

# Customizing with Yocto

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# Agenda

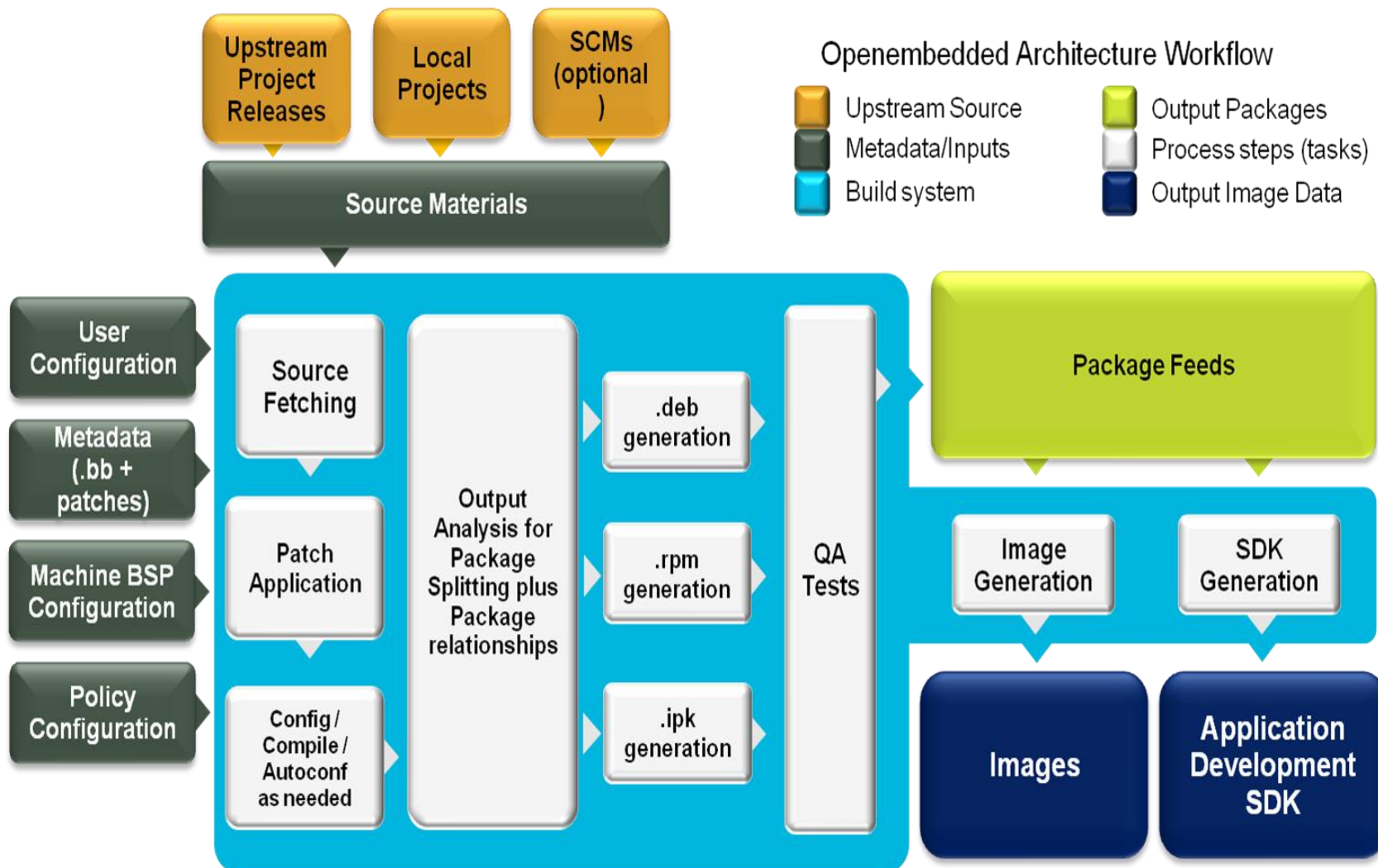
- Yocto Project: Build System, Workflow and Components
- Key concepts in Poky: Configurations files, recipe, class, layer
- Poky directory tree overview
- Add a new package and build our own image
- HOB: a GUI image customization tool

