

# Rockchip Debian10 Developer Guide

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# Preface

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## Overview

This document will introduce building, configuration, usage, and key points during development of Debian10 in Rockchip Linux SDKs.

## Main Functions

Classification	Functions
Data communication	Wi-Fi, Ethernet card, USB, SDCARD, etc.
Applications	Desktop, settings, file manager, audio and video playback, etc.

## Intended Audience

This document (this guide) is mainly intended for:

Technical support engineers Software development engineers

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## Revision History

Date	Version	Date	Revision History
2020-02-06	V1.0.0	Nickey Yang	Initial release
2020-03-27	V1.0.1	Nickey Yang	Update the document's format

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# 1 Set up the Development Environment

## 1.1 Choose a Development System

Ubuntu 18.04 is recommended to be used as an operating system of a compilation host. After the operating system is installed and the network environment is configured, you can continue with the following steps to complete installation of compilation tools.

## 1.2 Compilation Tools Installation

```
1 | sudo apt-get install repo git-core gitk git-gui gcc-arm-linux-gnueabi u-  
boot-tools device-tree-compiler gcc-aarch64-linux-gnu mtools parted libudev-  
dev libusb-1.0-0-dev python-linaro-image-tools linaro-image-tools autoconf  
autotools-dev libsigsegv2 m4 intltool libdrm-dev curl sed make binutils  
build-essential gcc g++ bash patch gzip bzip2 perl tar cpio python unzip  
rsync file bc wget libncurses5 libqt4-dev libglib2.0-dev libgtk2.0-dev  
libglade2-dev cvs git mercurial rsync openssh-client subversion asciidoc w3m  
dlatex graphviz python-matplotlib libc6:i386 libssl-dev texinfo liblz4-tool  
genext2fs xutils-dev libwayland-bin bison flex cmake
```

If an error is reported during compilation, you can install corresponding software packages according to the error messages.

## 2 Directory Structure

```
1 | .  
2 | └─ distro  
3 |   └─ configs    #The default configurations of different chip platforms,  
and users can add customized configurations  
4 |   └─ download  #the source package downloaded from internet during  
building process  
5 |   └─ output    #output Files during building  
6 |     └─ log      #Logs generated during building, installation, and  
packaging  
7 |       └─ build  #The files generated by each package during building  
8 |       └─ images #The root file system images after packaging and  
compression  
9 |         └─ target #Complete root file system  
10 |   └─ overlay   #The overlay directory will cover the root file system to  
meet the requirements of customization  
11 |   └─ package   #Store Config.ini and make.sh required for building of  
different packages  
12 |   └─ scripts   #Scripts for Building, installation, and packaging  
13 |   └─ support   #added for building some packages, you can download the  
source package and add local patches to build  
14 | └─ app         #qt application source code for launcher, camera, setting,  
etc.  
15 | └─ buildroot   #buildroot directory  
16 | └─ external    #Source code such as libdrm, mpp, rktoolkit provided by  
Rockchip
```

At present, when building Qt APP on Debian10, qmake built by Buildroot will be used. So if you need to build Qt APP on Debian10, please build Buildroot first.

## 3 Configuration and Compilation

### 3.1 Default Configuration and Compilation

Take RK3288 as an example to introduce the compilation and development of Debian10 system as follows:

```
1 | cd distro
2 | make rk3288_defconfig #defconfig is located in configs directory
```

After execution, the final configuration file used for building will be generated and stored in output/.config.

```
1 | ./make.sh #Automatically complete download, compilation, and
    packaging of each package into a file system
```

### 3.2 Add Local Source Code Package and Build

It is going to describe how to integrate a local package into Debain10 below. Building `package` means that `distro/make.s` script executes `make.sh` in the corresponding packages according to the configurations enabled in `.config`. Here we will take `rktoolkit` as an example:

1. Add `rktoolkit` to `package/Config.ini`:

```
1 | package/Config.in
2 |     source "package/rkscript/Config.in"
3 | +     source "package/rktoolkit/Config.in"
4 |     source "package/rkwifibt/Config.in"
```

