

GPU ShaderAnalyzer

“What’s New” release notes for previous versions of ShaderAnalyzer.

What's New in Version 1.51

- Support for Catalyst™ driver 9.2-9.4.
- Support for Microsoft DirectX November 2008 and March 2009.
- Improved support for HLSL compiler options.
- Fixed a bug where the object code window might not show the full disassembly output.
- Fixed a bug where the statistics report the number of GPRs one larger than it should be.

What's New in Version 1.50

- Support for Catalyst™ driver 9.1.
- Support for ATI Radeon™ HD 4550 graphics cards.
- Support for GLSL 1.30 shaders (OpenGL 3.0).
- Improved analysis for dynamic flow controls.
- Fixed an issue with compiling DX9 shaders (SM 3) for ATI Radeon™ x1300, x1600 and x1900 graphics cards.

What's New in Version 1.49

- Support for Catalyst™ driver 8.12.
- Brook+ and IL support has been moved to a newly created tool, Stream KernelAnalyzer.

What's New in Version 1.48

- Support for Catalyst™ driver 8.11.
- Improved stability.
- Removed Catalyst™ driver 7.2 to 7.10 from the installer.

What's New in Version 1.47

- Support for Catalyst™ driver 8.10.
- Added –NoGeometryShader (G) option for a DX10 shader to the command line parameter.
- Fixed several issues with CAL compute shader.

What's New in Version 1.46

- Support for Catalyst™ driver 8.9.
- Support for ATI Radeon™ HD 4670 graphics card.
- Support for CAL 1.2.
- Support for CAL compute shader (only for ATI Radeon™ HD 48xx graphics card).
- Improved analysis of bottleneck computation for shaders with dynamic branching.

What's New in Version 1.45

- Support for Catalyst™ driver 8.8.
- More descriptive text for bottleneck statistics.
- Improved behaviour when saving and restoring window size and state.
- Improved support for shader annotation when auto compile is off.
- ESC key will not exit the app.
- Improved support for Add All in the Statistics Column Selection option window.
- A new –verbose option to the command line version to provide detailed statistics of the shader analysis.
- Reformatted the DX error message. Now, you can double click on the error message to jump to the error line.

What's New in Version 1.44

- Support for Catalyst™ driver 8.7.
- Fixed default file extensions.
- Fixed calculating min, max and avg cycles for RV770.
- Removing an item in the Statistics Column Selection option window now works properly.

What's New in Version 1.43

- Support for Catalyst™ driver versions 8.6
- Support for Radeon HD 4870
- Support for June 2008 DirectX SDK
- Fix for issue in GLSL fragment shader compilation which was incorrectly setting color output buffers

What's New in Version 1.42

- Support for Catalyst™ driver versions 7.2 - 8.5.
- Support for CAL version 1.1 as used by the StreamComputing SDK. The StreamComputing SDK is available from <http://ati.amd.com/technology/streamcomputing/index.html>.
- Support for March 2008 DirectX SDK.
- Support for Shader Annotation.
- Brook+ compilation errors now reported in Object Code window.
- Support for Radeon HD 3870 disassembly.

What's New in Version 1.40

- Support for DirectX10.1 shaders (ps_4_1/vs_4_1/gs_4_1).
- Support for ATI Radeon™ HD 3870 graphics cards.
- Support for ATI Radeon™ x1300 & x1600 graphics cards.
- Support for Catalyst™ driver versions 6.9 - 7.12.
- Support for Brook+ & IL (Intermediate Language) shaders as used by the StreamComputing SDK. The StreamComputing SDK is available from <http://ati.amd.com/technology/streamcomputing/sdkdwld.html>
- New AMD Updater utility checks for the latest version of GSA.
- Support for setting the value of bool constants.
- Switch to using D3DX10 for compiling DX10 shaders. The version of D3DX10 used can be configured in the Options dialog.
- Improved sort ordering of stats list columns.
- Improved support for include paths.

What's New in Version 1.30

- Support for DirectX10 shaders (ps_4_0/vs_4_0/gs_4_0).
- Support for OpenGL shaders (GLSL/arb_fp/arb_vp).
- Improved analysis of shaders with flow control.
- Analysis of probable shader bottleneck.
- Calculation of shader throughput.
- Support for ATI Radeon™ HD 2000 series graphics cards.
- Support for multiple Catalyst™ driver revisions. This release contains Catalyst™ versions 6.9 - 7.8, future releases will add later Catalyst™ versions.
- User-configurable shader context-coloring (available in the Options dialog).
- User-selectable statistics columns (available in the Options dialog).
- Support for configuring flow control coherence settings.