# Introduction

Welcome to CodeXL!

**CodeXL** is a comprehensive tool suite that allows developers to harness the benefits of AMD CPUs, GPUs, and APUs. Its capabilities include:

* Powerful Host and GPU debugging
* Comprehensive GPU, CPU and Power profiling
* DirectX®12 Graphics Frame Analysis
* Static OpenCL™ kernel analysis capabilities
* Static OpenGL®, Vulkan® and DirectX® shader analysis capabilities

This tool suite enhances accessibility and lets software developers take maximum advantage of heterogeneous computing. **CodeXL** is available as a Visual Studio® extension, as well as a stand-alone user interface application for Windows® operating system and Linux® operating system.

This document is intended for software developers. The chapters on GPU Debugging and Profiling assume a working knowledge of OpenCL and/or OpenGL. The chapter on CPU Profiling assumes an understanding of the concepts of threads and processes, as well as familiarity with CPU architecture. The chapter on Kernel Analysis assumes knowledge of OpenCL and GPU architecture.

Latest Version of This Document

For the latest and greatest version of the documentation, go to the [GPUOpen Website](http://gpuopen.com/).

Contact Information

[GPUOpen Website](http://gpuopen.com/)

[CodeXL GitHub Issues](https://github.com/GPUOpen-Tools/CodeXL/issues) Page