

# Yocto

# Reference Manual

Document No.: **L-813e\_3**

Release No.: **AM335x PD15.2.x**

**i.MX 6 PD15.3.x**

**Yocto 1.8.1**

**Edition: January 2016**

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## Conventions, Abbreviations and Acronyms

This reference manual describes the *Linux* BSP accompanying our hardware products. It is based on The *Yocto* Project, extended with hardware support for our products. We give a brief introduction to *Yocto* in general and the specific changes and additions made by PhYTEC.

### Conventions

The conventions used in this manual are as follows:

- Text in *blue italic* indicates a hyperlink within, or external to the document. Click these links to quickly jump to the applicable URL, part, chapter, table, or figure.
- Text in ***bold italic*** indicates an interaction by the user, which is defined on the screen.
- Text in **Consolas** indicates an input by the user, without a premade text or button to click on.
- Text in *italic* indicates proper names of development tools and corresponding controls (windows, tabs, commands, file paths, etc.) used within the development tool, no interaction takes place.
- **White Text on black background** shows the result of any user interaction (command, program execution, etc.)

	This is a warning. It helps you to avoid annoying problems.
	You can find useful supplementary information about the topic.



# 1 The Yocto Project

## 1.1 Introduction

Yocto is the smallest SI metric system prefix. Like m stands for milli =  $10^{-3}$ , so is yocto  $y = 10^{-24}$ . *Yocto* is also a project working group of the *Linux* foundation and therefore backed up by several major companies in the field. On the project website <http://www.yoctoproject.org/> you can read the official introduction:

"The Yocto Project is an open source collaboration project that provides templates, tools and methods to help you create custom Linux-based systems for embedded products regardless of the hardware architecture. It was founded in 2010 as a collaboration among many hardware manufacturers, open-source operating systems vendors, and electronics companies to bring some order to the chaos of embedded Linux development."

As said, the project wants to provide toolsets for embedded developers. It builds on top of the long lasting OpenEmbedded project. It is not a *Linux* distribution. It contains the tools to create a *Linux* distribution specially fitted to the product requirements. The most important step to bring order in the set of tools, is to define a common versioning scheme and a reference system. All subprojects have then to comply with the reference system and the versioning scheme.

The release process is similar to the Linux Kernel. *Yocto* increases its version number every six month and gives the release a name. The release list can be found here:

<https://wiki.yoctoproject.org/wiki/Releases>

## 1.2 Core Components

The most important tools or subprojects of the *Yocto* Project are:

- *Bitbake*: build engine, a task scheduler like make, interprets metadata
- OpenEmbedded-Core, a set of base layers, containing metadata of software, no sources
- *Yocto* Kernel (1.8.1)
  - Optimized for embedded devices
  - Includes many subprojects: rt-kernel, vendor patches
  - Infrastructure provided by Wind River
  - Alternative: classic kernel – we use classic and not *Yocto* kernel
- *Yocto* Reference BSP: beagleboneblack, minnow max
- *Poky*, the reference system, a collection of projects and tools, used to bootstrap a new distribution based on *Yocto*

## 1.3 Vocabulary

### 1.3.1 Recipes

Recipes contain information about the software project (author, homepage and license). A recipe is versioned, defines dependencies, contains the URL of the source code, and describes how to fetch, configure and compile the sources. It describes how to package the software, e.g. into different `.deb` packages, which then contain the installation path. Recipes are basically written in *Bitbake*'s own programming language, which has a simple syntax. However, a recipe can contain *Python* as well as bash code.

### 1.3.2 Classes

Classes combine functionality used inside recipes into reusable blocks.

### 1.3.3 Layers

A layer is a collection of recipes, classes and configuration metadata. A layer can depend on other layers and can be included or excluded one by one. It encapsulates a specific functionality and fulfills a specific purpose. Each layer falls into a specific category:

- Base
- Machine (BSP)
- Software
- Distribution
- Miscellaneous

*Yocto*'s versioning scheme is reflected in every layer as version branches. For each *Yocto* version, every layer has a named branch in its *Git* repository. You can add one or many layers of each category in your build.

A collection of OpenEmbedded layers can be found here, the search function is very helpful to see if a software package can be retrieved and integrated easily.

<http://layers.openembedded.org/layerindex/branch/master/layers/>

### 1.3.4 Machine

Machines are configuration variables, which describe the aspects of the target hardware.

### 1.3.5 Distribution (Distro)

A distribution describes the software configuration and comes with a set of software features.



## 1.4 Poky

*Poky* is the reference system to define *Yocto Project* compatibility. It combines several subprojects into releases:

- *Bitbake*
- *Toaster*
- OpenEmbedded Core
- *Yocto* Documentation
- *Yocto* Reference BSP

### 1.4.1 Bitbake

*Bitbake* is the task scheduler. It is written in *Python* and interprets recipes which contain code in *Bitbake*'s own programming language, *Python* and bash code. The official documentation can be found here.

<http://www.yoctoproject.org/docs/1.8.1/bitbake-user-manual/bitbake-user-manual.html>

### 1.4.2 Toaster

*Toaster* is a web frontend for *Bitbake* to investigate the build history and statistics. It is planned that it grows into a build management frontend for *Bitbake*. It is not yet complete in its features and under heavy development, but you can already keep an eye on the project.

<http://www.yoctoproject.org/docs/1.8.1/toaster-manual/toaster-manual.html#toaster-manual-intro>

## 1.5 Official Documentation

For more general questions about *Bitbake* and *Poky* consult the mega-manual:

<http://www.yoctoproject.org/docs/1.8.1/mega-manual/mega-manual.html>

## 2 Compatible Linux Distributions

To build *Yocto* you need a compatible *Linux* host development machine. The list of supported distributions can be found in the reference manual:

<http://www.yoctoproject.org/docs/1.8.1/ref-manual/ref-manual.html#detailed-supported-distros>

## 3 Introduction to the Phyttec BSP

### 3.1 BSP Structure

The BSP consists roughly of three parts. BSP management, BSP metadata and BSP content. The management consists of *repo* and *phyLinux*, while the metadata depends on the SoC which describes how to build the software. The content comprises Phyttec's *Git* repositories and external sources.

#### 3.1.1 BSP Management

*Yocto* is an umbrella project. Naturally, this will force the user to base his work on several external repositories. They need to be managed in a deterministic way. The *Repo* tool is one way of managing *Git* repository tasks in a more comfortable way. Phyttec's *Yocto* BSP is managed with *Repo*. This provides us with a method to deliver fixed releases as well as rolling releases.

##### 3.1.1.1 phyLinux

*phyLinux* is a wrapper for *Repo* to handle downloading and setting up the BSP with an "out of the box" experience.

##### 3.1.1.2 Repo

*Repo* is a wrapper around the *Repo* tool set. The *phyLinux* script will install the wrapper in a global path. This is only a wrapper, though. Whenever you run `repo init -u <url>`, you first download the *Repo* tools from *Googles Git* server in a specific version to the `.repo/repo` directory. Next time you run *Repo*, all the commands will be available. So be aware of the fact, that the *Repo* version in different build directories can drift apart over the years if you do not run *Repo sync*. Also if you store stuff for the archives, you need to include the complete `.repo` folder.

*Repo* expects a *Git* repository which will be parsed from the command line. In case of our BSP, we called it *phy<sup>2</sup>octo*, derived from Phyttec's *Yocto*, *phyyocto*, *phy<sup>2</sup>octo*. In this repository the whole information about a software BSP release is stored in the form of a *Repo* xml manifest. This data structure defines URLs of *Git* servers, called "remotes", and *Git* repositories and their states, called "projects". The *Git* repositories can be checked out in different states. The revision field can be a branch, tag or commit ID of a repository. So the state of the software is not necessarily unique, e.g. the HEAD of a branch, and can change over time. That is the reason we use only tags or commit IDs for our releases. The state of the working directory is therefore unique and does not change.

The manifests for the releases have the same name as the release itself. It is a unique identifier for the complete BSP. The releases are sorted by SOC platform. That is why you have to choose the SOC you are using. The selected SOC will define the branch of the *phy<sup>2</sup>octo Git* repository which will be checked out for the manifest selection.

### 3.1.2 BSP Metadata

We include several third party layers in our BSP to get a complete *Linux* distribution up and running without the need of integrating external projects at the beginning. All used repositories are described in the following section.

