



# ODROID Forum

Hardkernel ODROID

[Skip to content](#)

Search...

[Advanced search](#)

- [Board index](#) < [Hardkernel](#) < [How-To's and Guides](#) < [Ubuntu \(All Linux'es\)](#)
- [Change font size](#)
- [E-mail friend](#)
- [Print view](#)
- [User Control Panel](#) (**0** new messages) • [View your posts](#)
- [FAQ](#)
- [Members](#)
- [Logout](#) [ [GalenRhodes](#) ]

## [HOWTO] Debian/Ubuntu repository for Games/Emulators/Kernel

**Moderators:** [odroid](#), [mdrjr](#)

[Post a reply](#)

Search this topic...

[First unread post](#) • 153 posts • [Page 1 of 4](#) • [1](#), [2](#), [3](#), [4](#)

- [Report this post](#)
- [Reply with quote](#)

## [HOWTO] Debian/Ubuntu repository for Games/Emulators/Kernel

by [meveric](#) » July 31st, 2014, 5:51 am

Hi together,

for quite some time now i'm building Debian packages for easy install of games and programs that i ported to the ODROID, which can be found under <http://oph.mdrjr.net/meveric/>  
Here you could manually download and install lots of software packages in the past which did spare you the trouble of compiling them on your own.

Since a little while ago, i was also offering my own Kernel builds for ODROID X, X2 and U series.

Lately i was experimenting with a simple Debian repository which would allow you to install packages with a simple **apt-get install** and updated already installed packages with **apt-get upgrade**, lately i got in a state where it's "useable" and even is able to update Kernels with a simple **apt-get upgrade** command.

So i want to share the current status for people who want to try it out.

**I will most likely update this thread every now and then and add more repositories where i see the need for it.**

## How to start:

(all the following steps should be done as **root**)

As **root** goto `/etc/apt/sources.list.d/`

You can download a couple of my repository files in here, for what you see fitting and want to use:

Code: [Select all](#)

```
wget http://oph.mdrjr.net/meveric/sources.lists/meveric-all-main.list      # main package list for all
ODROIDs and all Distributions (Debian/Ubuntu)
wget http://oph.mdrjr.net/meveric/sources.lists/meveric-all-U.list      # package list for ODROID
U2/U3 devices and all Distributions (Kernel and Headers)
wget http://oph.mdrjr.net/meveric/sources.lists/meveric-all-X.list      # package list for ODROID X
devices and all Distributions (Kernel and Headers)
wget http://oph.mdrjr.net/meveric/sources.lists/meveric-all-X2.list     # package list for ODROID X2
devices and all Distributions (Kernel and Headers)
wget http://oph.mdrjr.net/meveric/sources.lists/meveric-all-XU.list     # package list for ODROID XU
devices and all Distributions (Kernel and Headers)
wget http://oph.mdrjr.net/meveric/sources.lists/meveric-all-XU3.list    # package list for ODROID XU3
devices and all Distributions (Kernel and Headers)
wget http://oph.mdrjr.net/meveric/sources.lists/meveric-all-C1.list     # package list for ODROID C1
devices and all Distributions (Kernel and Headers)
wget http://oph.mdrjr.net/meveric/sources.lists/meveric-all-C2.list     # package list for ODROID C2
devices and all Distributions (Kernel and Headers)
wget http://oph.mdrjr.net/meveric/sources.lists/meveric-all-testing.list # package list all ODROID
devices and all Distributions unstable packages
wget http://oph.mdrjr.net/meveric/sources.lists/meveric-jessie-main.list  # package list for all ODROID
devices / Debian Jessie (not for Debian Wheezy, or Ubuntu 12.04)
wget http://oph.mdrjr.net/meveric/sources.lists/meveric-jessie-backports.list # package list for all ODROID
devices / Debian Jessie (backports of newer or missing packages)
wget http://oph.mdrjr.net/meveric/sources.lists/meveric-wheezy-main.list  # package list for all ODROID
devices but for Debian Wheezy (will not run under Ubuntu 14.04, etc.)
wget http://oph.mdrjr.net/meveric/sources.lists/meveric-wheezy-backports.list # package list for all ODROID
devices but for Debian Wheezy (backports of libraries such as SDL2)
wget http://oph.mdrjr.net/meveric/sources.lists/meveric-wheezy-testing.list # package list for all ODROID
devices but for Debian Wheezy (packages for testing e.g. XBMC 13)
```

(please do only download the package lists suitable for your device. Kernel Updates for ODROID X2 won't work on ODROID U3!)

Next you need to download and install my signature key to tell apt that packages signed with that key are ok:

Code: [Select all](#)

```
wget -O- http://oph.mdrjr.net/meveric/meveric.asc | apt-key add -
```

after that you need to update your package lists with the command **apt-get update** if you've done everything right it should run through without an issue which means you are now ready to update and install packages via **apt-get** command

## Kernel Updates over apt-get:

One of the very helpful features of the Debian repository is the option to update your kernels automatically via system updates. For this i created a "meta-package" which will guarantee you that your kernel will always be updated with the system updates.

I will use ODROID U series as an example but the same applies to ODROID X and ODROID X2 (and probably later other models as well)

### First:

make sure you have the the meveric-all-U.list in your folder `/etc/apt/sources.list.d/` and already did a **apt-get update** to have the most current package list.

All set up you can install the following meta package to get all the Kernel updates i provide:

Code: [Select all](#)

```
apt-get install linux-headers-armhf-odroid-u
```

```
apt-get install linux-image-armhf-odroid-u
```

headers -> are the header files for the kernel which are sometimes needed if you want to compile your own kernel modules for example for an external sound card or something similar

image -> is the actual kernel and modules

(for ODROID X the packages are named **linux-headers-armhf-odroid-x** and **linux-image-armhf-odroid-x** and for ODROID X2 **linux-headers-armhf-odroid-x2** and **linux-image-armhf-odroid-x2**)

With that you automatically get the newest Kernel installed and automatically get updates over **apt-get** from now on

### Important:

When you already have one of my Kernel installed, or whenever you receive an update, the previous Kernel and Header will be replaced with the new Kernel and Headers.

If this update is just a patch, means you stay in the same Kernel version but get new features for that kernel (for example new Kernel modules activated), the system will complain about that, since you already have the same kernel installed. It will ask you if you want to **STOP** this operation. You have to answer with **NO** in order to **continue** the installation.

Updates to a newer version of a Kernel should go without any complains.

Be careful, after removing a Kernel you should NOT restart the ODROID until the new Kernel is installed. Since your ODROID won't boot without a Kernel. But don't worry your ODROID will run until you restart even without a Kernel, even for days and weeks, which should give you plenty of time to fix any issue. IF something goes wrong and the system gets restarted anyway you can still repair your installation using another computer.

