

Rockchip Debian10 Developer Guide

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Preface

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

Revision History

Date	Version	Date	Revision History
2020-02-06	V1.0.0	Nickey Yang	Initial release
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2. Set up the Development Environment

2.1 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.

2.2 Compilation Tools Installation

```
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 libcb6: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.

3. Directory Structure

```
.  
├── distro  
│   ├── configs    #The default configurations of different chip platforms, and  
│   │               users can add customized configurations  
│   ├── download  #the source package downloaded from internet during building  
│   │               process  
│   ├── output    #output Files during building  
│   │   ├── log    #Logs generated during building, installation, and packaging  
│   │   ├── build  #The files generated by each package during building  
│   │   ├── images #The root file system images after packaging and compression  
│   │   └── target #Complete root file system  
│   ├── overlay   #The overlay directory will cover the root file system to meet  
│   │               the requirements of customization  
│   └── package   #Store Config.ini and make.sh required for building of  
│   │               different packages  
│   ├── scripts   #Scripts for Building, installation, and packaging  
│   └── support   #added for building some packages, you can download the source  
│   │               package and add local patches to build  
├── app           #qt application source code for launcher, camera, setting, etc.  
└── buildroot     #buildroot directory
```

```
└─ 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.

4. Configuration and Compilation

4.1 Default Configuration and Compilation

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

```
cd distro
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.

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

4.2 Add Local Source Code Package and Build

It is going to describe how to integrate a local package into Debian10 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:

```
package/Config.in
    source "package/rkscript/Config.in"
+    source "package/rktoolkit/Config.in"
    source "package/rkwifibt/Config.in"
```

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

```

package/rktoolkit/Config.in
+config BR2_PACKAGE_RKTOOLKIT
+    bool "rktoolkit"
+    help
+        "io and update tool"
package/rktoolkit/make.sh
+#!/bin/bash
+set -e
+$GCC $TOP_DIR/external/rktoolkit/io.c --sysroot=$SYSROOT_DIR -
I$SYSROOT_DIR/usr/include -I$SYSROOT_DIR/usr/include/$TOOLCHAIN -o
$TARGET_DIR/usr/bin/io
+$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:

```
./make.sh rktoolkit
```

The log of building is as follows:

```

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

```

4. Rebuild rktoolkit:

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

Or

```

rm -rf output/build/rktoolkit/
./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.

```
./make.sh image
```

4.3 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.

4.3.1 Direct Modification

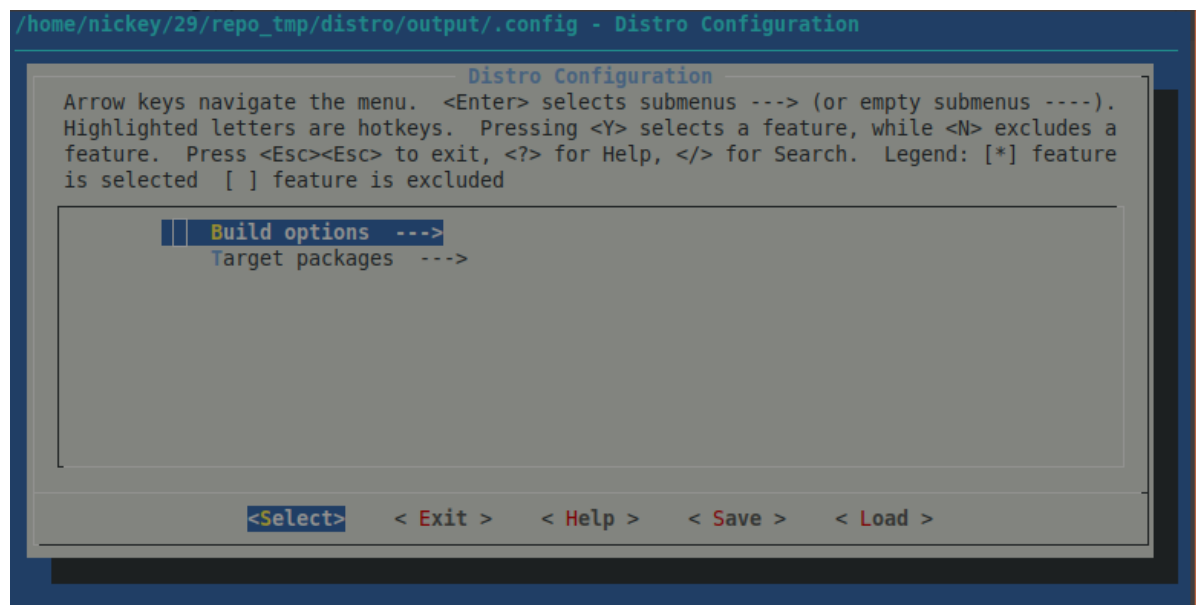
Add in the configs/rk3288_defconfig directly:

```
BR2_PACKAGE_RKTOOLKIT=y
```

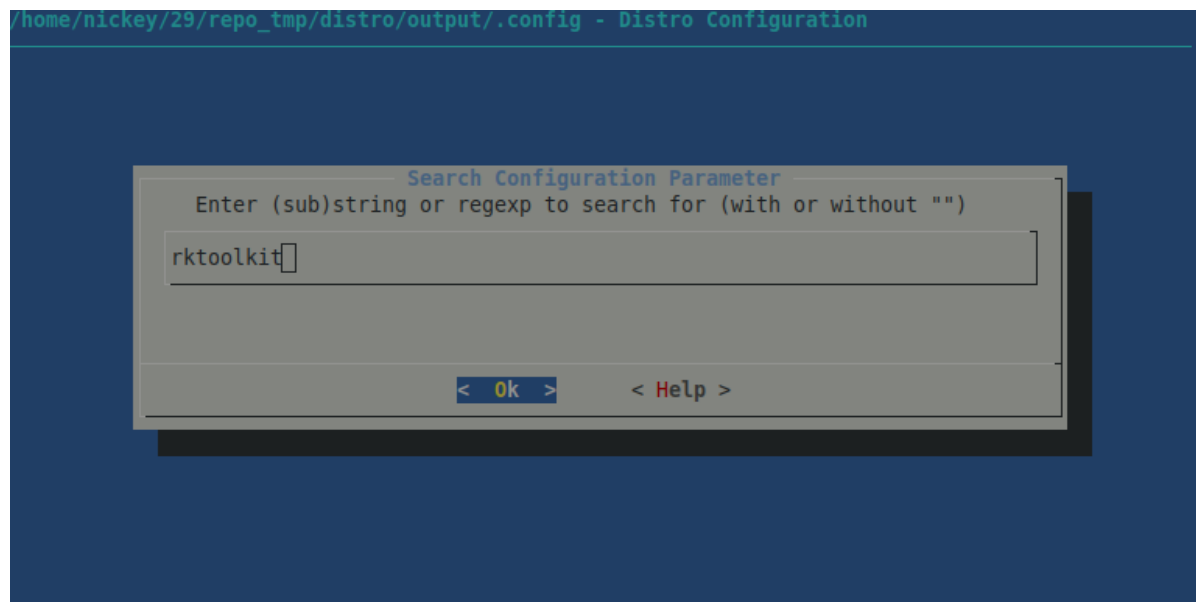
4.3.2 Graphical Modification

Take adding rktoolkit as an example:

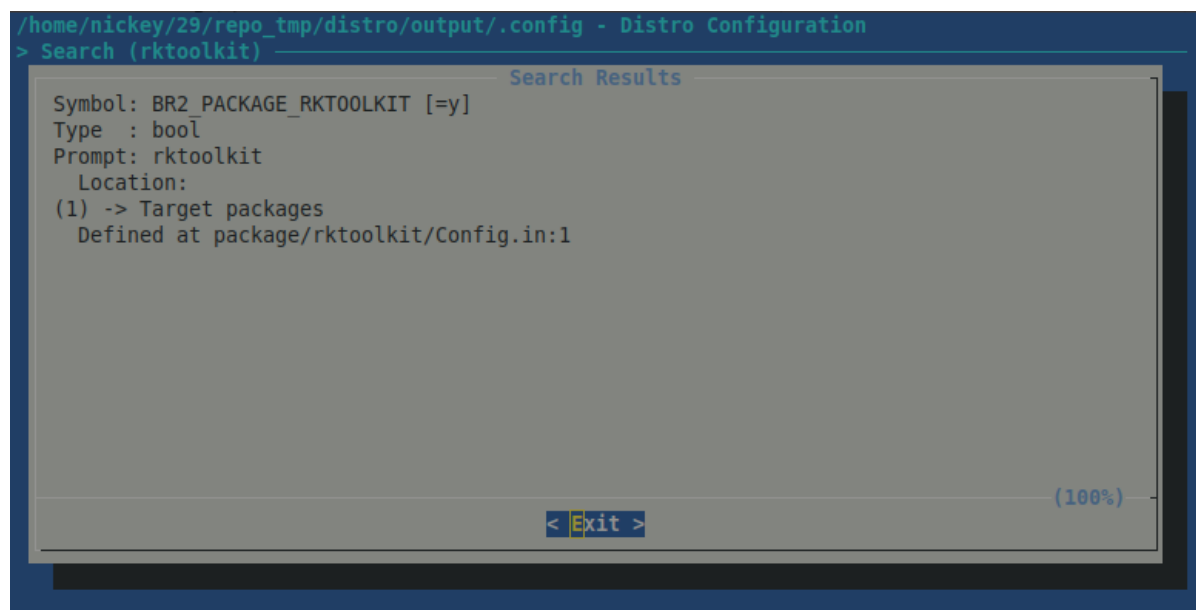
```
make menuconfig
```



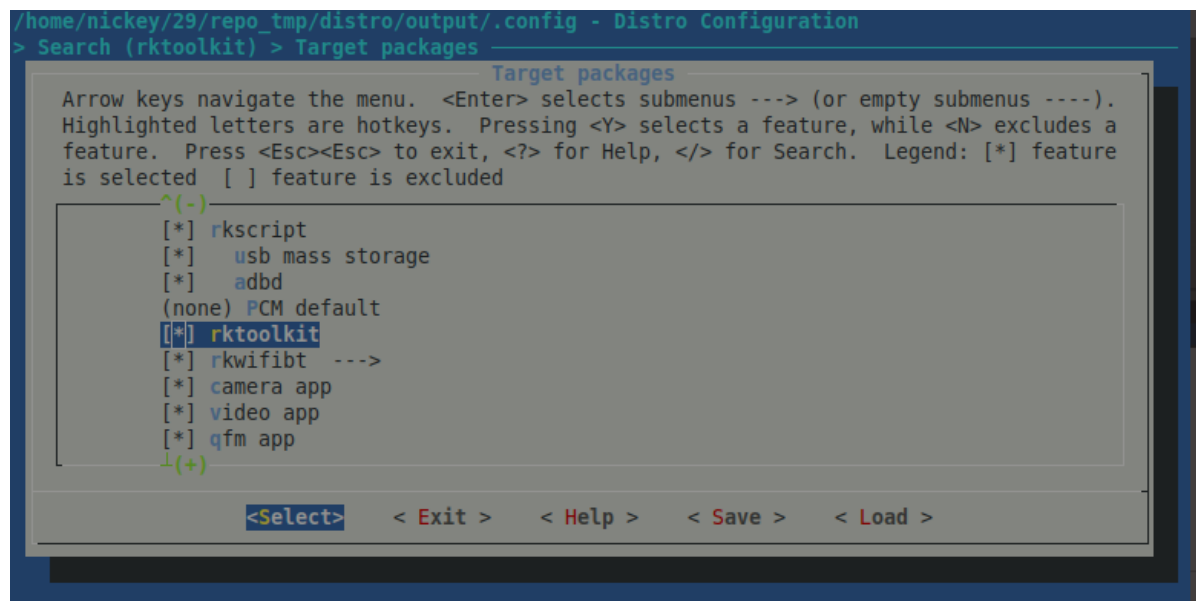
Enter / to pop-up the search interface as follows, enter rktoolkit, and press enter button:



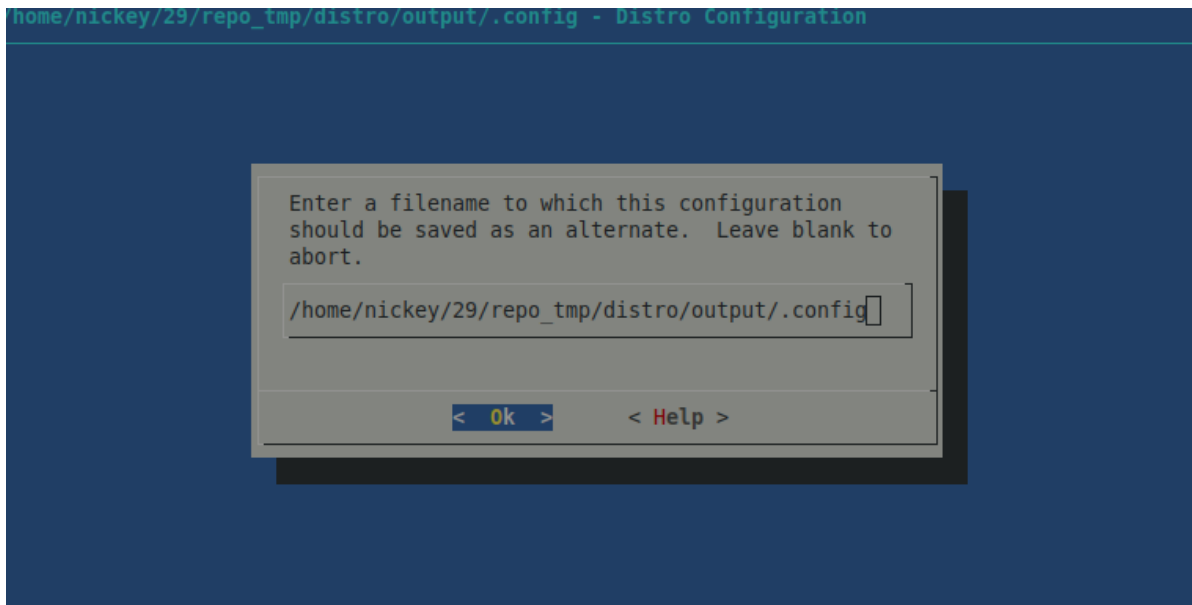
Press 1, choose the searched rktoolkit package:



Enter a space to check this package:



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



```
./make.sh
```

Build rkt toolkit and package it into the root file system.

4.3.3 Save Configurations

```
make savedefconfig
```

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

5. FAQs

5.1 Lack of mkdir Permissions

The following log appears when `make rk3288_defconfig`:

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

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

5.2 Public Key is not Available

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

```
Reading package lists... Done
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.

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