



ATI STREAM COMPUTING SAMPLE

Simple Image

1 Overview

1.1 Location `$(ATISTREAMSDKSAMPLESROOT)\samples\opengl\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 `$(ATISTREAMSDKSAMPLESROOT)\samples\opengl\bin\x86` for 32-bit builds and `$(ATISTREAMSDKSAMPLESROOT)\samples\opengl\bin\x86_64` for 64-bit builds.

Type the following command(s).

1. `SimpleImage`
Performs a copy operation using the GPU's texture unit (Images) to read/write data.
2. `SimpleImage -h`
This prints the help message.

1.3 Command Line Options Table 1 lists, and briefly describes, the command 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 <code>cpu</code> or <code>gpu</code> .
-q	--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.
-d	--deviceId	Select deviceId to be used (0 to N-1, where N is the number of available devices).
-i	--iterations	Number of iterations for kernel execution.

2 Implementation Details

Only the Evergreen series of GPUs support this type of copy operation.

This sample implements:

- 2D copies - writing 2D images to 2D output images.
- 3D copies - converting a 2D images to a 3D images using a number of 2D slices; these are written to an output 2D image. The original image is same as final output.

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