- If you already have a Kernel as a package installed created by me, you don't need to worry everything should work fine.
- If you have a kernel from HardKernel lower than version 3.8.13.28, you should be fine as well.
- If you have a kernel from HardKernel in version 3.8.13.28 (type **uname -a** to see what kernel version you have) then you have to "cleanup" the /boot directory first:

Code: [Select all](#)

```
rm -f /boot/*-3.8.13.28 # for X,X2,U2,U3
rm -f /boot/*-3.10.63 /boot/*.dtb # for XU3
rm -f /boot/*-3.10.43 /boot/*.dtb # for C1
```

(If you're using Ubuntu, these files are located in /media/boot rather than in /boot... But that's only a one time thing, once you have the kernel installed you never need this again)

Since the Kernel package might contain the same files that are already copied in your boot directory which will prevent the package from installing.

### Additional notice:

On Ubuntu the boot partition of your SD or eMMC storage is stored in /media/boot/ and some of the files have to be put in that folder during installation of the kernel.

The Kernel does handle that itself and should work fine, it differs between Debian and Ubuntu and either copies the files to /boot or to /media/boot.

### Package List:

This section will have a list of packages that can be found in my repository. The list will be updated silently so make sure to come back and check if you want to know what packages are new.

Code: [Select all](#)

Install Name:	Description:
PackageList:	
linux-headers-armhf-odroid-u all/u	Meta Package for Kernel Headers of ODROID U devices
linux-image-armhf-odroid-u all/u	Meta Package for Kernel Image of ODROID U devices
linux-headers-armhf-odroid-x	Meta Package for Kernel Headers of ODROID X devices

all/x	
linux-image-armhf-odroid-x	Meta Package for Kernel Image of ODROID X devices
all/x	
linux-headers-armhf-odroid-x2	Meta Package for Kernel Headers of ODROID X2 devices
all/x2	
linux-image-armhf-odroid-x2	Meta Package for Kernel Image of ODROID X2 devices
all/x2	
linux-headers-armhf-odroid-xu	Meta Package for Kernel Headers of ODROID XU devices
all/xu	
linux-image-armhf-odroid-xu	Meta Package for Kernel Image of ODROID XU devices
all/xu	
energymonitor-odroid	Energy Monitor for ODROID XU3
all/xu3	
linux-headers-armhf-odroid-xu3	Meta Package for Kernel Headers of ODROID XU3 devices
all/xu3	
linux-image-armhf-odroid-xu3	Meta Package for Kernel Image of ODROID XU3 devices
all/xu3	
aml-libs	Codec Libraries and Headers for video decoding
all/c1	
mupen64plus-odroid	ODROID C1 optimized N64 emulator
all/c1	
ogst-mupen64plus-config	N64 config for ODROID GameStation Turbo image of C1
all/c1	
linux-headers-armhf-odroid-c1	Meta Package for Kernel Headers of ODROID C1 devices
all/c1	
linux-image-armhf-odroid-c1	Meta Package for Kernel Image of ODROID C1 devices
all/c1	
linux-headers-arm64-odroid-c2	Meta Package for Kernel Headers of ODROID C2 devices
all/c2	
linux-image-arm64-odroid-c2	Meta Package for Kernel Image of ODROID C2 devices
all/c2	
u-boot	Update package for u-boot bootloader made by HardKernel
all/c2	
aquaria-odroid	2D side-scrolling action adventure using glshim
all/testing	
armagetronad-odroid-launcher	Meta Package for glshim version of Armagetron (Tron Like arcade game)
all/testing	
arx-liberatis-odroid	Arx Fatalis running on ODROIDS using glshim
all/testing	
astromenace-odroid-launcher	Launcher for AstroMenace (3D arcade shooter) using glshim
all/testing	
chromium-bsu-odroid	Up-Down Scroller / Arcade Shooting game using glshim
all/testing	
criticalmass-odroid-launcher	Launcher for Critical Mass (aka Critter) to run through glshim
all/testing	
eduke32-odroid	Remake of Duke Nukem 3D with lots of enhanced features using glshim
all/testing	
fofix-odroid-launcher	Meta Package for Frets on Fire X guitar rhythm game using glshim
all/testing	
gl-117-odroid-launcher	Meta Package for GL-117 Action Flight Simulator using glshim
all/testing	
hedgewars-odroid-launcher	Meta Package for Hedgewars - Worms like action game using glshim
all/testing	
libgl-odroid	glshim OpenGL -> OpenGL ES wrapper
all/testing	
libglew-odroid	libGLEW linked against glshim (needed for some games)
all/testing	
libglues-odroid	libGLU for OpenGL ES linked against glshim (needed for some games)
all/testing	
mario0-odroid	Super Mario and Valves Portal mixed together in one game using glshim
all/testing	

neverball-odroid-launer	3D Puzzle game with a ball on a tiltable underground using glshim
all/testing	
neverputt-odroid-launcher	3D Puzzle/Golf game using glshim
all/testing	
opencpn-odroid	Naval map and route planing software using glshim
all/testing	
shmupacabra-odroid	A hard and fast arcade shooter using glshim
all/testing	
smc-odroid	Super Maryo Chronicles, Super Mario remake with very nice graphics using
glshim	
all/testing	
stellarium-odroid-launcher	Meta Package to run Stellarium (3D Planetarium) with glshim
all/testing	
supertux2-odroid	Super Mario Clone with Tux the penguin using glshim
all/testing	
supertuxkart-odroid-launcher	Meta Package to run SuperTuxCart (3D Mario Kart clone) with glshim
all/testing	
sw-odroid	Shadow Warrior clone using glshim and OpenGL
all/testing	
uhexen2-odroid	Hammer of Thyrion - Hexen 2 enging using glshim and OpenGL
all/testing	
valyriatear-odroid	Very nice looking RPG game with very good music and graphics
all/testing	
yquake2-odroid	Quake 2 remake in OpenGL using glshim
all/testing	
yquake2-ctf-odroid	Capture The Flag Addon for yquake2
all/testing	
yquake2-rogue-odroid	Ground Zero Addon for yquake2
all/testing	
yquake2-xatrix-odroid	The Reckoning Addon for yquake2
all/testing	
yquake2-zaero-odroid	Team Evolves Zaero Addon for yquake2
all/testing	
clang-3.7	clang 3.7 and all of the llvm-toolchain-3.7 packages
jessie/backports	
libdri2-odroid	libdri2 - library for the DRI2 extension to the X Window System
jessie/backports	
libcxxglib0	cross platform UUID library
jessie/backports	
libcxxglib0-dev	cross platform UUID library - Header files
jessie/backports	
libdcadec0	DTS Coherent Acoustics decoder
jessie/backports	
libdcadec0-dev	DTS Coherent Acoustics decoder - Header files
jessie/backports	
libSDL1.2-dbg	Debugging symbols for libSDL1.2debian (fixed for XU3/XU4)
jessie/backports	
libSDL1.2-dev	Headers for libSDL1.2
jessie/backports	
libSDL1.2debian	SDL 1.2 patched for XU3/XU4 to address an issue with resolution changes
jessie/backports	
firestarter	simple to use firewall in GTK
jessie/backports	
sludge-compiler	SLUDGE Adventure gaming engine recompiled for OpenGL ES
jessie/backports	
sludge-devkit	SLUDGE Adventure gaming engine recompiled for OpenGL ES
jessie/backports	
sludge-doc	SLUDGE Adventure gaming engine recompiled for OpenGL ES
jessie/backports	
sludge-engine	SLUDGE Adventure gaming engine recompiled for OpenGL ES
jessie/backports	
attract	Attract-Mode emulator frontend

