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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.
