1. Record Nr. UNINA9910458488103321

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Titolo	Embedded Linux development with Yocto project : develop fascinating Linux-based projects using the groundbreaking Yocto project tools / / Otavio Salvador, Daiane Angolini ; cover image by Jarek Blaminsky
Pubbl/distr/stampa	Birmingham, England : , : Packt Publishing, , 2014 ©2014
ISBN	1-78328-234-7
Descrizione fisica	1 online resource (142 p.)
Collana	Community Experience Distilled
Disciplina	005.432
Soggetti	Embedded computer systems - Programming Operating systems (Computers) Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover; Copyright; Credits; About the Authors; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Meeting the Yocto Project; What is the Yocto Project?; Delineating the Yocto Project; Understanding Poky; Using BitBake; OpenEmbedded-Core; Metadata; The alliance of OpenEmbedded Project and Yocto Project; Summary; Chapter 2: Baking Our Poky-based System; Configuring a host system; Installing Poky on Debian; Installing Poky on Fedora; Downloading the Poky source code; Preparing the build environment; Knowing the local.conf file; Building a target image Running images in QEMUSummary; Chapter 3: Using Hob to Bake an Image; Building an image using Hob; Customizing an image with Hob; Summary; Chapter 4: Grasping the BitBake Tool; Understanding the BitBake tool; Exploring metadata; Parsing metadata; Dependencies; Preferring and providing recipes; Fetching the source code; Remote file downloads; Git repositories; Other repositories; Optimizing the source code download; Disabling network access; Understanding BitBake's tasks; Extending tasks; Generating a root filesystem image; Summary; Chapter 5: Detailing the Temporary Build Directory Detailing the build directoryConstructing the build directory; Exploring the temporary build directory; Understanding the work directory;

Understanding the sysroot directories; Summary; Chapter 6: Assimilating Packaging Support; Using supported package formats; List of supported package formats; Choosing a package format; Running code during package installation; Understanding shared state cache; Explaining package versioning; Package feeds; Using package feeds; Summary; Chapter 7: Diving into BitBake Metadata; Using metadata; Working with metadata; The basic variable setting
Variable expansionSetting a default value using ?=; Setting a default value using ??=; Immediate variable expansion; Appending and prepending; Conditional metadata set; Conditional appending; File inclusion; Python variable expansion; Defining executable metadata; Defining Python functions in the global namespace; The inheritance system; Summary; Chapter 8: Developing with the Yocto Project; Deciphering the software development kit; Working with the Poky SDK; Using an image-based SDK; Generic SDK - meta-toolchain; Using a SDK; Developing applications on the target; Integrating with Eclipse SummaryChapter 9: Debugging with the Yocto Project; Differentiating metadata and application debugging; Tracking image, package, and SDK contents; Debugging packaging; Logging information during task execution; Utilizing Development Shell; Using the GNU Project Debugger for debugging; Summary; Chapter 10: Exploring External Layers; Powering flexibility with layers; Detailing the layer's source code; Adding meta layers; Summary; Chapter 11: Creating Custom Layers; Making a new layer; Adding metadata to the layer; Creating an image; Adding a package recipe; Writing a machine definition
Using a custom distribution

Sommario/riassunto

A practical tutorial guide which introduces you to the basics of Yocto Project, and also helps you with its real hardware use to boost your Embedded Linux-based project. If you are an embedded systems enthusiast and willing to learn about compelling features offered by the Yocto Project, then this book is for you. With prior experience in the embedded Linux domain, you can make the most of this book to efficiently create custom Linux-based systems.