#### 3.1.2.1 Poky

The Phytex BSP is build on top of *Poky*. It comes with a specific version of it, defined in the *Repo* manifest. *Poky* comes with a specific version of *Bitbake*. The OpenEmbedded-core layer "meta" is used as a base for our *Linux* system.

#### 3.1.2.2 meta-openembedded

OpenEmbedded is a collection of different layers containing the meta description for a lot of open source software projects. We ship all OpenEmbedded layers with our BSP, but not all of them are activated. Our example images pull several software packages generated from OpenEmbedded recipes.

#### 3.1.2.3 meta-qt5

This layer provides a community supported integration of *Qt5* in *Poky*-based root filesystem and is integrated in our BSP.

#### 3.1.2.4 meta-phytec

This layer contains all machines and common features for all our BSPs. It is Phytex's *Yocto Board Support Package* for all supported hardware (since *fido*) and designed to be standalone with *Poky*. Only those two parts are required if you want to integrate the Phytex's hardware into your existing *Yocto* workflow. The features are:

- Bootloaders in *recipes-bsp/barebox/*
- Kernels in *recipes-kernel/linux/*
- Many machines in *conf/machine/*
- Proprietary *OpenGL ES/EGL* user space libraries for AM335x and i.MX 6 platforms
- Proprietary *OpenCL* libraries for i.MX 6 platforms

### 3.1.2.5 meta-yogurt

This is our example distribution. It extends the basic configuration of *Poky* with software projects described by all the other BSP components. It provides a base for some development scenarios. A configuration for *systemd* is provided.

This is our example distribution and BSP layer. It extends the basic configuration of *Poky* with software projects described by all the other BSP components. It provides a base for your specific development scenarios. The current features are:

- *systemd* init system
- *Qt5 with eglfs backend* for Phytex's AM335x and i.MX 6 platforms
- Two different images: *phytec-headless-image* for non-graphic applications and *phytec-qt5demo-image* for *Qt5* and video applications
- Camera integration for i.MX 6 platforms
- A *Qt5* demo application demonstrating how to create a *Qt5* project using *QML* widgets and a *Bitbake* recipe for the *Yocto* and *systemd* integration. It can be found at [sources/meta-yogurt/recipes-qt/examples/phytec-qt5demo\\_git.bb](#)

## 3.2 Build Configuration

The BSP initializes a build folder which will contain all files you create by running *Bitbake* commands. It contains a *conf* folder which handles build input variables.

- *bblayers.conf* defines activated meta-layers,
- *local.conf* defines build input variables specific to your build
- *site.conf* defines build input variables specific to the development host

The two topmost build input variables are *DISTRO* and *MACHINE* they will be preconfigured in *local.conf* when you check out the BSP using phyLinux. In short: *DISTRO* defines the software configuration, *MACHINE* defines the hardware configuration.

As *DISTRO* we deliver "Yogurt" with our BSP. This distribution will be preselected and gives you a starting point for implementing your own configuration.

A *MACHINE* defines a binary image which supports specific hardware combinations of module and baseboard. Have a look at the *machine.conf* file or our webpage for a description of the hardware.

## 4 Installation

### 4.1 Setting up the Host

You need to have a running *Linux* distribution at your hand. It should be running on a powerful machine, as a lot of compiling will be done on it. *Yocto* needs a handful of additional packages on your host. For *Ubuntu 14.04* you need:

```
sudo apt-get install gawk wget git-core diffstat unzip texinfo \
                    gcc-multilib build-essential chrpath socat \
                    libsdl1.2-dev xterm
```

For the other distributions you can find information in the *Yocto* Quickstart:

<http://www.yoctoproject.org/docs/1.8.1/yocto-project-qs/yocto-project-qs.html>

### 4.2 Git Configuration

The BSP is heavily based on *Git*. *Git* needs some information from you as a user to be able to identify which changes were done by whom. If you do not have one, create a `~/.gitconfig`. Here is an example:

```
[user]
  name = <Your Name>
  email = <Your Mail>@phytec.de
[core]
  editor = vim
[merge]
  tool = vimdiff
[alias]
  co = checkout
  br = branch
  ci = commit
  st = status
  unstage = reset HEAD --
  last = log -1 HEAD
[push]
  default = current
[color]
  ui = auto
```

You should at least set *name* and *email* in your *Git* configuration, otherwise *Bitbake* will complain on the first build. You can use the two commands to set them directly without editing `~/.gitconfig` manually:

```
git config --global user.email "your_email@example.com"
git config --global user.name "name surname"
```

### 4.3 site.conf Setup

Before starting the *Yocto* build, it is advisable to configure the development setup. Two things are most important: the download directory and the cache directory. It is not a precondition to do this, but strongly recommended, as it will reduce the compile time of consequent builds.

The download directory is a place where *Yocto* stores all sources fetched from the internet. It can contain tar.gz, *Git* mirror or anything else. It is very useful to set this to a common shared location on the machine. Create this directory with 777 access rights. To be able to share this directory with different users all files need to have group write access. This will most probably be in conflict with default *umask* settings. One possible solution would be to use ACLs for this directory:

```
sudo apt-get install acl
sudo setfacl -R -d -m g::rwx <dl_dir>
```

If you already created a download directory and want to fix the permissions afterwards, you can do so with:

```
sudo find /home/share/ -perm /u=w ! -perm /g=w -exec chmod g+w \{\} \;
sudo find /home/share/ -perm /u=w ! -perm /g=w -exec chown g+w \{\} \;
sudo find /home/share/ -perm /u=r ! -perm /g=r -exec chmod g+r \{\} \;
```

The cache directory stores all stages of the build process. *Poky* has quite an involved caching infrastructure. It is also advisable, to create a shared directory, as all builds can access this cache directory, called shared state cache.

Create the two directories on a drive where you have approximately 50 GB of space and assign the following two variables in your *build/conf/local.conf*.

```
DL_DIR ?= "<your_directory>/yocto_downloads"
SSTATE_DIR ?= "<your_directory>/yocto_sstate"
```

If you want to know more about configuring your build, have a look at the documented example settings:

```
sources/poky/meta-yocto/conf/local.conf.sample
sources/poky/meta-yocto/conf/local.conf.sample.extended
```

## 5 phyLinux Documentation

The phyLinux script is a basic management tool for Phytect *Yocto* BSP releases written in *Python*. It is mainly a helper to get started with the BSP structure. You can get all the BSP sources without the need of interacting with *Repo* or *Git*.

The phyLinux script has only one real dependency. It requires the *wget* tool installed on your host. It will also install the *Repo* tool in a global path (*/usr/local/bin*) on your host PC. You can install it to a different location manually. *Repo* will be automatically detected by phyLinux if it is found in the *PATH*. The *Repo* tool will be used to manage the different *Git* repositories of the *Yocto* BSP.

### 5.1 Get phyLinux

The phyLinux script can be found on the Phytect ftp server:

<ftp://ftp.phytect.de/pub/Software/Linux/Yocto/Tools/phyLinux>

### 5.2 Basic Usage

For the basic usage of phyLinux, type:

```
./phyLinux --help
```

```
usage: phyLinux [-h] [-v] [--verbose] {init,info,clean} ...
```

```
This Programs sets up an environment to work with The Yocto Project on Phytects Development Kits. Use phyLinX <command> -h to display the help text for the available commands.
```

```
positional arguments:
```

```
{init,info,clean} commands
```

```
init      init the phytect bsp in the current directory
```

```
info      print info about the phytect bsp in the current directory
```

```
clean     Clean up the current working directory
```

```
optional arguments:
```

```
-h, --help    show this help message and exit
```

```
-v, --version  show program's version number and exit
```

```
--verbose
```



### 5.3 Initialization

Create a fresh project folder, e.g.:

```
mkdir ~/yocto
```

and run phyLinux from the new folder:

```
./phyLinux init
```

A clean folder is important, because phyLinux will clean its working directory. So all files will be removed after the clean up.

