

EMAC Software Development Kit (SDK)

Introduction

The EMAC Open Embedded SDK is distributed in an archive that can be extracted and used from a Linux shell or be imported into Eclipse as a ready-to-develop project. The archive contains a hardware-specific SDK which must be set up using the EMAC OE SDK Configuration page.

Each SDK includes the C/C++ header files and libraries compatible with the target hardware. It also includes the C/C++ cross-compiler toolchain components necessary to compile and debug custom application code. Understanding the details of this toolchain is not necessary for the application developer. However, the setup is simple enough for those with an intermediate knowledge of GNU/Linux development to understand and modify the configuration to suit application-specific needs if necessary.

To learn how to put these features into use, see the links below.

See Also

- [Install EMAC OE SDK](#)
- [Configure EMAC OE SDK](#)
- [Example Projects](#)
- [New Project](#)
- [Debugging With gdbserver](#)

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

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