

# Extensible SDK support on RDK-V Raspberry Pi Yocto 3.1 dunfell build

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## 1. Yocto Build

### 1.1. Host Machine Setup

Hardware requirements:

- Ubuntu 18.04 desktop machine
- RAM - 8 GB or more
- Memory - a minimum of 100 GB free space

Refer to the link for host machine setup: [Host Setup](#)

### 1.2. Yocto workspace setup

#### build setup

```
repo init -u https://code.rdkcentral.com/r/manifests -b dunfell -m rdkv-extsrc.xml
repo sync -j `nproc` --no-clone-bundle --no-tags
```

#### apply bug fixes

```
# fix to use eSDK with pinned revision of RDK components
(cd meta-rdk; git fetch https://code.rdkcentral.com/r/components/generic/rdk-oe/meta-rdk refs/changes/58/53258
/1 && git checkout FETCH_HEAD)
```

Note: The above bug fixes changes are temporary given as instructions. This is not required once the change is get merged into the appropriate layer.

### 1.3. Populate eSDK

#### Media Client

#### image build

```
MACHINE=raspberrypi-rdk-mc source meta-cmf-raspberrypi/setup-environment
bitbake rdk-generic-mediaclient-wpe-image -c populate_sdk_ext
```

#### Hybrid Gateway

### image build

```
MACHINE=raspberrypi-rdk-hybrid source meta-cmf-raspberrypi/setup-environment  
bitbake rdk-generic-hybrid-wpe-image -c populate_sdk_ext
```

The generated eSDK installer resides under the directory build-<MACHINE>/tmp/deploy/sdk/rdk-glibc-x86\_64-arm-toolchain-ext-2.0.sh of the Yocto workspace.

Note: The generated eSDK installer script usually occupies 2 to 2.5 GB

## 2. eSDK Installation

The installer can be done on any x86\_64 Linux machines.

### 2.1. Host Configuration

Refer to the [RDKCentral's credential configuration](#) to setup RDK Central's credentials in the machine where eSDK to be installed. This is to access repositories by the RDK Yocto recipes that reside in the eSDK installer.

### 2.2. Installation

```
# run the installer script file  
# installer asks for a directory to install (default directory ~/rdk_sdk)  
# installer asks permission to proceed  
../rdk-glibc-x86_64-arm-toolchain-ext-2.0.sh
```

Below is the result (terminal output) of the installation

```
xxxuser@yyy-machine-003:~/rpi/hyb/1712$ build-rpi-hyb/tmp/deploy/sdk/rdk-glibc-x86_64-arm-toolchain-ext-2.0.sh  
RDK (A Yocto Project based Distro) Extensible SDK installer version 2.0  
=====  
Enter target directory for SDK (default: ~/rdk_sdk):  
You are about to install the SDK to "/home/xxxuser/rdk_sdk". Proceed [Y/n]? Y  
Extracting  
SDK.....  
done  
Setting it up...  
Extracting buildtools...  
Preparing build system...  
  
Parsing recipes: 100% |#####| Time: 0:00:52  
Initialising tasks: 100% |#####| Time: 0:00:00  
Checking sstate mirror object availability: 100% |#####| Time: 0:00:00  
Loading cache: 100% |#####| Time: 0:00:00  
Initialising tasks: 100% |#####| Time: 0:00:00  
done  
  
SDK has been successfully set up and is ready to be used. Each time you wish to use the SDK in a new shell session, you need to source the environment setup script e.g.  
  
$ . /home/xxxuser/rdk_sdk/environment-setup-cortexa7t2hf-neon-vfpv4-rdk-linux-gnueabi  
SDK Installation Done.
```

## 3. Build from eSDK

This section covers how to use the eSDK for component build and image build

## 3.1. Environment Setup

The installer can be run on any x86\_64 Linux based machines.

```
# change directory to the installed path
cd ~/rdk_sdk
# setup the eSDK environment
source environment-setup-cortexa7t2hf-neon-vfpv4-rdk-linux-gnueabi
```

## 3.2. New Components

### 3.2.1. Add Component

```
# way 1
# add a new recipe with URL
devtool add <recipe_name> <source URL>
# eg. devtool add westeros https://github.com/rdkcmf/westeros

# way 2
# add a new recipe with external source directory
devtool add <recipe_name> <absolute path>
# eg. devtool add westeros /path/for/source/directory
```

### 3.2.2. Modify Component

```
# modify existing recipe's URL or srctree or to add patches
devtool modify <recipe_name> <new URL>
# eg. devtool modify westeros https://code.rdkcentral.com/r/rdk/components/generic/westeros
```

### 3.2.3. Edit Component's recipe

```
# modify recipe from an editor
devtool edit-recipe <recipe_name>
# eg. devtool edit-recipe westeros
```

### 3.2.4. Upgrade Component

```
# modify existing recipe's URL or srctree or to add patches
devtool upgrade --version <version number> <recipe_name>
# eg. devtool upgrade --version 1.0.21 westeros
```

## 3.3. Build Components

```
# Pre-requisite: add a new recipe using devtool
devtool build <recipe_name>
# eg. devtool build westeros
```

## 3.4. Deploy binaries

```
# Pre-requisite: add a new recipe using devtool
devtool deploy-target <recipe_name> <target_path>
# eg. devtool deploy-target westeros root@192.168.xx.xx
```

### 3.5. Build Image

A complete RDK image can be generated from the eSDK installer.

**Note:** The same image where the eSDK populated can be generated here.

```
# devtool command to build image from eSDK
# <IMAGE> - rdk-generic-mediaclient-wpe-image or rdk-generic-hybrid-wpe-image
devtool build-image <IMAGE>
```