jessie/main	
avp-odroid	Alien versus Predator - First Person Shooter using OpenGL ES 1.1
jessie/main	
chromium-browser-odroid-l10n	chromium-browser language packages
jessie/main	
chromium-browser-odroid	open source browser based on google chrome
jessie/main	
chromium-chromedriver-dbg	chromium-chromedriver debug symbols
jessie/main	
chromium-chromedriver	WebDriver driver for the Chromium Browser
jessie/main	
chromium-codecs-ffmpeg-dbg	chromium-codecs-ffmpeg debug symbols
jessie/main	
chromium-codecs-ffmpeg-extra-dbg	chromium-codecs-ffmpeg-extra debug symbols
jessie/main	
chromium-codecs-ffmpeg-extra	Extra ffmpeg codecs for the Chromium Browser including nonfree drivers
jessie/main	
chromium-codecs-ffmpeg	Free ffmpeg codecs for the Chromium Browser
jessie/main	
clementine-odroid	Very nice Music Player to organize your music and play online streams
jessie/main	
cool-retro-term	Awesome Terminal Emulator in retro style and many GLESv2 shadern
jessie/main	
corsixth-odroid	Theme Hospital Clone (very funny Hospital simulation)
jessie/main	
doom3-odroid	Famous 3D First Person Shooter
jessie/main	
emulationstation-odroid	Simple Emulator Frontend
jessie/main	
freedroidrpg-odroid	Diablo like game with Tux the Penguin using glshim for hardware
acceleration	jessie/main
freeorion-odroid	Free Orion (Master of Orion clone) using glshim
jessie/main	
freerdp-odroid	A RDP client to connect to Windows machines using the RDP protocol with many
features	jessie/main
frogatto-odroid-720	Very good looking jump platformer where you play as a frog using GLES1 (720p
binary)	jessie/main
frogatto-odroid-1080	Very good looking jump platformer where you play as a frog using GLES1
(1080p binary)	jessie/main
homeworldsdl-odroid	Port of the famous Real Time Space Strategy game Homeworld with OpenGL ES
support	jessie/main
gigalomania-odroid	Remake of Mega-Lo-Mania in SDL2
jessie/main	
kodi-addons-odroid	Kodi Addons for Debian Jessie (PVR and others)
jessie/main	
kodi-isengard-addons-odroid	Kodi Isengard Addons for Debian Jessie (PVR and others)
jessie/main	
kodi-isengard-odroid	Kodi 15.2 - Isengard (formerly known as XBMC) for Debian Jessie
jessie/main	
kodi-odroid	Kodi (formerly known as XBMC) for Debian Jessie
jessie/main	
libopengl-odroid	3Dfx Glide to OpenGL wrapper (using glshim for ODROIDs)
jessie/main	
libsFML-odroid	SFML - Simple and Fast Multimedia Library (OpenGL ES build)
jessie/main	
libump-odroid	UMP drivers for Mali GPUs
jessie/main	
moonlight-embedded	NVIDIA GameStreaming on ODROID devices
jessie/main	
mpv	software movie player probably best desktop experience on ODROIDs
jessie/main	

mpv-dbg		debugging symboles for mpv
	jessie/main	
mupen64plus-odroid		N64 Emulator
	jessie/main	
naev-odroid		2D space simulation and shoter with very good graphics uses GLshim for 3D
effects	jessie/main	
naev-data-odroid		Game data files for naev
	jessie/main	
opencpn-odroid		Naval map and route planing software using glshim
	jessie/main	
openomf-odroid		Open Source remake of One Must Fall 2097
	jessie/main	
openxcom-nightly-odroid		UFO: Enemy Unkown + UFO: Terror from the Deep development branch
	jessie/main	
openxcom-odroid		UFO: Enemy Unkown (X-COM: UFO Defence) remake with high resolution and new
features	jessie/main	
ppspp-odroid		PlayStation Portable Emulator
	jessie/main	
qemu-odroid		i386 emulator QEMU for ODROID
	jessie/main	
qt5-xu3-fix		Fix for QT5 on XU3/XU4 (Fixes: Unable to find an X11 visual which matches
EGL config XX)	jessie/main	
residualvm-odroid		ScummVM like Engine for multiple 3D Adventure games uses SDL 1.2 + GLES 2
	jessie/main	
retroarch-odroid		Retroarch Frontend for Libretro cores (Multi System Emulator)
	jessie/main	
rickyd-odroid		Rick Dangerous Clone using SDL2
	jessie/main	
rvgl-odroid		Re-Volt port for ODROIDs using GLshim (thanks to RV-Team, Huki and
jigebren)	jessie/main	
scummvm		ScummVM Engine for multiple Adventure games
	jessie/main	
shmup-odroid		3D Shoot 'em up using SDL2 and OpenGL ES inspired by Ikaruga
	jessie/main	
sixad		Driver / Daemon for PS3 controller
	jessie/main	
smc-odroid		Super Maryo Chronicles, Super Mario remake with very nice graphics using
glshim	jessie/main	
steamios-xpad-dkms		new xpad driver from SteamOS (supports Xbox One controller) as a DKMS
module	jessie/main	
stepmania-odroid		Free dance and rhythm game using OpenGL ES
	jessie/main	
stratagus		free cross-platform game engine used to build real-time strategy video
games	jessie/main	
supertux2-odroid		Super Mario Clone with Tux the penguin using glshim
	jessie/main	
synergy-odroid		Software to share one Keyboard/Mouse over multiple PCs/ODROIDs
	jessie/main	
tvheadend		TVHeadend backend for PVR clients
	jessie/main	
tvheadend-dbg		TVHeadend backend for PVR clients debug symbols
	jessie/main	
ufoai-odroid		UFO: Alien Invation (a game inspired by XCom series) with OpenGL ES support
	jessie/main	
ultrastardx-odroid		Ultrastar Deluxe - Free Singstar clone using glshim
	jessie/main	
virtualjaguar-odroid		Atari Jaguar emulator for ODROID
	jessie/main	
witchblast-odroid		Binding of Isaac like game running on SFML and GLES
	jessie/main	
witchblast-data-odroid		Data files for Witch Blast

