

## OpenCL - DX10 Interoperability

### 1 Overview

**1.1 Location** `$<APPSDKSamplesInstallPath>\samples\opencl\cl\`

**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 `$<APPSDKSamplesInstallPath>\samples\opencl\bin\x86` for 32-bit builds and `$<APPSDKSamplesInstallPath>\samples\opencl\bin\x86_64\` for 64-bit builds.

Before building this sample:

- Ensure you have DirectX SDK installed.
- Add the DX library paths and include paths in Microsoft Visual Studio as follows:  
Tools -> Options -> Projects and Solutions -> VC++ directories

Type the following command(s).

1. `SimpleDX10`  
Runs SimpleDX10 sample with `devicetype` set to GPU.
2. `SimpleDX10 -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.
	--flags	Specify compiler flags to build the kernel.

Short Form	Long Form	Description
-p	--platformId	Select platformId to be used (0 to N-1, where N is the number of available platforms).
-d	--deviceId	Select deviceId to be used (0 to N-1, where N is the number of available devices).
-v	--version	AMD APP SDK version string.

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