# Yocto Project Build System

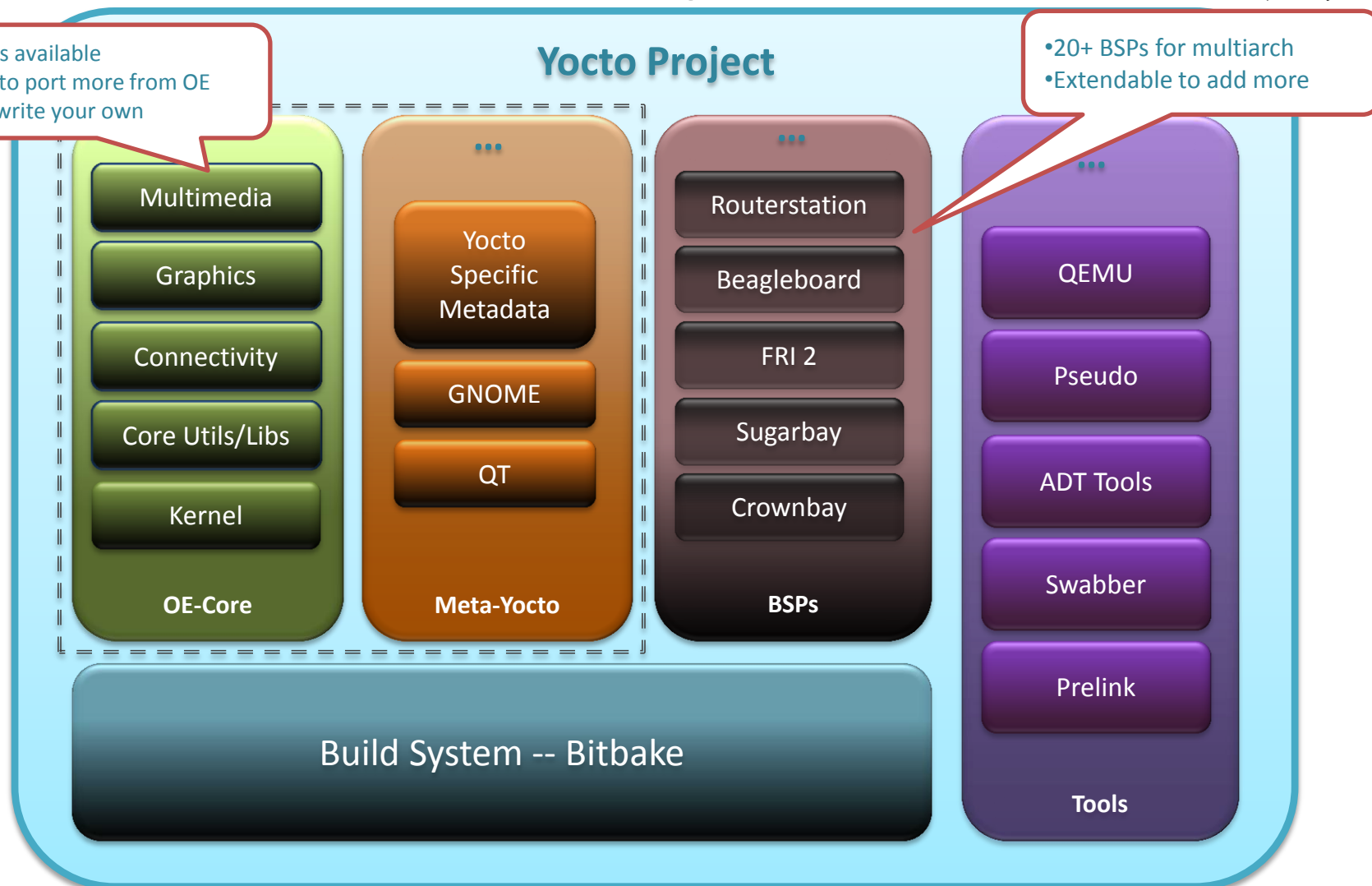
**Poky = BitBake + metadata**

- **Poky** – build system used by the Yocto Project
- **Bitbake** – a task executor and scheduler
- **Metadata** – task definitions
  - Configuration (.conf) – global definitions of variables
  - Recipes (.bb) – the logical units of software/images to build
  - Classes (.bbclass) – encapsulation and inheritance of build logic, packaging, etc.

