvents

Advanced

☐ Initialize DirectDraw library on startup

Select Breakpoints

Restore Defaults

Ok Cancel

Do we still
need the
DirectDraw
feature?

Enabled only after
something in the
settings had changed

Advanced CPU Profiling Configuration - CPU: AMD Family 16 Model 6 Stepping 2

Configuration Events

Profile Template: Custom Profile

Remove

Import

Export

Event	Interval	Unit Mask	Usr	Os	Edge
[FFF] Timer Sample	1 ms				
[0C0] Retired Instructions	250000	0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
[046] L1 DTLB and L2 DTLB miss	25000	0x7	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
[F100] IBS all op samples					

4K TLB reload
2M TLB reload
1G TLB reload

Count
events in
user code

Remove

Unit Mask

- ☒ 4K TLB reload
- ☒ 2M TLB reload
- ☒ 1G TLB reload
- ☐ Reserved
- ☐ Reserved
- ☐ Reserved
- ☐ Reserved
- ☐ Reserved

Events

Configurations

Event
[FFF] Timer Sample
[000] Dispatched FPU ops
[001] Cycles in which the FPU is empty
[002] Dispatched fast flag PFU operations
[003] Retired SSE ops
[004] Retired move ops

Add

The number of FPU operations that use the fast flag interface (e.g. FCOMI, COMISS, COMISD, UCOMISS, UCOMISD, MOVD, CVTSD2SI). This event is a speculative event.

Cancel

Ok

Advanced CPU Profiling Configuration Events - CPU: AMD Family 16 Model 6 Stepping 2

Add an Event to the 'Monitored Events' list to include it in the profile session

Profile Events

Available Events

- ☐ TBS
- ☒ [FFF] Timer Sample
- [000] Dispatched FPU ops
- [001] Cycles in which the FPU is empty
- [002] Dispatched fast flag PFU operations
- [003] Retired SSE ops
- ☒ IBS
- ☒ All

Add >>

<< Remove

Remove All

Timer Sample

Event description for Timer Sample (the selected item in the above list)

Monitored Events

Name	Interval	Unit	Us	O	Edg
[FFF] Timer Sample	1 ms				
[0C0] Retired Instructions	25000	0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
[046] L1 DTLB and L2 DTLB	25000	0x7	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
[F100] IBS all op samples	25000				

4K TLB reload
2M TLB reload
1G TLB reload

Count events in user code

Event Settings

Unit Mask

- ☒ 4K TLB reload
- ☒ 2M TLB reload
- ☒ 1G TLB reload
- ☐ Reserved
- ☐ Reserved

Tooltip describes each and every setting

Checkboxes in the list control are functional

When a parent tree node is selected and the add button is clicked, all its child nodes are added to the monitored events list

Currently, there's only one Custom profile. "Custom Profile name" will be implemented in future versions

OK

Cancel

File Edit View Debug Profile Tools Window Help

New Project... Ctrl+N

Homepage Ctrl+Alt+O

Open Project... Ctrl+O

Save Project Ctrl+S

Save Project As...

Project Settings...

Open File Ctrl+Shift+O

Save File Ctrl+Alt+S

Save File As...

Export >

Recent Projects >

Exit Alt+F4

File Edit View Debug Profile Tools Window Help

New Project... Ctrl+N

Homepage Ctrl+Alt+O

Open Project... Ctrl+O

Save Project Ctrl+S

Save Project As...

Project Settings...

Open File Ctrl+Shift+O

Save File Ctrl+Alt+S

Save File As...

Export >

Recent Projects >

Exit Alt+F4

State Variables Snapshot...

Export All Images...

Save Image As...

Export Raw Data...

Export All Raw Data...

Export Function Type Statistics...

Export Function Calls Statistics...

Export State Change Statistics...

Export Deprecation Statistics...

Export Batch Statistics...

Clear Statistics...

File Edit View Debug Profile Tools Window Help

D P

Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
<hr/>	
Select All	Ctrl+A
<hr/>	
Find	Ctrl+F
Find Next	F3

File Edit **View** Debug Profile Tools Window Help



Properties Window

Debug >

Profile >

Toolbars >

Show Line Numbers

Reset GUI Layout

File Edit **View** Debug Profile Tools Window Help



Properties View

Debug >

Profile >

Toolbars >

Show Line Numbers

Reset GUI Layout

Debug Explorer

Function Calls History

Debugged Process Events

Call Stack

Locals

Watch

OpenGL State Variables

OpenCL Multi-Watch >

Breakpoints

Memory

Statistics

File Edit **View** Debug Profile Tools Window Help



Properties Window

Debug >

Profile >

Toolbars >

Show Line Numbers

Reset GUI Layout

Profile Explorer

File Edit View Debug Profile Tools Window Help



Images >

System Information...