2. Create a new `rktoolkit` folder, then write `make.sh` and `Config.in` in this folder:

```
1 | package/rktoolkit/Config.in
2 | +config BR2_PACKAGE_RKTOOLKIT
3 | +     bool "rktoolkit"
4 | +     help
5 | +         "io and update tool"
6 | package/rktoolkit/make.sh
7 | +#!/bin/bash
8 | +set -e
9 | +$GCC $TOP_DIR/external/rktoolkit/io.c --sysroot=$SYSROOT_DIR -
I$SYSROOT_DIR/usr/include -I$SYSROOT_DIR/usr/include/$TOOLCHAIN -o
$TARGET_DIR/usr/bin/io
10 | +$GCC $TOP_DIR/external/rktoolkit/update.c
    $TOP_DIR/external/rktoolkit/update_recv/update_recv.c --sysroot=$SYSROOT_DIR
    -I$SYSROOT_DIR/usr/include -I$SYSROOT_DIR/usr/include/$TOOLCHAIN -
    I$TOP_DIR/external/rktoolkit/update_recv/ -o $TARGET_DIR/usr/bin/update
```

3. Build `rktoolkit` separately:

```
1 | ./make.sh rktoolkit
```

The log of building is as follows:

```
1 | building pkgs: rktoolkit
2 | I: Running command:
  | /home/nickey/29/repo_tmp/distro/package/rktoolkit/make.sh
3 | ...(part of contents are omitted)
4 | build rktoolkit done!!!
```

#### 4. Rebuild rktoolkit:

```
1 | ./make.sh rktoolkit-rebuild
```

Or

```
1 | rm -rf output/build/rktoolkit/
2 | ./make.sh rktoolkit
```

When building a package, the script will check whether the package has been successfully built according to output/build/rktoolkit/. If it has been successfully built, the package will not be built. So for the rktoolkit package debugging, after the source code is modified, please use the above command to rebuild.

#### Notice:

Individual packages building will also be installed in the output/target directory, but the file system will not be packaged. You have to execute the following command to complete the file system packaging.

```
1 | ./make.sh image
```

## 3.3 Modify Configurations

The above steps are all default configurations. When there are some customized requirements, you have to add or remove some packages, or modify the package configuration options. Debian10 supports two ways to modify configurations: graphical modification and modify directly.

### 3.3.1 Direct Modification

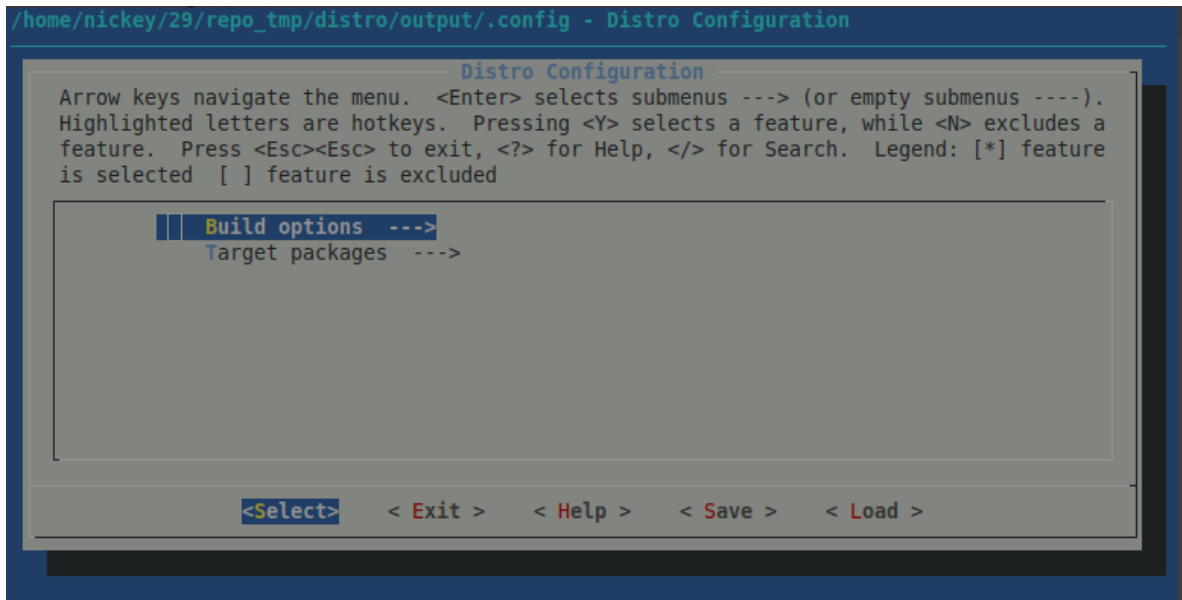
Add in the configs/rk3288\_defconfig directly:

```
1 | BR2_PACKAGE_RKTOOLKIT=y
```

