

EMAC OE SDK Configuration

The following configurations are necessary to begin using the EMAC OE SDK.

Before cross-compiling source code on the development machine for the target machine:

- A set up script linking global.properties to an architecture-specific global.properties file must be run.
- The TARGET_IP variable in the global.properties file must be changed to the IP address or hostname belonging to the target board.

These configurations assume that the EMAC OE SDK is installed.

Table 1. Conventions Used

/download/directory/	Placeholder indicating the directory to which the SDK archive will be downloaded.
/path/to/sdk/	Placeholder indicating the directory to which the contents of the archive will be extracted.
EMAC-OE-arm-linux-gnueabi-SDK_XX.YY.rZZ.tar.bz2 EMAC-OE-arm-linux-gnueabi-SDK_XX.YY/ *****	XX is the major version. YY is the minor version. ZZ is the current revision. The major and minor version numbers will match the version of OE for which the SDK was created. The current version is 4.0.

SDK Set Up Script

Before compiling source code for the target machine, toolchain libraries for the target machine must be specified by setmachine.sh.

Procedure

1. Navigate to the SDK directory.

```
$ cd /path/to/sdk/EMAC-OE-arm-linux-gnueabi-SDK_XX.YY/
```

2. Run the script using the command shown below to produce a menu as shown in Figure 1 with options for the target machine for which the source will be compiled.

```
$ ./setmachine.sh
```

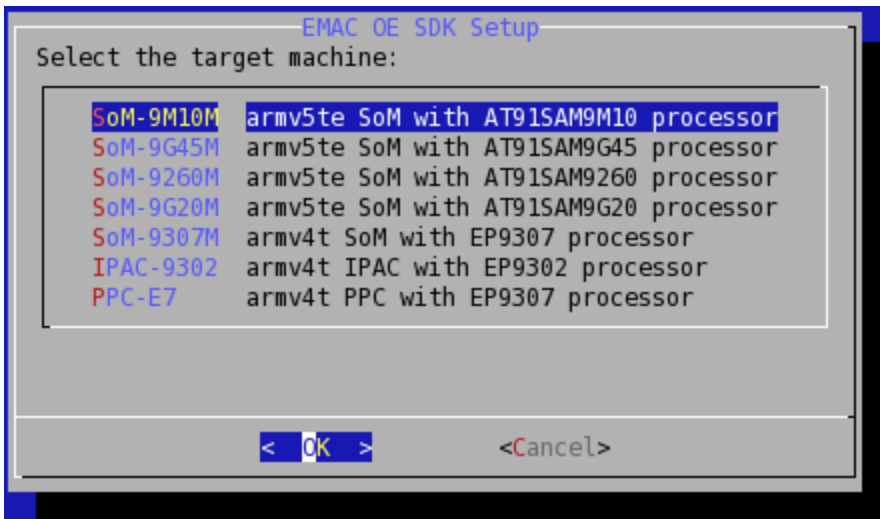


Figure 1. Target architecture dialog window

Remote Upload Set Up

In the `global.properties` file there is a variable, `IP` which must be set to the target board IP address as shown in Listing 1 below. This step is necessary to ensure that the Make target, 'upload' will work as expected.

Procedure

1. Navigate to the projects directory within the SDK.

```
$ cd /path/to/sdk/EMAC-OE-arm-linux-gnueabi-SDK_XX.YY/projects
```

2. The `global.properties` file should be listed in the current directory. The relevant lines from `global.properties` are shown in Listing 1 below.

Listing 1. `global.properties` snippet

```
TARGET_IP=
LOGIN=root
PASSWORD=emac_inc
```

3. Change the value of `TARGET_IP` to the target system's IP address.
 1. This can be found using the following command from a shell on the target system:

```
$ ifconfig eth0
```

For more information on how to connect to the remote system, see the initial connections section of the EMAC OE getting started guide.

4. Change the value of `PASSWORD` to whatever value was set in the System Login section of the EMAC OE getting started guide. Listing 1 shows the default user name and password.

See Also

- EMAC Software Development Kit
 - Install EMAC OE SDK
 - Configure EMAC OE SDK

- [Example Projects](#)
- [New Project](#)
- [Debugging With gdbserver](#)

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