jessie/main	
xash3d-odroid	Xash3D Engine for Gold Source Games like Half-Life using glshim
jessie/main	
xbmc-odroid	XBMC Gotham 13.2 for Debian Jessie
jessie/main	
xf86-video-armsoc-odroid	ARMSoC framebuffer drivers for Mali GPUs used by ODROIDs
jessie/main	
xf86-video-mali-odroid	Mali DDX framebuffer drivers for Mali GPUs used by ODROIDs
jessie/main	
chromium-browser	Chromium Web Browser (RPi Version 22)
wheezy/backports	
libjssc-java	library for working with serial ports from Java
wheezy/backports	
chromium-browser-odroid-l10n	chromium-browser language packages
wheezy/main	
chromium-browser-odroid	open source browser based on google chrome
wheezy/main	
chromium-chromedriver-dbg	chromium-chromedriver debug symbols
wheezy/main	
chromium-chromedriver	WebDriver driver for the Chromium Browser
wheezy/main	
chromium-codecs-ffmpeg-dbg	chromium-codecs-ffmpeg debug symbols
wheezy/main	
chromium-codecs-ffmpeg-extra-dbg	chromium-codecs-ffmpeg-extra debug symbols
wheezy/main	
chromium-codecs-ffmpeg-extra	Extra ffmpeg codecs for the Chromium Browser including nonfree drivers
wheezy/main	
chromium-codecs-ffmpeg	Free ffmpeg codecs for the Chromium Browser
wheezy/main	
clementine-odroid	Very nice Music Player to organize your music and play online streams
wheezy/main	
emulationstation-odroid	A graphical and themeable emulator front-end
wheezy/main	
hcraft-odroid	Fast Hovercraft racing game for OpenGL ES (using Irrlicht engine)
wheezy/main	
gigalomania-odroid	Remake of Mega-Lo-Mania in SDL2
wheezy/main	
libump-odroid	UMP drivers for Mali GPUs
wheezy/main	
moonlight-embedded	NVIDIA GameStreaming on ODROID devices
wheezy/main	
mupen64plus-odroid	N64 Emulator
wheezy/main	
mono-odroid	Mono (C#) libraries and development files for Debian Wheezy
wheezy/main	
openomf-odroid	Open Source remake of One Must Fall 2097
wheezy/main	
retroarch-odroid	Retroarch Frontend for Libretro cores (Multi System Emulator)
wheezy/main	
stepmania-odroid	Free dance and rhythm game using OpenGL ES
wheezy/main	
tvheadend	TVHeadend backend for PVR clients
wheezy/main	
tvheadend-dbg	TVHeadend backend for PVR clients debug symbols
wheezy/main	
xf86-video-armsoc-odroid	ARMSoC framebuffer drivers for Mali GPUs used by ODROIDs
wheezy/main	
crrcsim-odroid	RC - model-airplane simulator for many different aircraft models using
glshim	
wheezy/testing	
freedroidrpg-odroid	Diablo like game with Tux the Penguin using glshim for hardware
acceleration	
wheezy/testing	



kodi-odroid		Kodi (XBMC) for Debian Wheezy
wheezy/testing		
ultrastardx-odroid		Ultrastar Deluxe - Free Singstar clone using glshim
wheezy/testing		
xbmc-odroid		XBMC Gotham 13.2 for Debian Wheezy
wheezy/testing		
arduino		Arduino IDE for electronics prototyping platforms
all/main		
arduino-core		Code, examples, and libraries for the Arduino platforms
all/main		
avp-odroid		Alien versus Predator - First Person Shooter using OpenGL ES 1.1
all/main		
antimicro-odroid		Tool for mapping keyboard events to gamepads and joysticks
all/main		
bombermaaan		A classic bomberman clone
all/main		
bombermaaan-data		Data files for bombermaaan
all/main		
cannonball-odroid		Engine for Out Run arcade racing written in SDL2 using OpenGL ES
all/main		
clipgrab		Tool to download movies from online websites, such as youtube or
dailymotion	all/main	
cool-retro-term		Awesome Terminal Emulator in retro style and many GLESv2 shadern
all/main		
corsixth-odroid		Theme Hospital Clone (very funny Hospital simulation)
all/main		
dlx-rebirth-odroid		Descent 1 Rebirth OpenGL ES version
all/main		
d2x-rebirth-odroid		Descent 2 Rebirth OpenGL ES version
all/main		
desmume-odroid		Nintendo DS/i Emulator
all/main		
doom3-odroid		Famous 3D First Person Shooter
all/main		
dosbox-odroid		ARMv7a optimized version of DOS Emulator
all/main		
dunelegacy		Dune 2 remake with enhanced features using SDL
all/main		
etr-odroid		Extreme Tux Racer OpenGL ES version
all/main		
fheroes2-odroid		Heroes of Might and Magic 2 remake
all/main		
flare-engine-odroid		Free/Libre Action Roleplaying Engine
all/main		
ffmpeg-free-odroid		Same as below, but only free codecs
all/main		
ffmpeg-odroid		A complete, cross-platform solution to record, convert and stream audio and
video	all/main	
freerdp-odroid		A RDP client to connect to Windows machines using the RDP protocol with many
features	all/main	
frogatto-odroid-720		Very good looking jump platformer where you play as a frog using GLES1 (720p
binary)	all/main	
frogatto-odroid-1080		Very good looking jump platformer where you play as a frog using GLES1
(1080p binary)	all/main	
fs-uae		Amiga Emulator with OpenGL ES 1 support
all/main		
googleplaydownloader		Download APKs from the Google PlayStore
all/main		
hcraft-odroid		Fast Hovercraft racing game for OpenGL ES (using Irrlicht engine)
all/main		
homeworldsdl-odroid		Port of the famous Real Time Space Strategy game Homeworld with OpenGL ES

support	all/main	
hurrican-odroid		Remake of the classic Turrican using OpenGL ES for lots of special effects
	all/main	
ioquake3-odroid		Open Source Quake 3 remake for OpenGL ES
	all/main	
ja2-stracciatella		Jagget Alliance 2 remake in SDL, allows to replay JA2 on your ODROID in
FullHD	all/main	
jk3-odroid		Jedi Knight 3 - Jedi Academy for OpenGL ES
	all/main	
libc++microservices-odroid		C++ Micro Services library provides a dynamic service registry and module
system	all/main	
libopenh264		Library and headers for Ciscos Open H264 codec
	all/main	
libsodium-odroid		easy to use encryption and decrytion library
	all/main	
mednafen-odroid		A MultiSystemEmulator which allows you to play GBA, NES, and many other
console games	all/main	
ogst-mupen64-config		Starter and configuration for Mupen64Plus for ODROID GameStation Turbo
	all/main	
ogst-starters-xbmc		Starters for XBMC for ODROID GameStation Turbo image (found in
/usr/local/bin )	all/main	
openarena-odroid		OpenArena (Quake3 clone) for ODROIDS using native OpenGL ES
	all/main	
openarena-data-odroid		OpenArena (Quake3 clone) data-files
	all/main	
openbor-odroid		Open source continuation of Beats of Rage Engine
	all/main	
openggs-odroid		Great Giana Sisters remake.. C64 version, as well as total remake with
different levels	all/main	
openomf-odroid		Open Source remake of One Must Fall 2097
	all/main	
opentyrian-odroid		Arcade Shooter
	all/main	
openxcom-nightly-odroid		UFO: Enemy Unkown + UFO: Terror from the Deep development branch
	all/main	
openxcom-odroid		UFO: Enemy Unkown (X-COM: UFO Defence) remake with high resolution and new
features	all/main	
otter-browser		Otter Browser aims to recreate the best aspects of the classic Opera (12.x)
UI using Qt5	all/main	
pepperflash-odroid		PepperFlash Plugin for Chromium Browser
	all/main	
ppsspp-odroid		PlayStation Portable Emulator
	all/main	
prostrikerm-odroid		Space Arcade sidescroller in Python
	all/main	
puzzlemoppet-odroid		A challenging 3D puzzle game using GLES and Irrlicht engine
	all/main	
qtsixa		Graphical Sixaxis Joystick Manager
	all/main	
reicast-odroid		Sega DreamCast Emulator
	all/main	
retroarch-cores-good		Libretro cores for retroarch used in GameStation Turbo Image
	all/main	
retroarch-cores-bad		Additional libretro cores for retroarch not used in GameStation Turbo Image
	all/main	
rickyd-odroid		Rick Dangerous Clone using SDL2
	all/main	
scummvm-odroid		ScummVM Engine for multiple Adventure games
	all/main	
sdlpop-odroid		Remake of DOS version of Prince of Persia in SDL2
	all/main	

