# Introduction

Welcome to CodeXL!

**CodeXL** is a comprehensive tool suite that allows developers to harness the benefits of AMD CPUs, GPUs, and APUs. Its capabilities include:

* Powerful API debugging
* Comprehensive GPU profiling
* Static OpenCL™ kernel analysis capabilities
* Static OpenGL®, Vulkan® and DirectX® shader analysis capabilities

This tool suite enhances accessibility and lets software developers take maximum advantage of heterogeneous computing. **CodeXL** is available as a stand-alone user interface application for Windows® operating system and Linux® operating system.

This document is intended for software developers. The chapters on GPU Debugging and Profiling assume a working knowledge of OpenCL and/or OpenGL. The chapter on Kernel Analysis assumes knowledge of OpenCL and GPU architecture.

Latest Version of This Document

For the latest and greatest version of the documentation, go to the [GPUOpen Website](http://gpuopen.com/).

Contact Information

[GPUOpen Website](http://gpuopen.com/)

[CodeXL GitHub Issues](https://github.com/GPUOpen-Tools/CodeXL/issues) Page