# Yocto Project Workflow



# Yocto Components



# Configuration files in poky

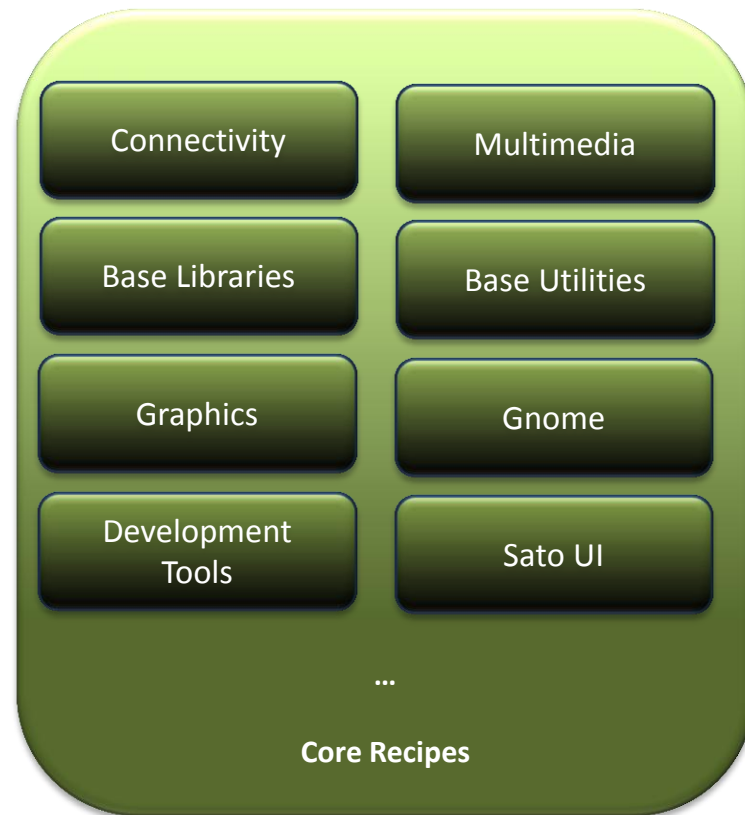
- Configuration (\*.conf files) – definition of variables:
  - meta/conf/bitbake.conf (global bitbake variables)
  - distro/poky.conf (Yocto policy config variables)
  - machine/ atom-pc.conf(machine-specific variables)
  - build/conf/local.conf (local user-defined variables)

# Example: **local.conf**

- BB\_NUMBER\_THREADS = "8"
- PARALLEL\_MAKE = "-j 4"
- MACHINE ?= "qemux86"
- DL\_DIR ?= "/distro/poky/sources/"
- DISTRO ?= "poky"
- PACKAGE\_CLASSES ?= "package\_rpm"
- **EXTRA\_IMAGE\_FEATURES = "debug-tweaks"**

# Recipe

- A **recipe**(.bb files) is a set of instructions for building packages, including:
  - Where to obtain the upstream sources and which patches to apply
  - Dependencies (on libraries or other recipes)
  - Configuration/compilation options
  - Define what files go into what output packages
  - Etc.





# Example: a recipe

meta/recipes-extended/msmtp/msmtp\_1.4.24.bb

SUMMARY = "msmtp is an SMTP client."

DESCRIPTION = "A sendmail replacement for use in MTAs like mutt"

HOMEPAGE = "http://msmtp.sourceforge.net/"

SECTION = "console/network"

LICENSE = "GPLv3"

**DEPENDS = "zlib gnutls"**

PR = "r0"

LIC\_FILES\_CHKSUM =

"file://COPYING;md5=d32239bcb673463ab874e80d47fae504"

**SRC\_URI =**

**"http://sourceforge.net/projects/msmtp/files/msmtp/\${PV}/\${PN}-\${PV}.tar.bz2"**

SRC\_URI[md5sum] = "5fb7ae88186624cdb125d3efad3fdc16"

SRC\_URI[sha256sum]

="269cd30eeb867167c6a599e23399f4fc24196fcdef3bac5b120d806b3b421810"

**inherit gettext autotools**

...

Specify build dependencies

Where to fetch source

Inherit internal classes:  
gettext/autotools

Then Poky takes care of all the rest of the build tasks in the background:

do\_fetch  
do\_unpack  
do\_patch  
do\_configure  
do\_compile  
do\_install  
do\_populate\_sysroot  
do\_package  
do\_rootfs