sixad		Driver / Daemon for PS3 controller
sixad-gasia	all/main	Alternative Driver / Daemon for PS3 controller
smokinguns-odroid	all/main	Wild West Shooter using the Quake3 engine and OpenGL ES 1
smw-bin	all/main	Super Mario War - A fighting/Jump and Run inspired by Super Mario
smw-leveledit	all/main	Level Editor for Super Mario War
stellarium	all/main	Stellarium (Planetarium) backport from Debian Jessie
stratagus		free cross-platform game engine used to build real-time strategy video
games	all/main	
tbftss-odroid	all/main	2D mission-based space shooter - The Battle for the Solar System
toppler-odroid	all/main	Toppler Tower is a Nebulus Clone in SDL
ultrastardx-odroid-data	all/main	Data files for Ultrastar Deluxe for all systems
uqm-hd-odroid	all/main	Ur-Quan Master HD / HD remake of Ur-Quan Master (Star Control 2)
vcmi-odroid	all/main	Heroes of Might and Magic III Engine to play HoMM3 on the ODROID
vice-odroid	all/main	VICE, the Versatile Commodore Emulator
wargus	all/main	Warcraft2 Mod that allows you to play Warcraft2 with the Stratagus engine
wop-odroid	all/main	World of Padman for OpenGL ES
wop-data	all/main	World of Padman data files
zram-odroid	all/main	init.d control scripts for ZRAM

## Detailed Package List:

### Kernel and board specific packages:

all/c1: [armhf](#) all/c2: [arm64](#)  
all/u: [armhf](#) all/x: [armhf](#)  
all/x2: [armhf](#) all/xu: [armhf](#)  
all/xu3: [armhf](#)

### Packages for all OS (Ubuntu/Debian):

all/main: [armhf](#) [arm64](#)  
all/testing: [armhf](#) [arm64](#)

### Packages specifcly for Debian Jessie (some might work under Ubuntu, but no guarantee):

jessie/backports: [armhf](#) [arm64](#)  
jessie/main: [armhf](#) [arm64](#)

### Packages specifcly for Debian Wheezy (some might work under Ubuntu, but no guarantee):

wheezy/backports: [armhf](#)  
wheezy/main: [armhf](#)  
wheezy/testing: [armhf](#)

=====

**If you have questions, feel free to ask and i will try to help you where i can. It sounds complicated, but once it's set up, you can install**

**and update programs, games and Kernel just with a simple apt-get command.**

Last edited by [meveric](#) on May 24th, 2016, 4:02 am, edited 162 times in total.

**Donate** to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2, ODROID-U2, ODROID-U3, ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [memeka](#) » July 31st, 2014, 6:38 am

i would really appreciate it if you would put the sources too, such that you can apt-get source <pkg> 🙄

Images: [U2/U3 Trusty Dev Center](#) | [XU Trusty Dev Center](#)

Information: [U2/U3 Dashboard](#) | [XU Dashboard](#)

[Say thank you with a beer](#)



[memeka](#)

**Posts:** 3019

**Joined:** May 19th, 2013, 8:22 pm

**languages\_spoken:** english

**ODROIDS:** XU rev2 + eMMC + UART  
U3 + eMMC + IO Shield + UART

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [odroid](#) » July 31st, 2014, 6:56 am

Finally... we can perform the Kernel update process via apt-get! 🙄

Great job!



[odroid](#)

Site Admin

**Posts:** 16384

**Joined:** February 22nd, 2013, 9:14 am

**Location:** Seoul Korea

**languages\_spoken:** english

**ODROIDS:** ODROID

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » July 31st, 2014, 7:45 am

*memeka wrote:* i would really appreciate it if you would put the sources too, such that you can apt-get source <pkg> 😊

not all packages offer sources, but quite a few does.. so you can try to get apt-get sources as well.. but i can't guarantee all will have 😊  
(means it's already in there)

[Donate](#) to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2, ODROID-U2, ODROID-U3, ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » August 5th, 2014, 3:57 am

I just shortened the description a little and uploaded package lists for downloading and easy installation. I will add a list of the packages/games in my repository later so everyone knows what can be downloaded.

**Donate** to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2,ODROID-U2,ODROID-U3,ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [kpoeticg](#) » August 10th, 2014, 2:22 pm

Thankx for all the hard work & knowledge you (and all other contributors) share with the rest of us. I was literally just today trying to choose between Lubuntu w/XBMC 13.2 & Gamestation Turbo with all your great emulation development/tweaking. I just had Gamestation flashed ~2 hours ago til i bricked XBMC trying to get Gotham working. 😊

Anyway the reason i'm replying is cuz i'm back on Lubuntu 14.04 and i just found this great thread while i'm going through my initial setup drill. The boot directory is indeed still mounted in /media/boot. I also just added your repo's for my U2/Ubuntu and installed the kernel/headers from your repo. Everything went where it should. The 4 files (initrd.img-3.8.13.26, uInitrd, uInitrd-3.8.13.26, zImage) installed into the /media/boot partition with no errors.

Thanx again. Keep up the great work 😊

[kpoeticg](#)

**Posts:** 8

**Joined:** May 27th, 2013, 4:17 pm

**languages\_spoken:** english

**ODROIDS:** U2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » August 11th, 2014, 12:24 am

Good to hear you like all this 😊

Well about XBMC Gotham.. It's already included.. if you add **wheezy/testing** as a package list, you can install xbmc-odroid from there but should remove the old xbmc-frodo-odroid first.

Sadly the packages done by memeka only support Ubuntu 13.10 and higher and misses all dependencies (at least the last version i tried), that's why they don't run on my image and i had to create my own version of it, which runs just fine on GameStation Turbo, and will be part of the next release.