Calling phyLinux not from an empty directory will result in the following warning:

```
This current directory is not empty. It could lead to errors in the BSP configuration
process if you continue from here. At least you have to check your build directory
for settings in bblayers.conf and local.conf, which will not be handled correctly in all
cases. It is advisable to start from an empty directory of call:
$ ./phyLinux clean
Do you really want to continue from here? [yes/no]:
```

On the first initialization, the phyLinux script will ask you to install the *Repo* tool in your */usr/local/bin* directory. During the execution of the *init* command, you need to choose your processor platform, Phytex's BSP release number and the hardware you are working on, e.g.:

```
*****
* Please choose one of the available Machines:
*
* 1 :          beagleboneblack-1 : Hardware Revision A5C 2GiB eMMC
* 2 : phyboard-maia-am335x-1 : PB-00702-002
* 3 : phyboard-wega-am335x-1 : PB-00802-0200C PB-00802-0101C (PEB-AV-01)
* 4 : phyboard-wega-am335x-2 : PB-00802-008 PB-00802-010 (PEB-AV-02)
* 5 :          phycore-am335x-1 : PCM-051-12102F0C.A1/KPCM-953 (Kit)
* 6 :          phycore-am335x-2 : 1GiB RAM, 1GiB NAND variant
* 7 :          phyflex-am335x-1 : PFL-A-03-12113F8I.A1/PBA-B-01
```

If you cannot identify your board with the information given in the selector, have a look at the invoice of the product.

After the configuration is done, you can always run

```
./phyLinux info
```

to see which BSP and Machine is selected in the current workspace.

If you do not want to use the selector, phyLinux also supports command line arguments for the several settings, e.g.

```
./phyLinux init -p am335x -r PD14.1-rc1 -m phycore-am335x-1
```

or view the help command for more information:

```
./phyLinux init --help
```

```
usage: phyLinux init [-h] [--verbose] [--no-init] [-o REPOREPO] [-x XML]
                  [-u URL] [-p PLATFORM] [-r RELEASE]
```

optional arguments:

```
-h, --help          show this help message and exit
--verbose
--no-init           dont execute init after fetch
-o REPOREPO        Use repo tool from another url
-x XML             Use a local XML manifest
-u URL             Manifest git url
-p PLATFORM        Processor platform
-r RELEASE         Release version
```

After the execution of the init command, phyLinux will print a few important notes and also information for the next steps in the build process.

## 5.4 Advanced Usage

phyLinux can be used to transport software states over any medium. The state of the software is uniquely identified by the *manifest.xml*. You can create a manifest, send it to another place and recover the software state with:

```
./phyLinux init -x manifest.xml
```

You can also create a *Git* repository containing your software states. The *Git* repository needs to have branches other than master, as we reserved the master branch for a different usage. Use phyLinux to check out the states:

```
./phyLinux -u <url-of-your-git-repo>
```

## 6 Working with Poky and Bitbake

### 6.1 Start the Build

After you downloaded all the metadata with phyLinux init, you have to set up the shell environment variables. This needs to be done every time you open a new shell for starting builds. We use the shell script provided by Poky in its default configuration. From the root of your project directory type:

```
source sources/poky/oe-init-build-env
```

The abbreviation for the source command is a single dot.

```
. sources/poky/oe-init-build-env
```

The current working directory of the shell should change to *build/* and you are now ready to build your first image. We suggest to start with our hardware bring-up image to see if everything is working correctly. If you want, you can separate the download process from the compile process to identify problems of your internet connection. With

```
bitbake -c fetchall phytec-headless-image
```

all external source repositories get pulled into the download directory. With

```
du -sh <DL_DIR>
```

you can see what the download volume was. Now start the compile process.

```
bitbake phytec-headless-image
```

The first compile process takes about 40 minutes on a modern Intel Core i7. All subsequent builds will use the filled caches and should take about 3 minutes.

### 6.2 Images

If everything went fine, the images can be found under:

```
cd deploy/images/<MACHINE>
```

The easiest way to test your image is to configure your board for booting from SD card and to flash the build image to the SD card:

```
sudo dd if=phytec-headless-image-<MACHINE>.sdcard  
of=/dev/<your_device> bs=1MB conv=fsync
```

Here *<your\_device>* could be "sde" for example, depending on your system.



Be very careful when selecting the right drive! Selecting the wrong drive can erase your hard drive!

The parameter `conv=fsync` forces a data buffer write to the device before `dd` returns.

After booting you can login using a serial cable or over *ssh*. There is no root password. That is because of the debug settings in *conf/local.conf*. If you comment out the line

```
#EXTRA_IMAGE_FEATURES = "debug-tweaks"
```

the debug settings, like setting an empty root password, will not be applied.

### 6.3 Installing the SDK

To install the SDK for a machine and image type, you can create an SDK installer with *Bitbake* in the BSP itself. Ensure that the correct target machine is set. You also need to pass the image type you want to create the SDK for:

```
host$ bitbake <image> -c populate_sdk
```

This takes 1-5 hours depending on the image type and host machine (like building a BSP). After that you may find the installer in your *Yocto* directory under:

```
build/deploy/sdk
```

Install the SDK with (example):

```
host$ cd build/deploy/sdk
```

```
host$ ./poky-glibc-x86_64-phytec-qt4demo-image-cortexa8t2hf-vfp-neon-  
toolchain-1.7.sh
```

Usage example with a simple *C* file named *bumpRTS.c*

```
host$ source /opt/poky/1.7/environment-setup-cortexa8t2hf-vfp-neon-poky-  
linux-gnueabi
```

```
host$ make bumpRTS
```

Creates an arm binary:

```
host$ file bumpRTS  
bumpRTS: ELF 32-bit LSB executable, ARM, EABI5 version 1 (SYSV), dynamically linked  
(uses shared libs), for GNU/Linux 2.6.32,  
BuildID[sha1]=42d4aa389d09ade2023364e4eef9021080f610f9, not stripped
```

### 6.4 Accessing Development States between Releases

Special release manifests exist to give you access to current development states of the *Yocto* BSP. They will not be displayed in the *phyLinux* selection menu but need to be selected manually. This can be done by the following command line:

```
./phyLinux init -r fido
```

This will initialize a BSP which will track the latest development state. From now on running:

```
repo sync
```

in this folder will pull all the latest changes from our *Git* repositories.

## 6.5 Inspect your Build Configuration

*Poky* includes several tools to inspect your build layout. You can inspect the commands of the layer tool:

```
host$ bitbake-layers
```

It can for example be used to view in which layer a specific recipe gets modified.

```
host$ bitbake-layers show-append
```

Before running a build you can also launch *Toaster*, to be able to inspect the build details with the *Toaster* web GUI.

```
host$ source toaster start
```

You can then point your browser to <http://0.0.0.0:8000> and continue working with Bitbake. All build activity can be monitored and analyzed from this web server. If you want to learn more about *Toaster*, have a look at:

<http://www.yoctoproject.org/docs/1.8.1/toaster-manual/toaster-manual.html#toaster-manual-intro>

## 6.6 BSP Features of meta-phytec and meta-yogurt

### 6.6.1 Buildinfo

The *buildinfo* task is a feature in our recipes which prints instructions to fetch the source code from the public repositories. So you do not have to look into the recipes yourself. To see the instructions, e.g. for the barebox package, execute

```
$ bitbake barebox -c buildinfo
```

in your shell. This will print something like

```
(mini) HOWTO: Use a local git repository to build barebox:
```

```
To get source code for this package and version (barebox-2014.11.0-phy2), execute
```

```
$ mkdir -p ~/git
$ cd ~/git
$ git clone ssh://git@git.phytec.de/barebox-dev barebox
$ cd ~/git/barebox
$ git checkout -b v2014.11.0-phy2-local_development
57b87aedbf0b6ae0eb0b858dd0c83411097c777a
```

```
You now have two possible workflows for your changes.
```

```
1. Work inside the git repository:
```

```
Copy and paste the following snippet to your "local.conf":
```

```
SRC_URI_pn-barebox = "git:///${HOME}/git/barebox;branch=${BRANCH}"
SRCREV_pn-barebox = "${AUTOREV}"
BRANCH_pn-barebox = "v2014.11.0-phy2-local_development"
```

After that you can recompile and deploy the package with

```
$ bitbake barebox -c compile
$ bitbake barebox -c deploy
```

Note: You have to commit all your changes. Otherwise yocto doesn't pick them up!

## 2. Work and compile from the local working directory

To work and compile in an external source directory you can use the `externalsrc.bbclass`.