Options...

File Edit View Debug Profile Tools Window Help



Images >

System Information...

Options...

Select Tool

Zoom In +

Zoom Out -

Pan Tool

Enable the Red Channel

Enable the Green Channel

Enable the Blue Channel

Enable the Alpha Channel

Enable Grayscale Mode

Enable Color Invert Mode

Original Size (100%)

Best Fit

Rotate Left Ctrl+L

Rotate Right Ctrl+R

File Edit **View** Debug Profile Tools Window Help



Properties Window

Debug >

Profile >

Toolbars >

Show Line Numbers

Reset GUI Layout

Modes Toolbar

Execution Toolbar

Views Toolbar

Kernel Work Items Toolbar

Images and Buffers Toolbar

File Edit View Debug **Profile** Tools Window Help



Start Profiling

✓ Profile mode - CPU: Timer-based sampling

CPU: Assess Performance

CPU: Custom Profile

CPU: Instruction-based Sampling

CPU: Investigate L2 Cache Access

CPU: Investigate Branching

CPU: Investigate Data Access

CPU: Investigate Instruction Access

● CPU: Timer-based sampling

GPU: Application Trace

GPU: Performance Counters

Profile Settings...

File Edit View Debug **Profile** Tools Window Help



Start Profiling

✓ Profile mode - CPU: Timer-based sampling

CPU: Assess Performance

CPU: Custom Profile

CPU: Instruction-based Sampling

CPU: Investigate L2 Cache Access

CPU: Investigate Branching

CPU: Investigate Data Access

CPU: Investigate Instruction Access

● CPU: Timer-based sampling

GPU: Application Trace

GPU: Performance Counters

Profile Settings...

File Edit View Debug **Profile** Tools Window Help

D Pg ▼ ▶ || □ ▶▶ ▶▶ ▶▶

Start Profiling

✓ Profile mode - GPU: Performance Counters

CPU: Assess Performance

CPU: Custom Profile

CPU: Instruction-based Sampling

CPU: Investigate L2 Cache Access

CPU: Investigate Branching

CPU: Investigate Data Access

CPU: Investigate Instruction Access

CPU: Timer-based sampling

GPU: Application Trace

● GPU: Performance Counters

Profile Settings...

File Edit View **Debug** Profile Tools Window Help



Start Debugging

Debug Mode

Frame Step Ctrl+F11

Draw Step Shift+F10

Step Over F10

Step In F11

Step Out Shift+F11

Break Shift+F5

Stop Debugging F6

Breakpoints >

Add / Remove Breakpoints... Alt+Shift+B

Enable all Breakpoints

Debug Settings...

File Edit View Debug Profile Tools Window Help



File Edit View **Debug** Profile Tools Window Help



Start Debugging

✓ Debug Mode

Frame Step Ctrl+F11

Draw Step Shift+F10

Step Over F10

Step In F11

Step Out Shift+F11

Break Shift+F5

Stop Debugging F6

Breakpoints >

Add / Remove Breakpoints... Alt+Shift+B

Enable all Breakpoints

Debug Settings...

CodeXL - ExampleCL.uni (Debug Mode)

FileEditViewDebugProfileToolsWindowHelp

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Debug Explorer

AMDTeaPot

-

GL Context1 (Sho

+

Static Buffer

+

CL Context1 (Sho

Start Debugging

✓ Debug Mode

Frame StepCtrl+F11

Draw StepShift+F10

Step OverF10

Step InF11

Step OutShift+F11

BreakShift+F5

Stop DebuggingF6

Breakpoints>

Add / Remove Breakpoints...Alt+Shift+B

Enable all Breakpoints

Debug Settings...

n.cpp

et();

ntf("Building program

h);

>setProgress(msg.str);

_clBuildProgram(

kernel._clProgram,

1,

&devid,

str,

NULL,

NULL);

g = NULL;

pgSize;

etProgramBuildInfo(

Memory

Object Type	Memory	Count
Static	3,596 KB	16
Total	3,596 KB	16

Statistics

Call Stack

Locals

Watch

OpenGL State Variabl

Debugged Process Events

Debugging: 0:0:15 Break at AMDTeapotOCLSmokeSystem::compute

Work Dimensions

Global Work Size {0,1,7}

....

