



SW1 - System Workbench for Linux

Building embedded Linux systems using System Workbench

Objectifs

- Creating Embedded Linux platforms using System Workbench
- Using and customizing System Workbench

Labs are conducted on target boards, that can be:

Dual Cortex/A7 and M4F "STM32MP15-DISCO" boards from STMicroelectronics.

Quad Cortex/A9-based "SabreLite" boards from NXP.

Quad Cortex/A53 and M4F "imx8q-evk" boards from NXP.

We use the last Ac6 System Workbench for Linux "Classic Edition" version, using a recent Linux kernel.

Course environment

- Printed course material (in English)
- One Linux PC for two trainees.
- One target platform (i.MX6 Sabre from NXP) for two trainees
- Ac6 System Workbench for Linux "Classic Edition"

Prerequisite

- Good C programming skills
- Knowledge of Linux user programming (see our [D0 - Linux user mode programming](#) course)
- Knowledge of Linux Embedded systems (see our [D1 - Embedded Linux with Buildroot and Yocto](#) course)
 - For those without a prior knowledge of Embedded Linux, see our [D1S - Embedded Linux with Ac6 System Workbench](#) course
- Preferably knowledge of Linux kernel and driver programming (see our [D3 - Linux Drivers](#) course)

Target Audience

- Any embedded systems engineer or technician with the above prerequisites.

Course Outline

Introduction to Ac6 System Workbench

- Overview
 - Eclipse
 - Kernel and modules
 - Platforms and Root file-systems
- The build system architecture
 - Building individual packages
 - Building platforms
 - Building Root file-systems
- Developing with System Workbench
 - Creating an application
 - Building the application
 - Debugging

Exercise: Building a root file system using a pre-defined platform template

Developing applications with System Workbench

- Creating a Linux program
- Creating a library
 - Static library
 - Shared library
- Debugging on the target
 - Using an SSH connection
 - Debugging shared libraries

Exercise: Create a small program, with a custom shared library, and debug it on the target

Creating a Linux Platform

- Creating a platform project
 - Importing a pre-configured platform
 - Creating a platform from scratch
- Configuring the platform
 - Source and installation directories
 - Link to a target Rootfs
 - Build configurations

Exercise: Create and configure a minimum platform from scratch, using library packages

- Populating the build environment
 - Import packages in the build environment
 - Build individual packages
 - Build the whole platform

Exercise: Build the platform, manually building some packages

- Adding packages to a platform
 - From a library
 - From an existing Eclipse project

Exercise: Add the previously developed application to the platform

- Creating a new package
 - Specifying the source
 - Patching the official sources
 - Adding package-specific resources
 - Adding package configuration directives

Exercise: Add a new open-source package to the platform

Exercise: Compiling and customizing the kernel

Compiling and customizing the kernel

- Kernel projects
 - Creating a kernel project
 - Selecting the architecture and configuration
 - Customizing the configuration
 - Compiling the kernel

Exercise: Configure and compile the kernel in the platform

- Module projects
 - Creating a module project
 - Linking it to a kernel project
 - Creating and building modules

Exercise: Add and configure an external module

Creating a Root File-System

- Creating a rootfs project
 - Creating the rootfs structure
 - Add files to the base structure

- Edit standard configuration files
 - File systems
 - Initialization
 - Starting applications
- Creating and populating the root filesystem
 - Linking the file system to the platform
 - Installing platform components
 - Installing libraries

Exercise: Create the root filesystem for the platform just built

Managing Package Libraries

- Creating a Library
 - Adding packages from a platform
 - Creating packages in the Library
- Importing a library
- Exporting a library

Exercise: Create a library with the kernel, module and application created