To use it copy and paste the following snippet to your "local.conf":

```
INHERIT += "phyexternalsrc"
EXTERNALSRC_pn-barebox = "${HOME}/git/barebox"
EXTERNALSRC_BUILD_pn-barebox = "${HOME}/git/barebox"
```

Note: All the compiling is done in the `EXTERNALSRC` directory. Everytime you build an Image, the package will be recompiled and build.

NOTE: Tasks Summary: Attempted 1 tasks of which 0 didn't need to be rerun and all succeeded.

NOTE: Writing buildhistory

As you can see, everything is explained in the output.



Using `externalsrc` breaks a lot of *Yocto*'s internal dependency mechanism. It is not guaranteed that any changes to the source directory are automatically picked up by the build process and incorporated into the root filesystem or SD card image. You have to always use `--force`. E.g. to compile `barebox` and redeploy it to `deploy/images/<machine>` execute:

```
bitbake barebox -c compile --force
bitbake barebox -c deploy
```

To update the SD card image with a new kernel or image first force the compilation of it and then force a rebuild of the root filesystem. Use

```
bitbake phytec-qt5demo-image -c rootfs --force
```

Also note that the `buildsystem` is not modifying the external source directory. If you want to apply all patches the *Yocto* recipe is carrying to the external source directory run the line:

```
SRCTREECOVEREDTASKS="" BB_ENV_EXTRAWHITE="$BB_ENV_EXTRAWHITE
SRCTREECOVEREDTASKS" bitbake <recipe> -c patch
```

## 6.7 Customizing the BSP

To get you started with the BSP we summarize some basic tasks from the *Yocto* official documentation. It describes how to add additional software to the image, change the kernel and bootloader configuration and integrate patches for kernel and bootloader.

Minor modifications, such as adding software, are done in the file *build/conf/local.conf*. There you can overwrite global configuration variables and make small modifications to recipes.

For major changes you have generally two ways. Either create your own layer and use *bbappends* or add everything to Phytex's Distro layer *meta-yogurt*. How to create your own layer is describe in [section 6.7.4](#).

### 6.7.1 How to disable the Qt Demo

By default the BSP image *phytec-qt5demo-image* starts a nice Qt5 Demo application on the display or monitor attached.

If you want to stop the demo and use the *Linux* framebuffer console behind it, connect per serial cable, or *ssh* to the target and execute the shell command

```
target$ systemctl stop phytec-qt5demo.service
```

The command stops the demo temporarily. To start it again reboot the board or execute

```
target$ systemctl start phytec-qt5demo.service
```

You can disable the service permanently, so it does not start on boot, by executing

```
target$ systemctl disable phytec-qt5demo.service
```



The last command only disables the service. It does not stop it immediately. To see the current status execute

```
target$ systemctl status phytec-qt5demo.service
```

If you want to disable the service by default, edit the file *build/conf/local.conf* and add the following line:

```
# file build/conf/local.conf
SYSTEMD_AUTO_ENABLE_pn-phytec-qt5demo = "disable"
```

After that rebuild the image by executing

```
host$ bitbake phytec-qt5demo-image
```

## 6.7.2 How to add additional Software to the BSP Image

To add another software to the image have a look at the OpenEmbedded layer index at:

<http://layers.openembedded.org/layerindex/>

First select the *Yocto* version of the BSP you have from the drop-down list in the top left corner and click **Recipes**. Now you can search for a software project name and find out in which layer it can be found. In the simple case the program is in *meta-openembedded*, *openembedded-core*, or *Poky*, which means that the recipe is already in your build tree.

This section describes how to add additional software in this case.

If the package is in another layer, see the next section.

You can also search the list of available recipes by executing

```
host$ bitbake -s | grep <program name> # fill in programm name, like in
host$ bitbake -s | grep lsof
```

When the recipe for the program is already in the *Yocto* build, you can simply add it by appending a configuration option to your file *build/conf/local.conf*. The general syntax to add additional software to an image is:

```
# file build/conf/local.conf
IMAGE_INSTALL_append = " <package1> <package2>"
```



The leading whitespace is necessary for the append command.

For example the next line

```
# file build/conf/local.conf
IMAGE_INSTALL_append = " ldd strace file lsof"
```

installs some little helper programs on the target image.

All configuration options in *local.conf* apply to all images. Consequently the tools are now included in both images *pyhtec-headless-image* and *pyhtec-qt5demo-image*.

### 6.7.2.1 Notes about Packages and Recipes

Please note that you are adding packages to the `IMAGE_INSTALL` variable. Those are not necessarily equivalent to the recipes in your meta-layers. A recipe defines per default a package with the same name. But a recipe can set the `PACKAGES` variable to something different and is able to generate packages with arbitrary names. Whenever you look for software, you have to search for the package name and, strictly speaking, not for the recipe. In the worst case you have to look at all `PACKAGES` variables. A tool like *Hob* or *Toaster* can be helpful in some cases.



If you can not find your software in the layers provided in the folder *sources/*, see the next section to include another layer into the *Yocto* build.

References: [Yocto 1.8.1 Docu - Customizing Images Using local.conf](#)

### 6.7.3 How to add an additional Layer

This is a step by step guide how to add another layer to your *Yocto* build and install additional software from it. As an example we include the network security scanner *nmap* in the layer *meta-security*.

First you must locate in the layer which software is hosted.

Checkout the [OpenEmbedded MetaData Index](#) and guess a little bit. The network scanner *nmap* is in the *meta-security* layer. See [meta-security on layers.openembedded.org](#).

To integrate it into the *Yocto* build, you have to checkout out the repository and then switch to the correct stable branch. Since the BSP is based on the *Yocto* 'dizzy' build, you should try to use the 'dizzy' branch in the layer, too, but other branches may also work.

```
host$ cd sources
host$ git clone git://git.yoctoproject.org/meta-security
host$ git branch -r
```

All available remote branches will show up. Usually there should be 'daisy', 'dizzy', 'fido', 'master', ...

```
host$ git checkout fido
```

As there is no 'dizzy' branch in *meta-security*, we try the next stable branch from 'dizzy', which is 'fido'.

Now we add the directory of the layer to the file *build/conf/bblayers.conf* by appending the line

```
# file build/conf/bblayers.conf
BBLAYERS += "${BSPDIR}/sources/meta-security"
```

to the end of the file. After that you can check if the layer is available in the build configuration by executing

```
host$ bitbake-layers show-layers
```

If there is an error like

```
ERROR: Layer 'security' depends on layer 'perl-layer', but this layer is not enabled in your configuration
```

the layer, that you want to add (here *meta-security*), depends on another layer, which you need to enable first. E.g. the dependency required here is a layer in *meta-openembedded*

(in the Phytex BSP it is in the path `sources/meta-openembedded/meta-perl/`). To enable it, also add the following line to `build/conf/bblayers.conf`:

```
# file build/conf/bblayers.conf
BBLAYERS += "${BSPDIR}/sources/meta-openembedded/meta-perl"
```

Now the command `bitbake-layers show-layers` should print a list of all layers enabled including `meta-security` and `meta-perl`.

After the layer is included, you can install additional software from it as already described above. The easiest way is to add the following line (here the package `nmap`).

```
# file build/conf/local.conf
IMAGE_INSTALL_append = " nmap"
```

to your `build/conf/local.conf`. Do not forget to rebuild the image, e.g.

```
host$ bitbake phytec-qt5demo-image
```

#### 6.7.4 How to create your own Layer

Creating your layer should be one of the first tasks when customizing the BSP. You have two basic options. You could either copy and rename our `meta-yogurt`, or you can create a new layer which will contain your changes. Which way is the better solution, depends on your use case. `meta-yogurt` is our example of how to create a custom *Linux* distribution and will be updated in future. If you want to benefit from those changes and are, in general, satisfied with the user space configuration, it could be the best solution to create your own layer on top of *Yogurt*. If you need to rework a lot of stuff and only need the basic hardware support from Phytex, better copy `meta-yogurt`, rename it and adapt it to your needs. You can also have a look at the OpenEmbedded layer index to find different distribution layers. If you just need to add your own application to the image, create your own layer.

In the following chapter we assume that we have an embedded project called "racer" which we will implement using our *Yogurt Linux* distribution.