Installing the headers won't be an issue, but there are some parts you have to check when installing the linux-image file.

First, there are different versions of Ubuntu 14.04 out it seems, cause i have versions that point to /boot and not /media/boot so i included /boot in the install process rather then /media/boot for Ubuntu 14.04 and higher.

So i guess i need to change the install script again to match all the crazy setups out there 😊

Cause i think you will find another set of initrd.img-3.8.13.26, uInitrd, uInitrd-3.8.13.26, zImage in /boot as well, which in fact is the stuff that comes from my packages and what you find in /media/boot is what came with the original image.

i would actually vote for /boot for all images rather than /media/boot it's much easier to maintain.

[Donate](#) to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2, ODROID-U2, ODROID-U3, ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [memeka](#) » August 11th, 2014, 12:28 am

I always ln /media/boot to /boot 😊

they are all and the same...

Images: [U2/U3 Trusty Dev Center](#) | [XU Trusty Dev Center](#)

Information: [U2/U3 Dashboard](#) | [XU Dashboard](#)

[Say thank you with a beer](#)



[memeka](#)

**Posts:** 3019

**Joined:** May 19th, 2013, 8:22 pm

**languages\_spoken:** english

**ODROIDS:** XU rev2 + eMMC + UART

U3 + eMMC + IO Shield + UART

- [Private message](#)

[Top](#)

---

- [Report this post](#)
- [Reply with quote](#)

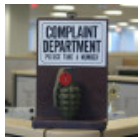
## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » August 11th, 2014, 12:34 am

i just mount it directly to /boot much easier to handle 😊

[Donate](#) to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2, ODROID-U2, ODROID-U3, ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

---

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [memeka](#) » August 11th, 2014, 1:04 am

*meveric wrote:* i just mount it directly to /boot much easier to handle 😊

oh yeah me too 😊 mount to /boot but in /media/boot there for compatibility 😊

Images: [U2/U3 Trusty Dev Center](#) | [XU Trusty Dev Center](#)

Information: [U2/U3 Dashboard](#) | [XU Dashboard](#)

[Say thank you with a beer](#)



[memeka](#)



**Posts:** 3019

**Joined:** May 19th, 2013, 8:22 pm

**languages\_spoken:** english

**ODROIDS:** XU rev2 + eMMC + UART  
U3 + eMMC + IO Shield + UART

- [Private message](#)

[Top](#)

---

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » August 16th, 2014, 12:46 pm

added a Package List to the first post, which i will update every now and then with the packages available on my repository.  
I skipped **wheezy/backports** since it's only some libraries that are not available for Debian Wheezy (such as a few SDL2 libraries)  
[Donate](#) to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases.  
Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2, ODROID-U2, ODROID-U3, ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

---

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [nokogiri](#) » October 11th, 2014, 2:55 pm

Currently xbmc-odroid is uninstallebe on debian/wheezy because there is no libtag1-vanilla (>= 1.8-dmo1) only libtag1-vanilla (1.7.2-1)

[nokogiri](#)

**Posts:** 4

**Joined:** September 29th, 2014, 10:15 am

**languages\_spoken:** english

**ODROIDS:** U3

- [Private message](#)

[Top](#)

---

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [memeka](#) » October 11th, 2014, 8:41 pm

you can download it and install from jessie.  
search it on debian packages webpage.

Images: [U2/U3 Trusty Dev Center](#) | [XU Trusty Dev Center](#)

Information: [U2/U3 Dashboard](#) | [XU Dashboard](#)

[Say thank you with a beer](#)



[memeka](#)

**Posts:** 3019

**Joined:** May 19th, 2013, 8:22 pm

**languages\_spoken:** english

**ODROIDS:** XU rev2 + eMMC + UART

U3 + eMMC + IO Shield + UART

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » October 12th, 2014, 2:42 pm

nope you can get it either from Debian Backports which already have 1.9.1 or add deb-multimedia which has the 1.8-dm01 package  
Both repositories exist for Debian Wheezy, so no need to download anything from Debian Jessie

Code: [Select all](#)

```
$ apt-cache policy libtag1-vanilla
libtag1-vanilla:
  Installed: 1.8-dm01
  Candidate: 1.8-dm01
  Version table:
     1.9.1-2-bpo70+1 0
                  100 http://ftp.debian.org/debian/ wheezy-backports/main armhf Packages
*** 1.8-dm01 0
     500 http://www.deb-multimedia.org/ wheezy/main armhf Packages
     100 /var/lib/dpkg/status
     1.7.2-1 0
     500 http://ftp.debian.org/debian/ wheezy/main armhf Packages
```

[Donate](#) to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases.  
Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2, ODROID-U2, ODROID-U3, ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » November 26th, 2014, 5:08 pm

Finally got the signing of the deb files right, so now if you have followed the guide and imported my repository key, you can install .deb packages from my repository without apt complaining 😊

[Donate](#) to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2, ODROID-U2, ODROID-U3, ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [bxcapone](#) » December 17th, 2014, 9:57 pm

Please help... I am very new to all this and after 2-3 weeks of reading I finally got the Gamestation image on an microsd card working on my Odroid U2 .... I am now stuck trying to set up the wireless connection. I see my network and I am putting the right pass but I am stuck in a web of "token ring" pass word, Root password and authentication passwords... I can to even set up the system to give me the correct time.... Please any help will be appreciated , I am able to run commands in the Linux window But everything is asking for a password.

[bxcapone](#)

**Posts:** 2**Joined:** November 19th, 2014, 9:02 pm**languages\_spoken:** english spanish**ODROIDS:** u-2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

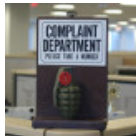
**[Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)**by [meveric](#) » December 18th, 2014, 12:44 am

ok, if you setup the wireless connection it asks for the password for your wireless.. after you entered the password for your wireless it asks you for a password for your token ring..

reason is simple.. it has to store the password for your wireless somewhere and it writes it into a config file. In order to encrypt that config file so no one else can use it without permission it wants to use a token ring (like a key ring) and since you haven't created one before it asks for a password which you can choose for yourself to encrypt the token ring which stores your passwords. You can choose any password you want, and it will only ask for that password every time it tries to connect to your wireless you can also just ignore it and press enter to don't use a password at all.. that allows for example for automatic connection to the network without you having to enter the password.

[Donate](#) to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.

[meveric](#)**Posts:** 4963**Joined:** February 25th, 2013, 12:41 am**languages\_spoken:** german, english**ODROIDS:** ODROID-X2,ODROID-U2,ODROID-U3,ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

**[Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)**by [SteveZ](#) » January 20th, 2015, 2:38 pm

Hi,

I followed the instructions in the first post to install the kernel and headers.

Everything went well, and after I rebooted I have:

```
Linux odroidc1-001e06c349cd 3.10.43 #11 SMP PREEMPT Sun Jan 4 02:43:53 CET 2015 armv7l GNU/Linux
```

No errors were reported during the install.

and I have /usr/src/linux-headers-3.10.43/ like I expect.