Local

Group Id

<All other kernel locals>

Building OpenCL Program (Conte

DLL Loaded: C:\Users\franksw\Ap

Could not build OpenCL Program

Building OpenCL Program (Conte

Break

Object Type	Memory	Count
Static	3,596 KB	16
Total	3,596 KB	16

OpenGL and OpenCL Breakpoints

Add a function to the 'Active Breakpoints' list to set it as a debugging breakpoint

Breakpoints

API Functions

Kernel Functions

Error/Warning

clBeginComputationFrameAMD
clBuildProgram
clCompileProgram
clCreateBuffer
clCreateCommandQueue
clCreateContext
clCreateContextFromType
clCreateEventFromGLsyncKHR
clCreateFromGLBuffer
clCreateFromGLRenderbuffer
clCreateFromGLTexture2D
clCreateFromGLTexture3D
clCreateKernel

Add >>

<< Remove

Remove All

Active Breakpoints

Breakpoint Name	Type
-----------------	------

Type kernel function	

☐ Enable all Breakpoints

Ok

Cancel

OpenGL Debug Output Settings

General Settings

☐ Enable OpenGL Debug Output Logging

☐ Break on OpenGL Debug Output Reports

Reported Messages Severity: Low

Reported Categories

<input type="checkbox"/> API Error	<input type="checkbox"/> Performance
<input type="checkbox"/> Window System	<input type="checkbox"/> Shader Compiler
<input type="checkbox"/> Deprecations	<input type="checkbox"/> Application
<input type="checkbox"/> Undefined Behavior	<input type="checkbox"/> Other

Ok Cancel

File Edit View Debug Profile Tools **Window** Help



Close All Windows

<10 Open Windows>

All



The windows should be sorted according to their last activation order, i.e. the window last visited should be at the top of the list, the windows visited before that should second from the top, etc.

"All" will show the entire list of windows open in case there are more than 10

File Edit View Debug Profile Tools Window Help



View Help...

View Tutorial...

Check for Updates...

Open Teapot Sample

AMD Developer Tools Support Forum

AMD Developer Tools Knowledge Base

Open a Support Request

About CodeXL...

Manage Components

Name	Description	Enabled
gDEBugger	OpenCL and OpenGL debugger and memory analyzer	<input checked="" type="checkbox"/>
CodeAnalyst	CPU profiling tools	<input checked="" type="checkbox"/>

Ok Save

Allows for user control.
Also appears after the
welcome screen when
the available
components change.

System Information

System Display OpenGL Renderer OpenGL Pixel Formats OpenGL Extensions OpenGL Platforms OpenGL Devices

Item	Value
Computer Name	FooBar
User	Tester
OS name	Windows 7
OS version	6.1.7601
Number of Processors	2
System Type	x86
Processor Details	Family: 10h, Model: 10, Stepping: 0
Total Physical Memory	7926 MB
Available Physical Memory	4203 MB
Total Virtual Memory	2027 MB
Available Virtual Memory	1735 MB
Total Page Files	15851 MB
Available Page Files	12409 MB
Loaded Components	gDEBugger

Ok

Save

Options

General

Source

Log Files

Debug

Profile

Manage Components

3



Floating-point digits of precision

- ☒ Show welcome dialog on start up
- ☒ Show manage components dialog when the available components change

Ok

Save

Options

General Source Log Files Debug Profile Manage Components

Source Files

- ☒ Additional Source Code Directories C:\ProgramData\example\src ...
- ☐ Source Code Root Location
- ☐ Alert when no source is available

Symbols

- ☒ Additional Debug Symbols Paths C:\ProgramData\example\symbols ...

Symbol Server ☒

- ☒ Download Directory C:\users\tester\Symbols

New

Remove

Move Up

Move Down

- ☒ <http://msdl.microsoft.com/downloads/symbols>

Ok

Save

Options

General Source Log Files Debug Profile Manage Components

Log files and images directory: C:\Users\tester\logs



Debug log level:

Info



☐ Flush log file after every monitored function call (not recommended)

Calls History Logging

Texture and Image Logging ☒

- ☒ PNG (Preserves alpha values)
- ☐ JPEG
- ☐ TIFF (3D Textures and Images always stored in TIFF)
- ☐ BMP

Maximum items logged

OpenGL function calls (per context) 4000000

OpenCL function calls (per context)

50000

*If this maximum is exceeded, the log will be cleared.

Define a frame terminator to avoid the automatic clearing.