First we need to create a new layer. *Yocto* provides a script for that. If you set up the BSP and the shell is ready, type:

```
host$ yocto-layer create racer
```

Default options are fine for now. Move the layer to the source directory:

```
host$ mv meta-racer ../sources/
```

Create a *Git* repository in this layer to track your changes:

```
host$ cd ../sources/meta-racer
host$ git init && git add . && git commit -s
```

Now you can add the layer to your `build/conf/bblayers.conf`

```
BBLAYERS += "${BSPDIR}/sources/meta-racer"
```

### 6.7.5 How to know your Kernel and Bootloader Recipe and Version

First you should know, which kernel and version is used for your target machine. Phyttec provides two kernel recipes *linux-mainline* and *linux-ti*. The first one provides support for the Phyttec's i.MX6 modules and is based on the Linux kernel stable releases from [kernel.org](http://kernel.org). The second one provides support for Phyttec's AM335x modules and is based on the TI vendor kernel.

The *Git* repositories URLs are

- *linux-ti*: [git://git.phytec.de/linux-ti](https://git.phytec.de/linux-ti)
- *linux-mainline*: [git://git.phytec.de/linux-mainline](https://git.phytec.de/linux-mainline)

To know your kernel provider execute the following command:

```
host$ bitbake virtual/kernel -e | grep "PREFERRED_PROVIDER_virtual/kernel"
```

The command prints the value of the variable *PREFERRED\_PROVIDER\_virtual/kernel*. The variable is used in the internal *Yocto* build process to select the kernel recipe to use. The following two lines are two different outputs you might see.

```
PREFERRED_PROVIDER_virtual/kernel="linux-mainline"
PREFERRED_PROVIDER_virtual/kernel="linux-ti"
```

To know which version is used, execute `bitbake -s`. For example,

```
host$ bitbake -s | egrep -e "linux-mainline|linux-ti|barebox"
```

The parameter `-s` prints the version of all recipes. The output contains the recipe name on the left and the version on the right.

```
barebox                :2015.02.0-phy2-r3
linux-mainline         :3.19.5-phy4-r0
```

As you can see the recipe *linux-mainline* has the version 3.19.5-phy4-r0. In the Phytecs' *linux-mainline* *Git* repository you will find a corresponding tag v3.19.5-phy4. The version of the *barebox* recipe is 2015.02.0-phy2.

If your machine has an AM335x module the output of `bitbake -s` contains a line starting with *linux-ti*.

## 6.7.6 How to Configure the Kernel or Bootloader

Luckily the bootloader used by Phytex, *barebox*, uses the same build system as the *Linux* kernel. Therefore all commands in this section can be used to configure the kernel and bootloader.

To configure the kernel or bootloader execute one of the following commands:

```
host$ bitbake -c menuconfig virtual/kernel # Using the virtual provider
                                         name
host$ bitbake -c menuconfig linux-ti      # Or use the recipe name
                                         directly (If you use an AM335x Module)
host$ bitbake -c menuconfig linux-mainline # Or use the recipe name
                                         directly (If you use an i.MX 6 Module)
host$ bitbake -c menuconfig barebox      # Or change the configuration
                                         of the bootloader
```

After that you can recompile and redeploy the kernel or bootloader by executing:

```
host$ bitbake virtual/kernel -c compile -f # Or 'barebox' for the
                                           bootloader
host$ bitbake virtual/kernel -c deploy    # Or 'barebox' for the
                                           bootloader
host$ bitbake phytec-headless-image      # To update the kernel/bootloader
                                           and modules in the rootfs and SD card.
```

In the last command you can replace the image name with the name of an image of your choice. The new images and binaries are in *build/deploy/images/<machine>/*.



The build configuration is not permanent yet.  
Executing e.g. `bitbake virtual/kernel -c clean` will remove everything.

To make your changes permanent in the build system, you have to integrate your configuration modifications into a layer. For the configuration you have two options: Either include only a configuration fragment (a minimal *diff* between the old and new configuration), or the complete default configuration (*defconfig*) after your modifications.

Having a set of configuration fragments makes it more transparent what was changed at which stage. You can turn on and off the changes, you can manage configurations for different situations and it helps when porting changes to new kernel versions. You can also group changes together to reflect a specific use case. A fully assembled kernel configuration will be deployed in the directory *build/deploy/images/<machine>/*.

If you do not have any of those requirements it might be simpler to just manage a separate *defconfig* file.

### 6.7.6.1 How to add a Configuration Fragment to a Recipe

The following steps can be used for both kernel and bootloader.

Just replace the recipe name *linux-mainline* in the commands with *linux-ti*, or *barebox* for the bootloader.

Restore a clean build, otherwise the diff of the configuration maybe wrong:

```
host$ bitbake linux-mainline -c clean
host$ bitbake linux-mainline -c menuconfig
```

Make your configuration changes in the menu and generate a config fragment with

```
host$ bitbake linux-mainline -c diffconfig
```

which prints the path of the written file:

```
Config fragment has been dumped into:
/home/<path>/build/tmp-glibc/work/phyflex_imx6_2-phytec-linux-
gnueabi/linux-mainline/3.19.5-phy4-r0/fragment.cfg
```

All config changes are in the file *fragment.cfg* which should consist of only some lines.

The following example shows how to create a *bbappend* file and how to add the necessary lines for the config fragment. You just have to adjust the directories and names for the specific recipe: *linux-mainline*, *linux-ti*, or *barebox*.

```
sources/<layer>/recipes-kernel/linux/linux-mainline_%.bbappend    # For the recipe linux-
                                                                mainline
sources/<layer>/recipes-kernel/linux/linux-ti_%.bbappend        # For the recipe linux-ti
sources/<layer>/recipes-bsp/barebox/barebox_%.bbappend          # For the recipe barebox
```

Replace the string *layer* with your own layer created as shown above (e.g. *meta-racer*), or just use *meta-yogurt*.

To use *meta-yogurt* first create the directory for the config fragment and give it a new name (here *enable-r8169.cfg*) and move the fragment to the layer.

```
host$ mkdir -p sources/meta-yogurt/recipes-kernel/linux/features
                                # copy the path from the output of *diffconfig*
host$ cp /home/<path>/build/tmp-glibc/work/phyflex_imx6_2-phytec-linux-
gnueabi/linux-mainline/3.19.5-phy4-r0/fragment.cfg \sources/meta-
yogurt/recipes-kernel/linux/features/enable-r8169.cfg
```

Then open the *bbappend* file (in this case *sources/meta-yogurt/recipes-kernel/linux/linux-mainline\_%.bbappend*) with your favorite editor and add the following lines:

```
# contents of the file linux-mainline_%.bbappend
FILESEXTRAPATHS_prepend := "${THISDIR}/features:"
SRC_URI_append = " \
    file://enable-r8169.cfg \
"
```



Do not forget to use the correct *bbappend* filenames: *linux-ti\_%.bbappend* for the *linux-ti* recipe and *barebox\_%.bbappend* for the bootloader in the folder *recipes-bsp/barebox/!*

After saving the *bbappend* file, you have to rebuild the image. Yocto should pick up the recipe changes automatically and generate a new image:

```
host$ bitbake phytec-headless-image    # Or another image name
```

### 6.7.6.2 How to add a complete default Configuration (*defconfig*) to a Recipe

This approach is as above, but instead of adding a fragment a *defconfig* is used.

First create the necessary folders in the layer you want to use, either your own layer, or *meta-yogurt*, e.g.:

```
host$ mkdir -p sources/meta-yogurt/recipes-kernel/linux/features/
# For both linux-mainline and linux-ti
host$ mkdir -p sources/meta-yogurt/recipes-bsp/barebox/features/
# Or for the bootloader
```

Then you have to create a suitable *defconfig* file. Make your configuration changes using *menuconfig* and then save the *defconfig* file to the layer, e.g.:

```
host$ bitbake linux-mainline -c menuconfig # Or use recipe name linux-ti
# or barebox
host$ bitbake linux-mainline -c savedefconfig # Create file
# 'defconfig.temp' in the work directory
```

This will print the path to the generated file:

**Saving defconfig to .../defconfig.temp**

Then, as above, copy the generated file to your layer, rename it to *defconfig* and add the following lines to the *bbappend* file (here *sources/meta-yogurt/recipes-kernel/linux/linux-mainline\_%.bbappend*):

```
# contents of the file linux-mainline_%.bbappend
FILESEXTRAPATHS_prepend := "${THISDIR}/features:"
SRC_URI_append = " \
    file://defconfig \
"
```



Do not forget to use the correct *bbappend* filenames: *linux-ti\_%.bbappend* for the *linux-ti* recipe and *barebox\_%.bbappend* for the bootloader in the folder *recipes-bsp/barebox/* !

