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CMake OpenCL: can't read kernel file



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I'm trying to load an external OpenCL kernel and the `clCreateKernel` returns an error code: `-46 CL_INVALID_KERNEL_NAME`. The file structure is the following:

```
.
├── CMakeLists.txt
└── src
    ├── cl.hpp
    ├── GameOfLife.cpp
    ├── kernels
    └── programs.cl
```

This is my first CMake project, thus I'm not sure the following CMake is correct:

```
cmake_minimum_required(VERSION 3.5)
project(gpgpu_gameoflife)

set(CMAKE_CXX_FLAGS "${CMAKE_CXX_FLAGS} -std=c++11")
set(CMAKE_CXX_FLAGS "${CMAKE_CXX_FLAGS} -lOpenCL")

set(CMAKE_MODULE_PATH ${PROJECT_SOURCE_DIR})
include_directories(${PROJECT_SOURCE_DIR}/src/kernels)

# source: http://igorbarbosa.com/articles/how-to-use-opengl-freeglut-and-cmake/
#####
# FIND GLUT
#####
find_package(GLUT REQUIRED)
include_directories(${GLUT_INCLUDE_DIRS})
link_directories(${GLUT_LIBRARY_DIRS})
add_definitions(${GLUT_DEFINITIONS})
if(NOT GLUT_FOUND)
    message(ERROR " GLUT not found!")
endif(NOT GLUT_FOUND)
#####
# FIND OPENGL
#####
find_package(OpenGL REQUIRED)
include_directories(${OpenGL_INCLUDE_DIRS})
link_directories(${OpenGL_LIBRARY_DIRS})
add_definitions(${OpenGL_DEFINITIONS})
if(NOT OPENGL_FOUND)
    message(ERROR " OPENGL not found!")
endif(NOT OPENGL_FOUND)

set(SOURCE_FILES
    src/GameOfLife.cpp
    src/kernels/programs.cl
)
add_executable(gpgpu_gameoflife ${SOURCE_FILES})

target_link_libraries(gpgpu_gameoflife ${OPENGL_LIBRARIES} ${GLUT_LIBRARY})
```

For the following function call I get an empty string as a result, thus I think the kernel file is not available to be read (the kernel itself is not empty).

```
std::string sourceCode = fileToString("kernels/programs.cl");
```