

Chapter 1

simpleCl.c API

```
cl_event sclManageArgsLaunchKernel(sclHard hardware, sclSoft software,
                                   size_t *global_work_size,
                                   size_t *local_work_size,
                                   const char *sizesValues, ...) {

    for (p = sizesValues; *p != '\0'; p++) {
        if (*p == '%') {
            switch (*++p) {
                case 'a': /* Single value non pointer argument */

                    case 'v': /* Buffer or image object void* argument */

                    case 'N': /* Local memory object using NULL argument */

                    case 'w': /* */

                    case 'r': /* input cl_mem buffer */

                    case 'R': /* output cl_mem buffer*/
```

case 'g':