I'm building a older version of Asterisk and dahdi for a HAM radio project.  
I downloaded <http://downloads.asterisk.org/pub/telep...ent.tar.gz>  
and untared it.

When I run make all I get the following:

```
cut:
In file included from /usr/src/linux-headers-3.10.43/arch/arm/include/asm/page.h:163:0,
from include/linux/mmzone.h:20,
from include/linux/gfp.h:4,
from include/linux/kmod.h:22,
from include/linux/module.h:13,
from /usr/src/dahdi-linux-complete-2.10.0.1+2.10.0.1/linux/drivers/dahdi/dahdi-base.c:40:
/usr/src/linux-headers-3.10.43/arch/arm/include/asm/memory.h:22:25: fatal error: mach/memory.h: No such file or directory
compilation terminated.
make[3]: *** [/usr/src/dahdi-linux-complete-2.10.0.1+2.10.0.1/linux/drivers/dahdi/dahdi-base.o] Error 1
make[2]: *** [_module_/usr/src/dahdi-linux-complete-2.10.0.1+2.10.0.1/linux/drivers/dahdi] Error 2
make[2]: Leaving directory `/usr/src/linux-headers-3.10.43'
make[1]: *** [modules] Error 2
make[1]: Leaving directory `/usr/src/dahdi-linux-complete-2.10.0.1+2.10.0.1/linux'
make: *** [all] Error 2
```

It looks like I'm missing memory.h in /usr/src/linux-headers-3.10.43/arch/arm/include/asm

Is there something I missed doing?

Thanks, Steve

[SteveZ](#)

**Posts:** 1

**Joined:** January 14th, 2015, 3:11 pm

**languages\_spoken:** english

**ODROIDS:** C1

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## **Re: [HOWTO] Debian/Ubuntu repository for Games/Emulators/Ker**

by [meveric](#) » January 20th, 2015, 2:49 pm

well seems the file is missing.. but if you check here:

<https://github.com/hardkernel/linux/tree...e/asm/mach>

you'll see the file is missing in the Kernel sources as well, that's why it's not working...

You can try to outcomment the include in /usr/src/linux-headers-3.10.43/arch/arm/include/asm/memory.h at line 22 where it tries to include that file.. maybe it works without.

**Donate** to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases.  
Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2, ODROID-U2, ODROID-U3, ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [mkrebs](#) » January 31st, 2015, 4:08 pm

I followed the instruction from the Odroid magazine to add your repository and install your kernel updates. The header file update was fine, but I get an error when I try to update the kernel:

```
Unpacking linux-image-3.10.66 (3.10.66-20150130-C1) ...
dpkg: error processing archive /var/cache/apt/archives/linux-image-3.10.66_3.10.66-20150130-C1_armhf.deb (--unpack):
trying to overwrite '/etc/kernel/preinst.d/remove-old-on-upgrade', which is also in package linux-image-3.10.66-49 20150130
dpkg-deb: error: subprocess paste was killed by signal (Broken pipe)
Examining /etc/kernel/postrm.d .
run-parts: executing /etc/kernel/postrm.d/initramfs-tools 3.10.66 /boot/vmlinuz-3.10.66
Preparing to unpack ../libstdl1.2debian_1.2.15-5-odroidc1_armhf.deb ...
Unpacking libstdl1.2debian:armhf (1.2.15-5-odroidc1) over (1.2.15-8ubuntu1.1) ...
Errors were encountered while processing:
/var/cache/apt/archives/linux-image-3.10.66_3.10.66-20150130-C1_armhf.deb
E: Sub-process /usr/bin/dpkg returned an error code (1)
```

Any ideas or suggestions on how to fix this? Per your warning, no restarts of this Odroid until this is sorted!

[mkrebs](#)

**Posts:** 3

**Joined:** January 27th, 2015, 8:57 pm

**languages\_spoken:** english

**ODROIDS:** C1

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » January 31st, 2015, 5:03 pm

edit the file /etc/kernel/preinst.d/remove-old-on-upgrade and add a "|| true" to the last line/command looking like this in the end:

Code: [Select all](#)

```
[ -f /media/boot/meson8b_odroidc.dtb ] && rm -f /media/boot/meson8b_odroidc.dtb || true
```

**Donate** to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2, ODROID-U2, ODROID-U3, ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [mkrebs](#) » January 31st, 2015, 6:05 pm

Awesome! Thank you!

[mkrebs](#)

**Posts:** 3

**Joined:** January 27th, 2015, 8:57 pm

**languages\_spoken:** english

**ODROIDS:** C1

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [franky384](#) » February 1st, 2015, 6:09 pm

@meveric

First of all, thanks for your great work!

Now a question, can you include the attached patch in new U2/3 kernels, and enable the m88ds3103.ko, rc-dvbsky.ko and dvb-usb-dvbsky.ko as modules, it enables support for the DVBSKY S960 USB DVB-S2 tuner, i compiled a kernel myself with this patch, now this dvb-tuner works here without problems. Firmware files are attached also.

Thanks in advance

@ [linux-210-dvbsky.patch.tar.gz](#)

*Odroid U3 patch for DVBSky-USB-TV-Tuners*  
(34.09 KiB) Downloaded 160 times

@ [dvbsky-firmware.tar.gz](#)

*Firmwarefiles*

(11.85 KiB) Downloaded 160 times

[franky384](#)

**Posts:** 15

**Joined:** January 2nd, 2015, 8:40 am

**languages\_spoken:** english, german

**ODROIDS:** U3, C1+

- [Private message](#)

[Top](#)

---

- [Report this post](#)
- [Reply with quote](#)

### **Re: [HOWTO] Debian/Ubuntu repository for Games/Emulators/Ker**

by [franky384](#) » February 1st, 2015, 7:01 pm

@meveric

When i try to install your linux-image-armhf-odroid-u package with apt-get i get this error about missing initrd.img-3.8.13.29, i is not in your deb package

```
run-parts: executing /etc/kernel/postinst.d/uInitrd 3.8.13.29 /boot/vmlinuz-3.8.13.29
mkimage: Can't open /boot/initrd.img-3.8.13.29: No such file or directory
run-parts: /etc/kernel/postinst.d/uInitrd exited with return code 1
Failed to process /etc/kernel/postinst.d at /var/lib/dpkg/info/linux-image-3.8.13.29.postinst line 391.
```

[franky384](#)

**Posts:** 15

**Joined:** January 2nd, 2015, 8:40 am

**languages\_spoken:** english, german

**ODROIDS:** U3, C1+

- [Private message](#)

[Top](#)

---

- [Report this post](#)
- [Reply with quote](#)

### **Re: [HOWTO] Debian/Ubuntu repository for Games/Emulators/Ker**

by [meveric](#) » February 2nd, 2015, 12:43 am

*franky384 wrote:*@meveric

First of all, thanks for your great work!