After that rebuild your image as the changes are picked up automatically.

```
host$ bitbake phytec-headless-image # Or another image name
```

### 6.7.7 How to patch the Kernel or Bootloader with *devtool*

Apart from using the standard versions of kernel and bootloader which are provided in the recipes, you can modify the source code or use our own repositories to build your customized kernel.

Pro	Contra
Standard workflow of the official <i>Yocto</i> documentation	Uses additional hard drive space as the sources get duplicated
Toolchain does not have to recompile everything	No optimal cache usage, build overhead

*Devtool* is a set of helper scripts to enhance the user workflow of *Yocto*. It was integrated in version 1.8. It is available as soon as you set up your shell environment. *Devtool* is able to:

- modify existing sources,
- integrate software projects into your build setup,
- build software and deploy software modifications to your target

Here we will use *devtool* to patch the kernel. We use *linux-ti* as an example for the AM335x *TI* kernel. The first command we use is *devtool modify -x <recipe> <directory>*:

```
host$ devtool modify -x linux-ti linux-ti
```

*Devtool* will create a layer in *build/workspace* where you can revisit all modifications done by *devtool*. It will extract the sources corresponding to the recipe to the specified directory. A *bbappend* will be created in the workspace directing the *SRC\_URI* to this directory.



Building an image with *Bitbake* will now use the sources in this directory. Now you can modify something in the kernel, e.g.

```
host$ vim linux-ti/arch/arm/boot/dts/am335x-phycore-som.dtsi
    -> make a change
host$ bitbake phytec-qt5demo-image
```

Your changes will now be recompiled and added to the image. If you want to store your changes permanently, it is advisable to create a patch from the changes, and to store and backup only the patch. You can go into the *linux-ti* directory and create a patch using *Git*. How to create a patch is described in the middle of the next section and is common to all methods.

If you want to learn more about *devtool*, visit: [Yocto 1.8.1 - Devtool](#)

### 6.7.8 How to patch the Kernel or Bootloader with the "temporary Method"

Pro	Contra
No overhead, no extra configuration	Changes are easily overwritten by <i>Yocto</i> (Everything is lost!!)
Toolchain does not have to recompile everything	

It is possible to alter the source code, before *Bitbake* configures and compiles the recipe. Use *Bitbake's devshell* command to jump into the source directory of the recipe. Here it is the *barebox* recipe:


```
host$ bitbake barebox -c devshell # or linux-mainline, linux-ti
```

After executing the command, a shell window opens. The current working directory of the shell will be changed to the source directory of the recipe inside the *tmp* folder. Here you can use your favorite editor, e.g. *vim*, or *emacs*, or anything graphical, to alter the source code. When you are finished exit the *devshell* by typing *exit*, or hitting **CTRL-D**.

After leaving the *devshell* you can recompile the package.

```
host$ bitbake barebox -c compile --force # or linux-mainline, linux-ti
```

The extra argument *--force* is important, because *Yocto* does not recognize that the source code was changed.

	You cannot execute the <i>Bitbake</i> command in the <i>devshell</i> . You have to leave it first.
---	--



If the build fails, execute the *devshell* command again and fix it. If the build is successful, you can deploy the package and create a new SD card image.

```
host$ bitbake barbox -c deploy          # new barebox in e.g.
                                         deploy/images/phyflex-imx6-2/barebox.bin
host$ bitbake phytec-headless-image    # new sdcard image in e.g.
                                         deploy/images/phyflex-imx6-2/phytec-headless-image-phyflex-imx6-2.sdcard
```



If you execute a clean e.g. *bitbake barebox -c clean*, or if Yocto refetches the source code, all your changes are lost!!!

To avoid this, you can create a patch and add it to a *bbappend* file. It is the same workflow as described in the section about changing the configuration.

You have to create the patch in the *devshell* if you use the temporary method, and in the subdirectory created by *devtool* if you used *devtool*:

```
host$ bitbake barebox -c devshell        # Or linux-mainline, linux-ti
host(devshell)$ git status               # Show changes files
host(devshell)$ git add <file>          # Add a special file to the
                                         staging area
host(devshell)$ git commit -m "important modification" # Creates a
                                         commit with a not so useful commit message
host(devshell)$ git format-patch -1 -o ~/ # Creates a patch of the
                                         last commit and saves it in your home folder
/home/<user>/0001-important-modification.patch # Git prints the path of
                                         the written patch file
host(devshell)$ exit
```

After you have created the patch, you must create a *bbappend* file for it.

The locations for the three different recipes - *linux-mainline*, *linux-ti* and *barebox* – are:

```
sources/<layer>/recipes-kernel/linux/linux-mainline_%.bbappend # For the recipe linux-
                                                                mainline
sources/<layer>/recipes-kernel/linux/linux-ti_%.bbappend       # For the recipe linux-ti
sources/<layer>/recipes-bsp/barebox/barebox_%.bbappend         # For the recipe barebox
```

The following example is for the recipe *barebox*. You have to adjust the paths.

First create the folders and move the patch to it. Then create the *bbappend* file.

```
host$ mkdir -p sources/meta-yogurt/recipes-bsp/barebox/features # Or
                                                                use your own layer instead of *meta-yogurt*
host$ cp ~/0001-important-modification.patch sources/meta-yogurt/recipes-
    bsp/barebox/features # copy patch
host$ touch sources/meta-yogurt/recipes-bsp/barebox/barebox_%.bbappend
```



Pay attention to your current work directory. You have to execute the commands in the BSP top level directory. Not in the *build* directory!

After that use your favorite editor to add the following snippet into the *bbappend* file (here *sources/meta-yogurt/recipes-bsp/barebox/barebox\_%.bbappend*).

```
# contents of the file barebox_%.bbappend
FILESEXTRAPATHS_prepend := "${THISDIR}/features:"
SRC_URI_append = " \
    file://0001-important-modification.patch \
"
```

Save the file and rebuild the *barebox* recipe with:

```
host$ bitbake barebox -c clean    # Or linux-ti, linux-mainline
host$ bitbake barebox
```

If the build is successful, you can rebuild the final image with:

```
host$ bitbake phytec-headless-image    # Or another image name
```

Further Resources:

The *Yocto* Project has already some documentation for software developers. You should especially check the *Kernel Development Manual* for more information about how to configure the kernel. Please note that not all the information from the *Yocto* manual can be applied to the Phytex BSP as we use the classic kernel approach of *Yocto* and most of the documentation assumes the *Yocto* kernel approach.

- [Yocto - Kernel Development Manual](#)
- [Yocto - Development Manual](#)
- <http://www.yoctoproject.org/docs/1.7.2/dev-manual/dev-manual.html#modifying-temporary-source-code>

### 6.7.9 How to work with the Kernel and Bootloader using SRC\_URI in *local.conf*

Here we present a third option to make kernel and bootloader changes.

You have external checkouts of the *linux-mainline*, *linux-ti*, or *barebox* *Git* repositories. You will overwrite the URL of the source code fetcher, the variable `SRC_URI`, to point to your local checkout instead of the remote repositories.

Pro	Contra
All changes are saved with <i>Git</i>	Many working directories in <i>build/tmp-glibc/work/&lt;machine&gt;/&lt;package&gt;/</i>
	You have to commit every change before recompiling
	For each change the toolchain compiles everything from scratch (avoidable with <i>ccache</i> )

First you need a local clone of the *Git* repository of either *barebox* or kernel. If you do not have one, use the commands:

```
host$ mkdir ~/git
host$ cd ~/git
host$ git clone git://git.phytec.de/barebox
host$ cd barebox
host$ git checkout -b v2015.02.0-phy remotes/origin/v2015.02.0-phy
```

Add the following snippet to the file *build/conf/local.conf*.

```
# Use your own path to the git repository
# NOTE: Branche name in variable "BRANCH_pn-barebox" should be the same
# as the
# branch which is used in the repository folder. Otherwise your commits
# won't be recognized later.
BRANCH_pn-barebox = "v2015.02.0-phy"
SRC_URI_pn-barebox = "git:///${HOME}/git/barebox;branch=${BRANCH}"
SRCREV_pn-barebox = "${AUTOREV}"
```

You also have to set the correct `BRANCH` name in the file.

