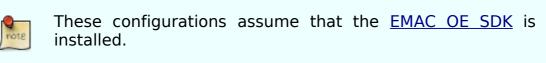
# **EMAC OE SDK Configuration**

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 <u>set up script</u> linking global.properties to an architecture-specific global.properties file must be run.
- The TARGET\_IP variable in the <u>global.properties</u> file must be changed to the IP address or hostname belonging to the target board.



#### 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_ <b>XX.YY</b> .r <b>ZZ</b> .tar.bz2 EMAC-OE-arm-linux-gnueabi- SDK_ <b>XX.YY</b> /	<ul> <li>XX is the major version.</li> <li>YY is the minor version.</li> <li>ZZ is the current revision.</li> <li>The major and minor version numbers will match the version of OE for which the SDK was created. The current version is 4.0.</li> </ul>

## 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

## **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
- 4. Change the value of PASSWORD to whatever value was set in the <u>System</u> <u>Login section</u> 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
  - <u>Configure EMAC OE SDK</u>
  - <u>Example Projects</u>
  - <u>New Project</u>
  - <u>Debugging With gdbserver</u>