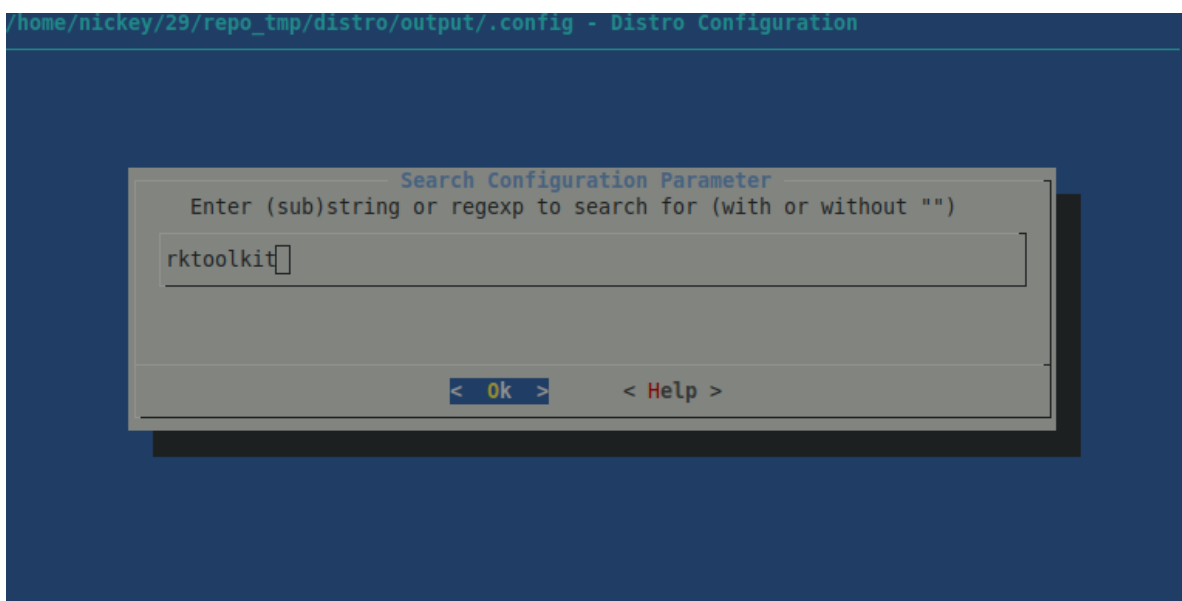
### 3.3.2 Graphical Modification

Take adding rktoolkit as an example:

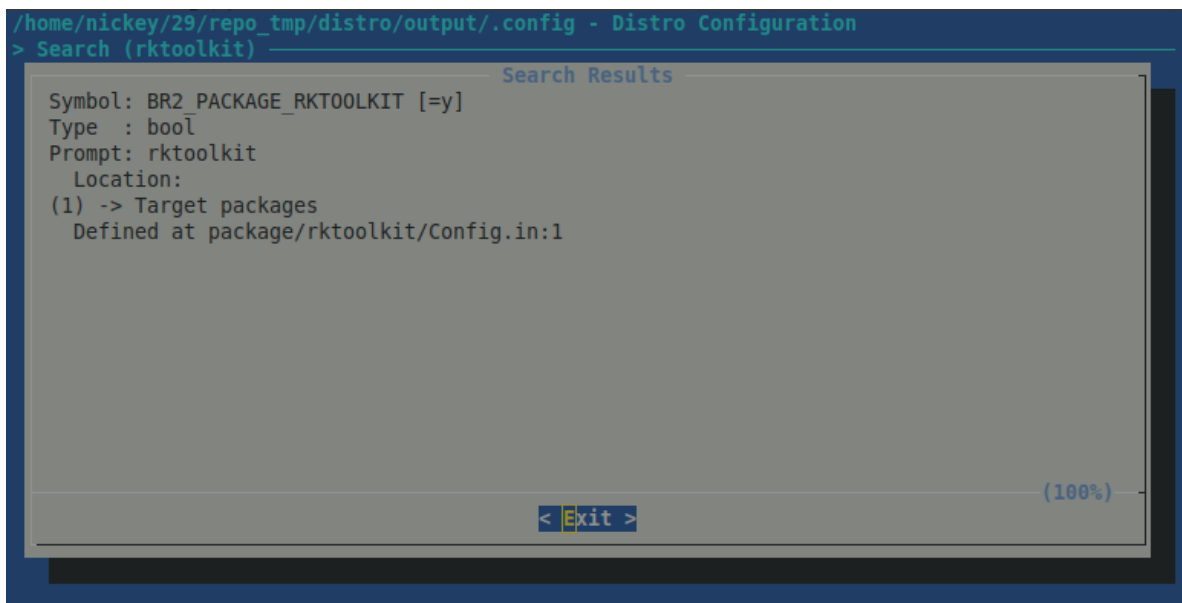
```
1 | make menuconfig
```



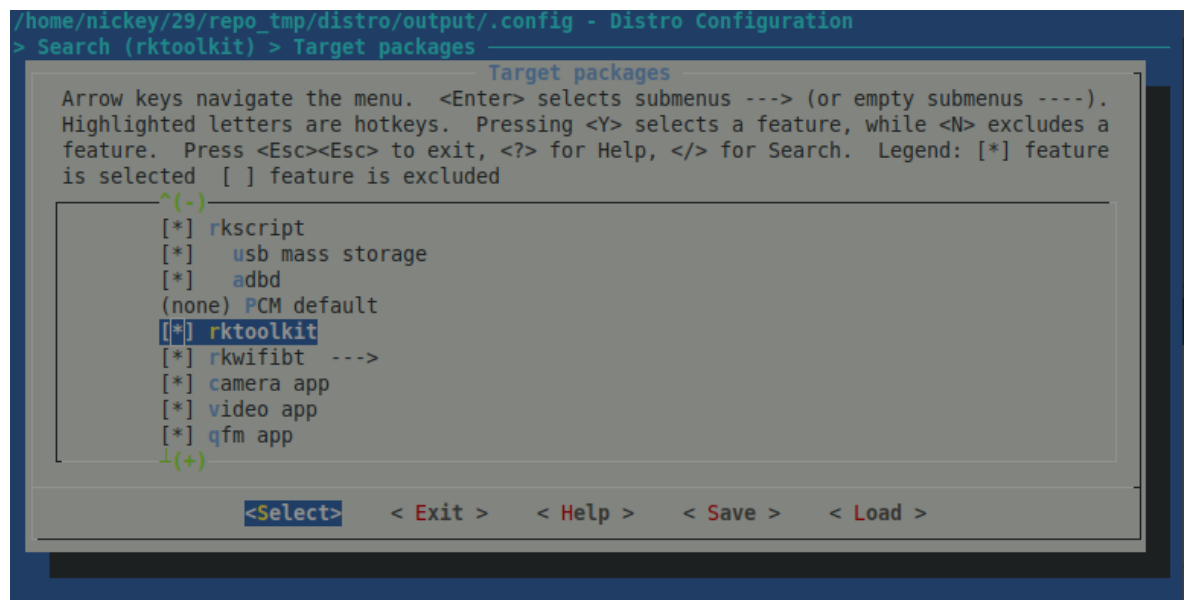
Enter / to pop-up the search interface as follows, enter rktoolkit, and press enter button:



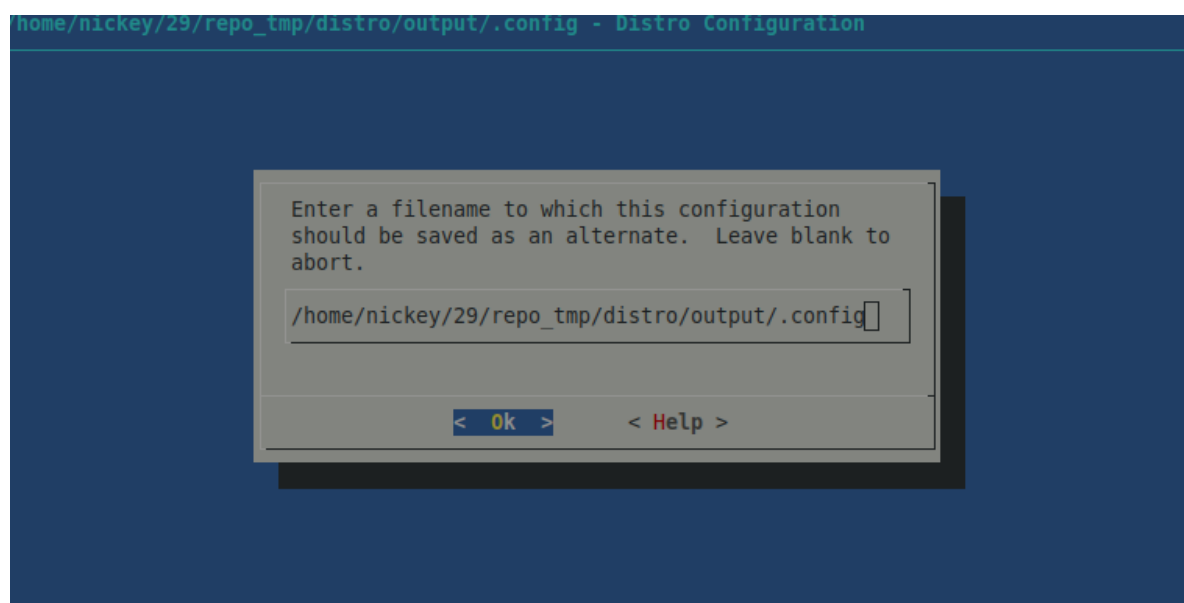
Press 1, choose the searched rktoolkit package:



Enter a space to check this package:



Save to the `.config` used in build finally.



```
1 | ./make.sh
```

Build rktoolkit and package it into the root file system.

### 3.3.3 Save Configurations

```
1 | make savedefconfig
```

The above commands will save output `/.config` configurations back to configs `/rk3288_defconfig`.



## 4 FAQs

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### 4.1 Lack of mkdir Permissions

The following log appears when `make rk3288_defconfig`:

```
1 | mkdir -p /output/build/buildroot-config/lxdialog
2 | mkdir: unable to create directory "/output": lack of permissions
3 | Makefile:186: recipe for target '/output/build/buildroot-config/conf' failed
4 | make: *** [/output/build/buildroot-config/conf] Error 1
```

Solution: because the \$CURDIR variable required in Makefile is empty, restart a shell terminal.

### 4.2 Public Key is not Available

The log of public key is not available appears during build:

```
1 | Reading package lists... Done
2 | W: GPG error: http://mirrors.ustc.edu.cn/debian buster InRelease: The
   | following signatures couldn't be verified because the public key is not
   | available: NO_PUBKEY 04EE7237B7D453EC NO_PUBKEY 648ACFD622F3D138 NO_PUBKEY
   | DCC9EFBF77E11517
```

Solution: run `make.sh` without `sudo`, and add the key to access server using the following command.

```
1 | sudo apt-key adv --keyserver keyserver.ubuntu.com --recv-keys
   | 04EE7237B7D453EC 648ACFD622F3D138 DCC9EFBF77E11517
```