Either you create your own branch in the *Git* repository, or you use the default (here "v2015.02.0-phy"). Now you should recompile *barebox* from your own source.

```
host$ bitbake barebox -c clean
host$ bitbake barebox -c compile
```

Build should be successful because the source was not changed yet.

You can alter the source in `~/git/barebox`, or for example the default `defconfig` (e.g. `~/git/barebox/arch/arm/configs/imx_v7_defconfig`).

After you are satisfied with your changes, you have to make a dummy commit for *Yocto*. If you do not do that, *Yocto* will not notice that the source code was modified. Thus, execute something like

```
host$ git status # show modified files
host$ git diff   # show changed lines
host$ git commit -a -m "dummy commit for yocto" # This command is
                                                important!
```

in your repository folder (e.g. `~/git/barebox/`).

Try to compile your new changes. *Yocto* will automatically notice that the source code was changed and fetches and configures everything from scratch.

```
host$ bitbake barebox -c compile
```

If the build fails, go back to the source directory, fix the problem and recommit your changes. If the build was successful, you can deploy *barebox* and even create a new SD card image.

```
host$ bitbake barbox -c deploy # new barebox in e.g.
                             deploy/images/phyflex-imx6-2/barebox-phyflex-imx6-2.bin
host$ bitbake phytec-headless-image # new sd-card image in e.g.
deploy/images/phyflex-imx6-2/phytec-headless-image-phyflex-imx6-2.sdcard
```

If you want to make additional changes, just make another commit in the repository and rebuild *barebox* again.

### 6.7.10 Adding existing Software with the "sustainable Method"

Now that you have created your own layer, you have a second option to add existing software to existing image definitions. Our standard image is defined in meta-yogurt in

`meta-yogurt/recipes-images/images/phytec-headless-image.bb`

In your layer you can now modify the recipe with a `bbappend` without modifying any BSP code:

```
meta-racer/recipes-images/images/phytec-headless-image.bbappend
```

The append will be parsed together with the base recipe. As a result, you can easily overwrite all variables set in the base recipe, which is not always what you want. If we want to include additional software we need to append to the `IMAGE_INSTALL` variable:

```
IMAGE_INSTALL_append = " rsync"
```

### 6.7.11 How to change the Network Configuration

To tweak IP addresses, routes and gateways at runtime you can use the known tools *ifconfig* and *ip*. Some examples:

```
target$ ip addr                    # Show all network interfaces
target$ ip route                   # Show all routes
target$ ip addr add 192.168.178.11/24 dev eth0      # Add static ip and
                                                    route to interface eth0
target$ ip route add default via 192.168.178.1 dev eth0 # Add default
                                                    gateway 192.168.178.1
target$ ip addr del 192.168.178.11/24 dev eth0     # Remove static ip
                                                    address from interface eth0
```

The network configuration is managed by *systemd-networkd*. To query the current status you can use:

```
target$ networkctl status
target$ networkctl list
```

The network daemon reads his configuration from the directories */etc/systemd/network/*, */run/systemd/network/* and */lib/systemd/network/* (from higher to lower priority). A sample configuration in */lib/systemd/network/eth0.network* looks like:

```
# file /lib/systemd/network/eth0.network
[Match]
Name=eth0

[Network]
Address=192.168.3.11/24
Gateway=192.168.3.10
```

These files *\*.network* replace */etc/network/interfaces* from other distributions. You can either edit the file *eth0.network* in-place or copy it to */etc/systemd/network/* and make your changes there. After changing a file you must restart the daemon to apply your changes:

```
target$ systemctl restart systemd-networkd
```

To see the syslog message of the network daemon use:

```
target$ journalctl --unit=systemd-networkd.service
```

To modify the network configuration at build time look into the recipe *sources/meta-yogurt/recipes-core/systemd/systemd-machine-units.bb* and the interface files in the folder *meta-yogurt/recipes-core/systemd/systemd-machine-units/* where the static IP address configuration for *eth0* (and optionally *eth1*) is done.

For more information see <https://wiki.archlinux.org/index.php/Systemd-networkd> and <http://www.freedesktop.org/software/systemd/man/systemd.network.html>.

## 6.8 Common Tasks

### 6.8.1 Debugging a User Space Application

The `phytec-qt5demo-image` can be cross debugged without any change. For cross debugging you just have to match the host sysroot with the image in use. So you need to create a toolchain for your image with:

```
bitbake -c populate_sdk phytec-qt5demo-image
```

Additionally, if you want to have full debug and backtrace capabilities for all programs and libraries in the image, you could add

```
DEBUG_BUILD = "1"
```

to the `conf/local.conf`. This is not necessary in all cases. The compiler options will then be switched from `FULL_OPTIMIZATION` to `DEBUG_OPTIMIZATION`. Have a look at the *Poky* source code for the default assignment of `DEBUG_OPTIMIZATION`.

To start a cross debug session install the SDK as mentioned previously, source the SDK environment and run *Qt Creator* in the same shell. If you do not use *Qtcreator* you can directly call the `arm-<.>-gdb` debugger instead, which should be in your path after sourcing the environment script.

If you work with *Qt Creator*, have a look in the appropriate documentation delivered with your product (either QuickStart, or Application Guide) for information on how to set up the toolchain.

When starting the debugger with your user space application you will get a SIGILL, an illegal instruction from the *libcrypto*. *Openssl* probes for the system capabilities by trapping illegal instructions, which will trigger *GDB*. You can ignore this and hit **Continue** (`c` command). You can permanently ignore this stop by adding

```
handle SIGILL nostop
```

to your *GDB* startup script, or in the *Qt Creator GDB* configuration panel. Secondly you might need to disable a security feature by adding

```
set auto-load safe-path /
```

to the same startup script, which will enable automatic loading of libraries from any location.

If you need to have native debugging you might want to install the debug symbols on the target. You can do this by adding the following line to your `conf/local.conf`:

```
EXTRA_IMAGE_FEATURES += "dbg-pkgs"
```

For cross debugging this is not required as the debug symbols will be loaded from the host side and the `dbg-pkgs` are included in the SDK of your image anyway.

## 6.8.2 Generating Source Mirrors, working offline

Modify your *site.conf* (or *local.conf* if you do not use a *site.conf*) as follows:

```
#DL_DIR ?= "" don't set it! It will default to a directory inside /build
SOURCE_MIRROR_URL = "file:///home/share/yocto_downloads/ \n"
INHERIT += "own-mirrors"
BB_GENERATE_MIRROR_TARBALLS = "1"
```

Now run a

```
bitbake -c fetchall <image>
```

for all images and for all machines you want to provide sources for. This will create all necessary *tar* archives. We can remove all SCM subfolders, as they are duplicated with the tarballs.

```
rm -rf build/download/git2/
etc...
```

Please consider that we used a local source mirror for generating the *dl\_dir*, and because of that, some archives will be linked locally.

First we need to copy all files, resolving symbolic links into the new mirror directory:

```
rsync -vaL <dl_dir> ${TOPDIR}/../src_mirror/
```

Now we clean the */build* directory by deleting everything except */build/conf/* but including */build/conf/sanity*. We change *site.conf* as follows:

```
SOURCE_MIRROR_URL = "file://${TOPDIR}/../src_mirror \n"
INHERIT += "own-mirrors"
BB_NO_NETWORK = "1"
SCONF_VERSION = "1"
```

The BSP directory can now be compressed with

```
tar cfJ <filename>.tar.xz <folder>
```

where filename and folder should be the full BSP name.

## 6.8.3 Compiling on the Target

To your *local.conf* add:

```
IMAGE_FEATURES_append = " tools-sdk dev-pkgs"
```

## 6.8.4 Different Toolchains

There are several ways to create a toolchain installer in *Poky*. First of all you can run:

```
bitbake meta-toolchain
```

This will generate a toolchain installer in *build/deploy/sdk* which can be used for cross compiling of target applications. However, the installer does not include libraries added to your image, so it is a bare *GCC* compiler only. This is suited for bootloader and kernel development.

Secondly, you can run

```
bitbake -c populate_sdk <your_image>
```

This will generate a toolchain installer containing all necessary development packages of the software installed on the root filesystem of the target. This installer can be handed over to the user space application development team and includes all necessary parts to develop an application. If the image contains the *Qt* libraries, all of those will be available in the installer, too.

The third option would be to create the ADT (Application Development Toolkit) installer. It will contain the cross-toolchain and additionally some tools to aid the software developers, e.g. an *Eclipse* plugin and a *QEMU* target simulator.

```
bitbake adt-installer
```

The ADT is untested for our BSP at the time of printing this *Yocto* Reference Manual.

### 6.8.4.1 Using the SDK

After generating the SDK with

```
host$ source sources/poky/oe-init-build-env
host$ bitbake -c populate_sdk phytec-qt5demo-image # or another image
```

run the generated binary with:.

```
host$ deploy/sdk/yogurt-glibc-x86_64-phytec-qt5demo-image-cortexa9hf-vfp-
neon-toolchain-i.MX6-PD15.3-rc.sh
```

```
Enter target directory for SDK (default: /opt/yogurt/i.MX6-PD15.3-rc):
You are about to install the SDK to "/opt/yogurt/i.MX6-PD15.3-rc".
Proceed[Y/n]?
Extracting SDK...done
Setting it up...done
SDK has been successfully set up and is ready to be used.
```

You can activate the toolchain for your shell by sourcing the file *environment-setup* in the toolchain directory:



```
host$ source /opt/yogurt/i.MX6-PD15.3-rc/environment-setup-cortexa9hf-
vfp-neon-phytec-linux-gnueabi
```

Then the necessary tools like cross compiler and linker are in your PATH. To compile a simple C program, use:

```
host$ $CC main.c -o main
```

The environment variable \$CC contains the path to the arm cross compiler and other compiler arguments needed like *-march*, *-sysroot* and *--mfloat-abi*.



You cannot compile programs only with the compiler name like  

```
host$ arm-phytec-linux-gnueabi-gcc main.c -o main.
```

It will fail in many cases. Always use *CC*, *CFLAGS*, *LDFLAGS*, and so on.

For convenience the *environment-setup* exports other environment variables like CXX, LD, SDKTARGETSYSROOT, ....

A simple Makefile compiling a C and C++ program may look like:

```
# Makefile
TARGETS=c-program cpp-program

all: $(TARGETS)

c-program: c-program.c
    $(CC) $(CFLAGS) $(LDFLAGS) $< -o $@

cpp-program: cpp-program.cpp
    $(CXX) $(CXXFLAGS) $(LDFLAGS) $< -o $@

.PHONY: clean
clean:
    rm -f $(TARGETS)
```

To compile for the target just source the toolchain in your shell before executing make.

```
host$ make      # Compiling with host CC, CXX for host architecture
host$ source /opt/yogurt/i.MX6-PD15.3-rc/environment-setup-cortexa9hf-
vfp-neon-phytec-linux-gnueabi
host$ make      # Compiling with target CC, CXX for target architecture
```

If you need to specify additional include directories in the sysroot of the toolchain, you can use an '=' sign in the *-I* argument like

```
-I=/usr/include/SDL
```

*GCC* replaces it by the sysroot path (here `/opt/yogurt/i.MX6-PD15.3-rc/sysroots/cortexa9hf-vfp-neon-phytec-linux-gnueabi/`).

See the manpage of *GCC* for more information.



The variables `$CFLAGS` and `$CXXFLAGS` contain the compiler debug flag `'-g'` by default. This includes debugging information in the binary and makes it bigger. Those should be removed in the production image. If you create a *Bitbake* recipe, the default behaviour is to turn on `'-g'`, too. The debugging symbols are used in the SDK rootfs to be able to get debugging information when invoking *GDB* from the host. Before installing the package to the target rootfs, *Bitbake* will invoke *strip* on the program which removes the debugging symbols. They are not found nor required on the target root filesystem per default.

### 6.8.5 Working with Kernel Modules

You will come to the point where you either need to set some options for a kernel module or you want to blacklist a module. Those things are handled by *udev* and go into `*.conf` files in `/etc/modprobe.d/*.conf`.

If you want to specify an option at buildtime, there are three relevant variables. If you just want to auto load a module which has e.g. no auto load capabilities, add it to

```
KERNEL_MODULE_AUTOLOAD += "your-module"
```

either in the kernel recipe or in the global variable scope.

If you need to specify options for a module you can do so with:

```
KERNEL_MODULE_AUTOLOAD += "your-module"  
KERNEL_MODULE_PROBECONF += "your-module"  
module_conf_your-module = "options your-module  
                             parametername=parametervalue"
```

If you want to blacklist a module from auto loading, you can do it intuitively with:

```
KERNEL_MODULE_AUTOLOAD += "your-module"  
KERNEL_MODULE_PROBECONF += "your-module"  
module_conf_your-module = "blacklist your-module"
```

### 6.8.6 Working with *udev*

*Udev* (*Linux* dynamic device management) is a system daemon that handles dynamic device management in `/dev`.

It is controlled by *udev* rules that are located in `/etc/udev/rules.d/` (sysadmin configuration space) and `/lib/udev/rules.d/` (vendor provided).

Here is an example of an *udev* rule file:

```
# file /etc/udev/rules.d/touchscreen.rules
# Create a symlink to any touchscreen input device
SUBSYSTEM=="input", KERNEL=="event[0-9]*", ATTRS{modalias}=="input:*-
    e0*,3,*a0,1,*18,*", SYMLINK+="input/touchscreen0"
SUBSYSTEM=="input", KERNEL=="event[0-9]*", ATTRS{modalias}=="ads7846",
    SYMLINK+="input/touchscreen0"
```

See <http://www.freedesktop.org/software/systemd/man/udev.html> for more details about the syntax and usage. To get the list of attributes for a specific device that can be used in an *udev* rule you can use the *udevadm info* tool. It prints all existing attributes of the device node and its parents. The key value pairs from the output can be copied and pasted into a rule file. Some examples:

```
target$ udevadm info -a /dev/mmcblk0
target$ udevadm info -a /dev/v4l-subdev25
target$ udevadm info -a -p /sys/class/net/eth0
```

After changing an *udev* rule, you have to notify the daemon about that. Otherwise your changes are not reflected. Use the following command:

```
target$ udevadm control --reload-rules
```

While developing *udev* rules you should monitor the events in order to see when devices are de- or attached to the system. Use:

```
target$ udevadm monitor
```

Furthermore it is very useful to monitor the system log in another shell, especially if the rule executes external scripts. Execute:

```
target$ journalctl -f
```



You cannot start daemons or heavy scripts in a *RUN* attribute. See <http://www.freedesktop.org/software/systemd/man/udev.html#RUN{type}>

This can only be used for very short-running foreground tasks. Running an event process for a long period of time may block all further events for this or a dependent device.

Starting daemons or other long-running processes is not appropriate for *udev*; the forked processes, detached or not, will be unconditionally killed after the event handling has finished.

You can use the special attribute `ENV{SYSTEMD_WANTS}="service-name.service"` and a *systemd* service instead. See <http://unix.stackexchange.com/questions/63232/what-is-the-correct-way-to-write-a-udev-rule-to-stop-a-service-under-systemd>.

## 7 Yocto Documentation

The most important piece of the documentation for a BSP user is probably the developer manual.

<http://www.yoctoproject.org/docs/1.8.1/dev-manual/dev-manual.html>

Especially the chapter about common tasks is a good starting point.

<http://www.yoctoproject.org/docs/1.8.1/dev-manual/dev-manual.html#extendpoky>

The complete documentation is available in one single html page, which is good for searching for a feature or a variable name:

<http://www.yoctoproject.org/docs/1.8.1/mega-manual/mega-manual.html>

## 8 Revision History

Date	Version #	Changes in this manual
14.08.2015	Manual L-813e_1	First edition. Describes the Phyttec BSP release PD15.1.0 for i.MX 6 and AM335x products.
16.09.2015	Manual L-813e_2	Second edition. Describes the Phyttec BSP release PD15.1.x and PD15.2.x for i.MX 6 and PD15.1.x for AM335x products.
05.01.2016	Manual L-813e_3	Third edition. Describes the Phyttec BSP release PD15.3.x for i.MX 6 and PD15.2.x for AM335x products and Yocto 1.8.

**Document:** Yocto Reference Manual  
**Document number:** L-813e\_3, January 2016

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**How would you improve this manual?**

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**Did you find any mistakes in this manual? \_\_\_\_\_ page**

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Published by

**PHYTEC**

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Ordering No. L-813e\_3  
Printed in Germany