Intel® Graphics Performance Analyzers (Intel® GPA) 2017 R1 Release Notes

Thank you for choosing the Intel® Graphics Performance Analyzers (Intel® GPA), available as a standalone product and as part of Intel® System Studio.

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Introduction

Intel® GPA provides tools for graphics analysis and optimizations for making games and other graphics intensive applications run even faster. The tools support the platforms based on the latest generations of Intel® Core™ and Intel Atom™ processor families, for applications developed for Windows*, Android*, Ubuntu*, or macOS*.

Intel® GPA provides a common and integrated user interface for collecting performance data. Using it, you can quickly see performance opportunities in your application, saving time and getting products to market faster.

For detailed information and assistance in using the product, refer to the following online resources:

- Home Page - view detailed information about the tool, including links to training and support resources, as well as videos on the product to help you get started quickly.

- Getting Started - get the main features overview and learn how to start using the tools on different host systems.

- Training and Documentation - learn at your level with Getting Started guides, videos and tutorials.

- Online Help for Windows* Host - get details on how to analyze Windows* and Android* applications from a Windows* system.

- Online Help for macOS* Host - get details on how to analyze Android* or macOS* applications from a macOS* system.

- Online Help for Ubuntu* Host - get details on how to analyze Android* or Ubuntu* applications from an Ubuntu* system.

- Support Forum - report issues and get help with using Intel® GPA.

What's New

Intel® GPA 2017 R1 offers the following new features:

New Features for Analyzing All Graphics APIs

Graphics Trace Analyzer [Beta]

- Improved workflow for opening trace files. Added a new trace file open dialog which includes trace file previews and system information.

New Features for Analyzing Microsoft DirectX* 12 Applications

Graphics Frame Analyzer

- Significant stability improvements for Graphics Frame Analyzer.
- Implemented indirect drawing support. Metric values are shown for the entire. Note: Viewing metrics for the draw/dispatch calls inside the command signature has not yet been implemented.
- The Metrics Viewer now shows primary or potential bottlenecks with detailed descriptions for a current selection. A more detailed description for each bottleneck can be found in our optimization guide. https://software.intel.com/en-us/articles/6th-gen-graphics-api-dev-guide.
- The GPGPU pipeline was added into the Metrics Viewer to support bottleneck analysis for Dispatch calls.
- Resource Viewer improved with visualization for Copy calls added.
- Resource Viewer shader tab now shows Intel graphics Instructions Set Architecture (ISA) per selected shader.

New Features for Analyzing DirectX* 9/10/11 Applications

System Analyzer HUD:

- Added the ability to change the location of the HUD in DirectX* 11 applications to improve usability for VR applications.

Graphics Frame Analyzer:

- Added initial support for DirectX* 11.3.

Technical Support and Troubleshooting

For technical support, including answers to questions not addressed in the installed product, visit the Support Forum.

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For more complete information about compiler optimizations, see our Optimization Notice.