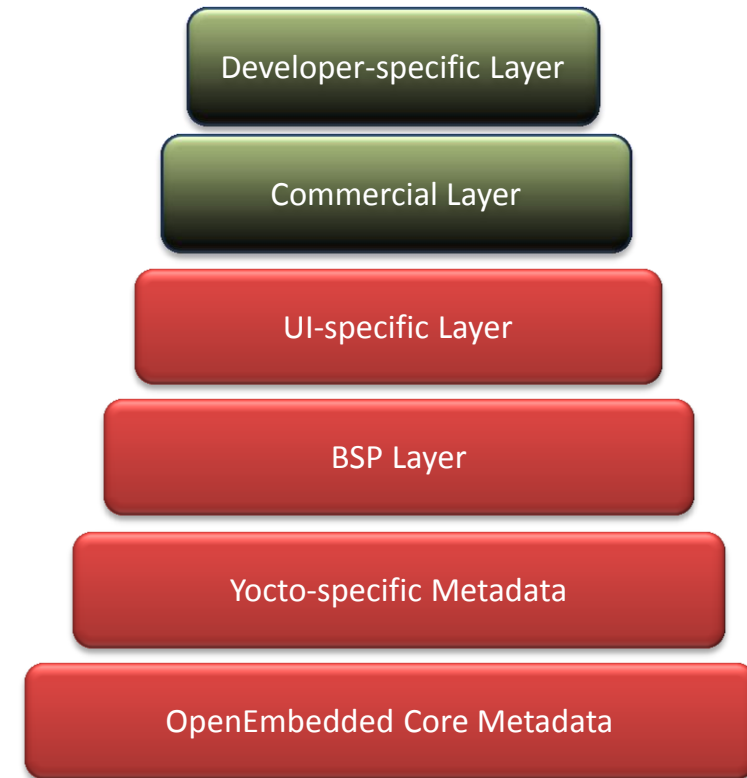
...

# Class (.bbclass files)

- Provide common functionalities.
  - Make createing new recipes become easy
  - Avoid code duplication
  - All the class files live in meta/class/\*.bbclass
- Examples 1: autotools.bbclass
  - Configure the code and generate Makefile(s)
  - Compile the source code
  - Install the built output
- Examples 2: package\_rpm.bbclass
  - Package the build output into RPM format
  - Handle the dependencies among packages

# Layer

- Stacked layers allow deep customization with low maintenance cost.
  - Add new recipes
  - Tune arch specific flags
  - Override package options
- **A sample stack in the right side**
  - Commercial layers from embedded OSVs or ISVs
  - BSP layers from Intel or other silicon vendors



# Example: Add a New Layer

**bblayers.conf:**

```
BBLAYERS ?= " \  
    /home/build/poky/meta \  
    /home/build/poky/meta-yocto \  
    /home/build/bsp/meta-intel \  
    /home/build/bsp/meta-intel/meta-esdc2012\  
"
```

Specify to add 2 layers

# Poky Directory Tree

- **bitbake/**: the BitBake utility itself
- **documentation/**: documentation stuff
- **scripts/**: various support scripts (e.g, runqemu)
- **meta/conf/**: important configuration files, **bitbake.conf**, reference distro config, machine configs for qemu architectures
- **meta/classes/**: bitbake classes
- **meta/recipes-\*/**: various recipes
- **build/**: anything generated with a build
- **build/conf/**: including **bblayer.conf** and **local.conf**

# Add a new package: helloworld

```
cd poky/meta/recipes-support/ && tree helloworld/  
helloworld/
```

```
|-- files  
|  `-- helloworld.c  
`-- helloworld_1.0.bb
```

```
$ bitbake helloworld
```

We will get the package  
helloworld\_1.0-r0\_i586.rpm

```
DESCRIPTION = "Simple helloworld application"  
SECTION = "examples"  
LICENSE = "MIT"  
LIC_FILES_CHKSUM = "file://${COMMON_LICENSE_DIR}/MIT;  
                    md5=0835ade698e0bcf8506ecda2f7b4f302"  
  
PR = "r0"  
SRC_URI = "file://helloworld.c"  
S = "${WORKDIR}"  
  
do_compile() {  
    ${CC} helloworld.c -o helloworld  
}  
  
do_install() {  
    install -d ${D}${bindir}  
    install -m 0755 helloworld ${D}${bindir}  
}
```

# Build our own image

- Poky has many existing image definitions
  - core-image-minimal, core-image-sato,...
    - Defined by recipes: core-image-minimal.bb, core-image-sato.bb
    - We can create our own image type, too.
- Install the new package into the target image
  - add a line into local.conf: IMAGE\_INSTALL\_append = " helloworld"
    - \$ bitbake core-image-sato
    - \$ runqemu qemux86 and in the target we see /usr/bin/helloworld
- More complex examples, see  
<http://www.yoctoproject.org/docs/current/poky-ref-manual/poky-ref-manual.html>

