

RDK-V Modify and Build Components

This section describes how to make changes and build any particular component in RDK stack.

List Yocto Components

To list the Yocto components, use:

```
bitbake-layers show-recipes  
  
bitbake -s
```

Apply Patch and Build Component

1) Add the below line to the recipe of the component you need to modify.

```
SRC_URI += "file://<name>.patch"
```

eg: SRC_URI += "[file://temp.patch](#)" in meta-rdk-video/recipes-extended/devicesettings/[devicesettings_git.bb](#)

2) Create a folder named "files" in the same folder of recipe.

eg: In meta-rdk-video/recipes-extended/devicesettings/

3) Create a blank file with the same name given in the recipe.

```
touch files/<name>.patch
```

eg: touch files/temp.patch

4) bitbake <recipe> -c devshell

eg: bitbake devicesettings -c devshell

5) Do "quilt top" and verify if the patch file is reflected there.

eg:

```
# quilt top
```

```
patches/temp.patch
```

6) quilt add "filename which you need to modify" (If multiple files are there, then add all those)

eg: quilt add [Makefile.am configure.ac](#)

7) Make necessary modifications required for these files.

8) quilt refresh

9) Verify if your modifications are reflected in the patch file.

```
vi patches/<name>.patch
```

10) Now replace this patch file with original one in files folder.

eg: `cp patches/temp.patch ../../meta-rdk-video/recipes-extended/devicesettings/files/temp.patch`

11) exit

12) Do a clean and then build.

`bitbake -ccleanall devicesettings`

`bitbake devicesettings`