OpenCL queue commands (per queue)

2000

Ok

Save

Options

General Source Log File Debug Profile Manage Components

☒ Collect allocated objects' creation call stacks

☐ I am using an HTTP proxy server:

Port number:

Performance Counters sample interval (mS):

Ok

Save

Options

General Source Log File Debug Profile Manage Components

Source display

- ☐ Bypass source, only display disassembly
- ☐ Alert when the source file is not available

10



Maximum shown parallel queues

If the profile includes
OpenCL Gantt chart
information

Ok

Save

Options

General

Source

Log Files

Debug

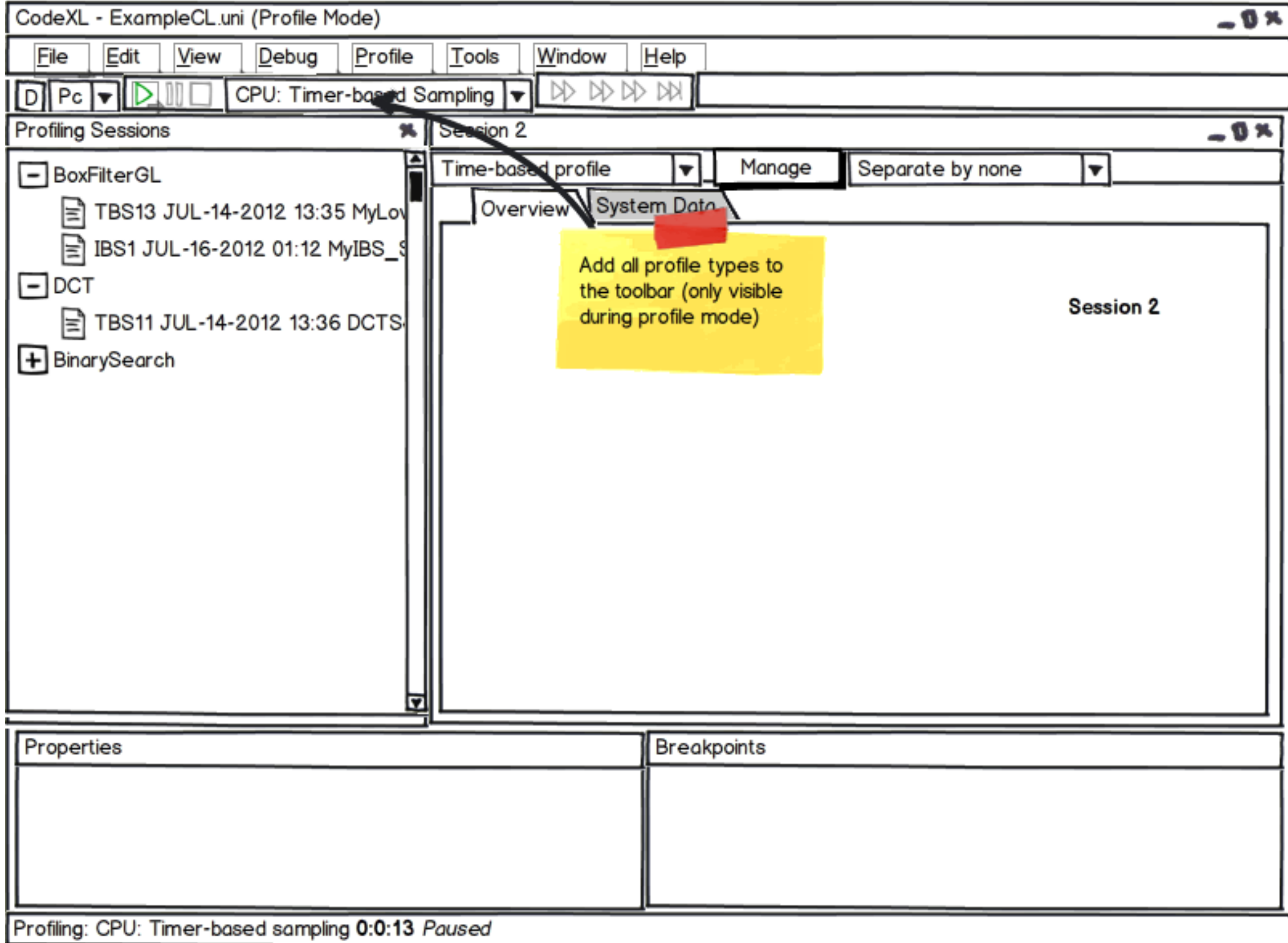
Profile

Manage Components

Name	Description	Enabled
gDEBugger	OpenCL and OpenGL debugger and memory analyzer	<input checked="" type="checkbox"/>
CodeAnalyst	CPU profiling tools	<input checked="" type="checkbox"/>

Ok

Save



 BinarySearch

System Data

Session 2

Profiling Started...