# HOB: the GUI image customization tool

## Human Oriented Builder

```
$ cd poky
```

```
$ source oe-init-build-env
```

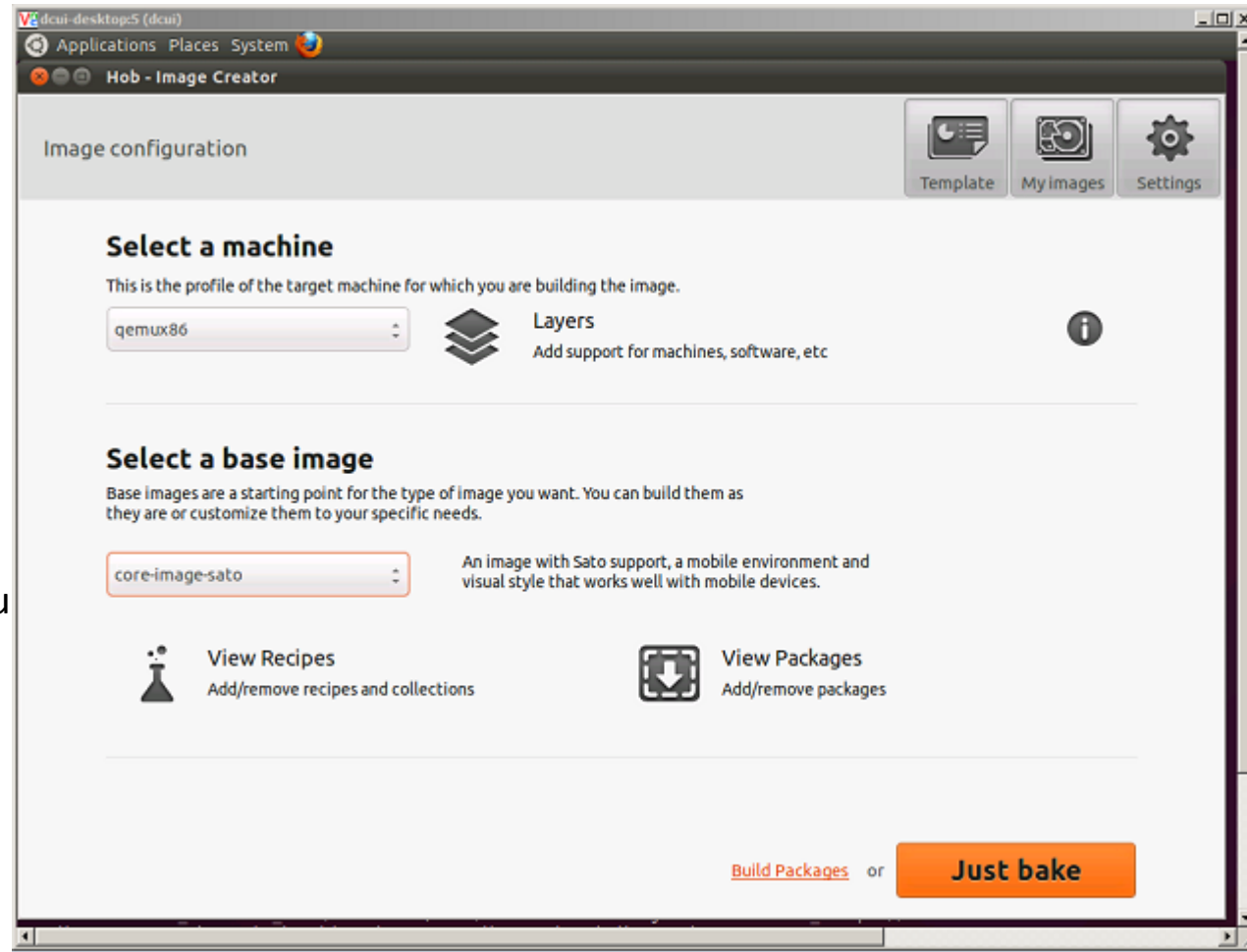
```
$ hob
```

- Provides full functionality with parameters

### GTK-base Hob

- Wizard-like from configuration selection to image deployment
- Customize your image as you want

Web-based Hob is coming soon.





# Yocto Resources

- The Yocto Project is an open source project, and aims to deliver an open standard for the embedded Linux community and industry
- Development is done in the open through public mailing lists:
  - [openembedded-core@lists.openembedded.org](mailto:openembedded-core@lists.openembedded.org),
  - [poky@yoctoproject.org](mailto:poky@yoctoproject.org), [yocto@yoctoproject.org](mailto:yocto@yoctoproject.org)
- And public code repositories:
  - <http://git.yoctoproject.org>, <http://git.openembedded.net>
- Documentations:
  - <http://www.yoctoproject.org/documentation>
- Bug reports and feature requests:
  - <http://bugzilla.yoctoproject.org>

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Intel Cup Embedded System Design Contest