Intel® Graphics Performance Analyzers (Intel® GPA) 2017 R2 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 graphicsintensive 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 R2 offers the following new features:

New Features for Analyzing All Graphics APIs

Graphics Trace Analyzer [Beta]

- Runtime overhead was improved for Windows* applications.
- Google Chrome's trace-viewer* has been integrated to the Trace Analyzer UI.

New Features for Analyzing Microsoft DirectX* Applications

System Analyzer HUD

- If a mismatched version of DirectX* is chosen for analysis, a new System Analyzer HUD message will appear; this message notifies the user of the currently selected API version

Graphics Frame Analyzer for DirectX 12 Frames

- Scrub Mode implemented
- Pixel History implemented
- API call selection performance improved
- HLSL shader source import added
- Replacing DirectX* 12 byte code with HLSL source implemented
- DXBC and gen-ISA code are available for modified shaders and imported HLSL source code
- DXBC shows references to HLSL code
- pix3.h markers supported
- Console playback interface implemented

New Features for Analyzing OpenGL* Applications

Graphics Monitor:

- Graphics Monitor has been implemented for macOS* and Ubuntu* platforms. It has the same functionality as the Windows* version excluding support for Tracing and Triggers.

Graphics Frame Analyzer:

- GPU Duration metric available for macOS* and Ubuntu* targets
- Scrub Mode implemented
- Highlighting for glBegin/glEnd blocks implemented
- Console playback interface implemented

System Analyzer HUD:

- System Analyzer HUD for OpenGL* applications implemented

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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