Breakpoints

CodeXL - ExampleCL.uni (Profile Mode)

File

Edit

View

Debug

Profile

Tools

Window

Help

D

Pc

Profiling Sessions

-

BoxFilterGL

TBS13 JUL-14-2012 13:35 MyLo

IBS1 JUL-16-2012 01:12 MyIBS_s

-

DCT

TBS11 JUL-14-2012 13:36 DCTS

+ BinarySearch

Session 2

Time-based profile

Manage

Separate by none

Overview

System Data

Properties

Session 2

- General

Notes

Executed

Arguments

Working Directory

Environmental Variables

+ Start Options

- Duration

Profile Entire Duration

Duration

Terminate after

- Call Stack Collection

Collect Call Stacks

Unwind Depth

Frequency

- Cache Line Utilization

Analyze Cache Line Utilization

C:/code/Example/release/Example.exe

-V 1

C:/code/Example/release/

☒

15 S

☐

☒

10

1

☐

Properties

Breakpoints

Profiling: CPU: Timer-based sampling 0:0:13 Paused

Session 2

- General

Notes

Executed

Arguments

Working Directory

Environmental Variables

+ Start Options

- Duration

Profile Entire Duration

Duration

Terminate after

- Call Stack Collection

Collect Call Stacks

Unwind Depth

Frequency

- Cache Line Utilization

Analyze Cache Line Utilization

C:/code/Example/release/Example.exe

-V 1

C:/code/Example/release/

☒

15 S

☐

☒

10

1

☐

CodeXL - ExampleCL.uni (Profile Mode)

FileEditViewDebugProfileToolsWindowHelp

D

Pc

Properties Window

Debug

Profile

Toolbars

Show Line Numbers

Reset GUI Layout

✓ Session List

Profiling Sessions

Session

Session 1

Renamed Session

Session 2

Time-based profile

Manage

Separate by none

Group Events

Overview

System Data

Ready

Properties

Session 2

- General

Notes

Executed

Arguments

Working Directory

Environmental Variables

+ Start Options

- Duration

Profile Entire Duration

Duration

Terminate after

- Call Stack Collection

Collect Call Stacks

Unwind Depth

Frequency

- Cache Line Utilization

Analyze Cache Line Utilization

C:/code/Example/release/Example.exe

-V 1

C:/code/Example/release/

☒

15 S

☐

☒

10

1

☐



Start Debugging

✓ Debug Mode

Frame Step Ctrl+F11

Draw Step Shift+F10

Step Over F10

Step In F11

Step Out Shift+F11

Break Shift+F5

Stop Debugging F6

Breakpoints >

Add / Remove Breakpoints... Alt+Shift+B

Enable all Breakpoints

Debug Settings...

Command Queues Realtime

Device 1 C1 Q1	

Debug Warning!

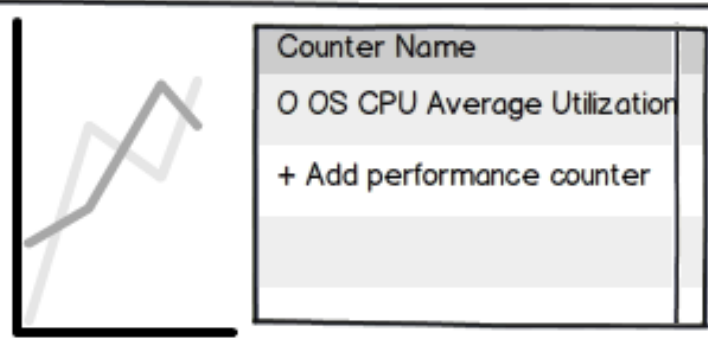
No breakpoints were set!

You will have to manually break the application at an OpenCL or OpenGL API call.

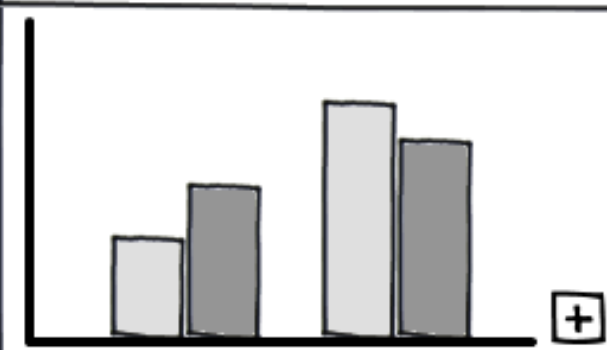
Ok

Shows up when Go is selected without breakpoints being set?

Performance Graph



Performance Dashboard



Debugged Process Events

Building OpenCL Program (Conte
DLL Loaded: C:\Users\franksw\A
Could not build OpenCL Program
Building OpenCL Program (Conte
Build Log: