

AMD AGS Library



The AMD GPU Services (AGS) library provides software developers with the ability to query AMD GPU software and hardware state information that is not normally available through standard operating systems or graphic APIs. Version 4.0 of the library includes support for querying graphics driver version info, GPU performance, Crossfire™ (AMD's multi-GPU rendering technology) configuration info, and Eyefinity (AMD's multi-display rendering technology) configuration info. AGS also exposes the explicit Crossfire API extension, GCN shader extensions, and additional extensions supported in the AMD drivers for DirectX 11 and DirectX 12.

Highlights

AGS now returns a lot more information from the GPU in addition to exposing the explicit Crossfire API and other extensions for DirectX 11. Version 4.0 also exposes GCN shader extensions for both DirectX 11 and DirectX 12. Highlights include the following:

- The initialization function can now return information about the GPU:
 - Whether the GPU is GCN or not
 - The adapter string and device id
 - The driver version is now rolled into this structure instead of a separate function call
 - Performance metrics such as the number of compute units and clock speeds
- New explicit Crossfire API
 - Provides the ability to control resource transfers between GPUs in Crossfire configuration in DirectX 11
 - Allows improved performance in multi-GPU configurations
- New GCN shader extension support
 - DirectX 11 and DirectX 12
 - Requires Radeon Software Crimson Edition 16.5.2 or later
- AGS provides access to additional extensions available in the AMD driver for DirectX 11:
 - Quad List primitive type
 - UAV overlap
 - Depth bounds test
 - Multi-draw indirect

Release notes for v4.0.0

- Add support for GCN shader extensions
 - Shader extensions are exposed for both DirectX 11 and DirectX 12
 - Requires Radeon Software Crimson Edition 16.5.2 or later
- Remove `RegisterApp` from the extension API
 - This extension is not currently supported in the driver

This version of the AGS library is just the documentation, header file, import libraries, and DLLs. For the full AGS SDK, which includes samples, visit the AGS SDK repository:

https://github.com/GPUOpen-LibrariesAndSDKs/AGS_SDK