

EMAC OE Software Development

Software development for EMAC OE systems is performed in a cross-development environment. A Linux PC with a cross-compiler toolchain and Software Development Kit (SDK) is used to create software to run on the target board. EMAC provides SDKs complete with toolchain, development libraries, and example projects to enable development for all products offered with EMAC OE Linux.

All EMAC OE SDKs are provided as Eclipse projects. Read more about Eclipse at the About Eclipse page. The SDKs may also be used with a different IDE or through direct use of the cross-compiler. Learn how to use the SDKs without an IDE on the EMAC OE SDK Guide.

The information on this page provides an overview of the software development process for EMAC OE Linux.

- Development Process
- EMAC Software Development Kit
 - Install EMAC OE SDK
 - Configure EMAC OE SDK
 - Example Projects
 - New Project
 - Debugging With gdbserver
- Eclipse IDE
 - Install
 - Development System Configuration
 - First Time Using Eclipse
 - Import EMAC OE SDK
 - Eclipse Terminal View
 - Using the EMAC OE SDK Examples Projects
 - Create New EMAC OE SDK Projects
 - Using the EMAC OE SDK Eclipse Plugin
 - Remote System Explorer Configuration
 - RSE Setup
 - RSE SFTP Setup
 - Remote Shell/Terminal Setup
 - Execute Remote Applications
 - Debug Remote Applications
- EMAC GPIO Class
- Building the Linux Kernel
- Custom Linux Kernel Development
- Building and Customizing EMAC OE

» [getting_started](#) » [eclipse](#) » [uboot_image_loading](#) » [emac_oe_fact](#) » [emac_oe_getting_started](#) » [boot_process](#) » [emac_oe_gadget](#) » [time](#) » [linux_start](#) » [emac_oe_development](#)

- [linux/emac_oe_development.txt](#) · Last modified: 2011/03/30 17:30 by wwarren
- Except where otherwise noted, content on this wiki is licensed under the following license: CC Attribution-No Derivative Works 3.0 Unported (cc-by-nd)