Now a question, can you include the attached patch in new U2/3 kernels, and enable the m88ds3103.ko, rc-dvbsky.ko and dvb-usb-dvbsky.ko as modules, it enables support for the DVBSKY S960 USB DVB-S2 tuner, i compiled a kernel myself with this patch, now this dvb-tuner works here without problems. Firmware files are attached also.



Thanks in advance  
linux-210-dvbsky.patch.tar.gz

dvbsky-firmware.tar.gz

I've seen you already asked mdrjr to add this to the official Kernel repository.. i will rebuild the Kernel later, and see if it's already included..

#### Edit:

Ok, i tried to rebuild the kernel but it's saying i already have the latest sources.. so this should include this patch (unless mdrjr did not include it properly when he said he included it)

Last edited by [meveric](#) on February 2nd, 2015, 1:06 am, edited 1 time in total.

[Donate](#) to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDs.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages spoken:** german, english

**ODROIDs:** ODROID-X2, ODROID-U2, ODROID-U3, ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

### [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » February 2nd, 2015, 12:51 am

*franky384 wrote:*@meveric

When i try to install your linux-image-armhf-odroid-u package with apt-get i get this error about missing initrd.img-3.8.13.29, i is not in your deb package

```
run-parts: executing /etc/kernel/postinst.d/uInitrd 3.8.13.29 /boot/vmlinuz-3.8.13.29
mkimage: Can't open /boot/initrd.img-3.8.13.29: No such file or directory
run-parts: /etc/kernel/postinst.d/uInitrd exited with return code 1
Failed to process /etc/kernel/postinst.d at /var/lib/dpkg/info/linux-image-3.8.13.29.postinst line 391.
```

well, linux-image-armhf-odroid-u is a meta package which installs the latest Kernel available (which right now would be linux-image-3.8.13.29) seems the installation of that fails.

Although i'm not sure why.. maybe you can show me the log of the entire install process?

It complains that it can't find /boot/initrd.img-3.8.13.29 which is slightly confusing, since /boot/initrd.img-3.8.13.29 normally means you're running Debian, cause under Ubuntu it should be under /media/boot/initrd.img-3.8.13.29.. but anyway the initrd.img-3.8.13.29 get's created automatically due to the already existing initramfs-tools which should be installed.

You can try the following command and see if it works:

Code: [Select all](#)

```
update-initramfs -c -k 3.8.13.29
```

which should create the initrd.img file.. you should check /etc/kernel/postinst.d/ if there's a initramfs-tools script.. if not try

Code: [Select all](#)

```
apt-get install --reinstall initramfs-tools
```

**Donate** to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2, ODROID-U2, ODROID-U3, ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## **[Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)**

by [franky384](#) » February 2nd, 2015, 8:00 am

*meveric wrote:*Ok, i tried to rebuild the kernel but it's saying i already have the latest sources.. so this should include this patch (unless mdrjr did not include it properly when he said he included it)

Yes, mdrjr hasn't the dvb-usb-dvbsky.ko module enabled in his kernel .config file. I have to compile it myself after every kernel update, so i thought you can include it in your kernel properly.

About the kernel update issue, yes i'm running debian headless. I followed your suggestions and then it updated without problems. Thanks

[franky384](#)

**Posts:** 15

**Joined:** January 2nd, 2015, 8:40 am

**languages\_spoken:** english, german

**ODROIDS:** U3, C1+

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » February 2nd, 2015, 1:08 pm

if the code is already included and just the .config needs to be adapted, then i can do it really easy.. i change the .config myself as well.. so there's no problem with changing that some more.. just adding new drivers and kernel patches is nothing i would do easily since i always would have to check if it wasn't added in the meantime or if it conflicts with something...

Let me see if i can find the correct configuration parameter and i will add it 😊

[Donate](#) to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2, ODROID-U2, ODROID-U3, ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [franky384](#) » February 2nd, 2015, 2:44 pm

*meveric wrote:*

Let me see if i can find the correct configuration parameter and i will add it 😊

No need to do , after updating to your 3.8.13.29 kernel the dvbsky-tuner works o.o.t.b. You have already enabled all needed modules 😊

I have seen that the patch is now included in the new kernel-sources.

Thanks for your effort 🙏

[franky384](#)

**Posts:** 15

**Joined:** January 2nd, 2015, 8:40 am

**languages\_spoken:** english, german

**ODROIDS:** U3, C1+

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » February 2nd, 2015, 3:29 pm

ah, ok then i only build the new xpad driver now and see how that works out 😊

[Donate](#) to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2, ODROID-U2, ODROID-U3, ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- 
- [Report this post](#)
  - [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [manuti](#) » February 18th, 2015, 10:00 am

I do all the steps but when I try to install homeworld nothing happens ( sudo apt-get install homeworldsdl-odroid ) on Lubuntu last version on a ODROID-U3

What information you need to help me please?

kind regards

[manuti](#)

**Posts:** 15

**Joined:** February 27th, 2013, 7:38 am

**languages\_spoken:** english

**ODROIDS:** ODROID-U3

ODROID-C1

- [Private message](#)

[Top](#)

- 
- [Report this post](#)
  - [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » February 18th, 2015, 10:49 am

the output of the terminal would be a start... i need to see what goes wrong when you try to install it... did you do an apt-get update to update the package lists?

**Donate** to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages spoken:** german, english

**ODROIDS:** ODROID-X2, ODROID-U2, ODROID-U3, ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [manuti](#) » February 28th, 2015, 4:53 pm

*meveric wrote:* the output of the terminal would be a start... i need to see what goes wrong when you try to install it... did you do an apt-get update to update the package lists?

Sorry because some messages are in Spanish

Code: [Select all](#)

```
manuti@odroid-u3:~/Escritorio$ uname --a
Linux odroid-u3 3.8.13.29 #64 SMP PREEMPT Mon Feb 2 22:47:55 CET 2015 armv7l armv7l armv7l GNU/Linux
manuti@odroid-u3:~/Escritorio$ sudo apt-get install homeworldsdl-odroid
Leyendo listas de paquetes... Hecho
Creando árbol de dependencias
Leyendo la información de estado... Hecho
No se pudieron instalar algunos paquetes. Esto puede significar que
usted pidió una situación imposible o, si está usando la distribución
inestable, que algunos paquetes necesarios no han sido creados o han
sido movidos fuera de Incoming.
La siguiente información puede ayudar a resolver la situación:

Los siguientes paquetes tienen dependencias incumplidas:
 homeworldsdl-odroid : Depende de: libavcodec54 (>= 8:1.0.9-dm01) pero 6:9.16-0ubuntu0.14.04.1 va a ser
 instalado
                        Depende de: libavformat54 (>= 8:1.0.9-dm01) pero 6:9.16-0ubuntu0.14.04.1 va a ser
 instalado
                        Depende de: libswscale2 (>= 8:1.0.9-dm01) pero 6:9.16-0ubuntu0.14.04.1 va a ser
 instalado
                        Depende de: libavutil51 (>= 8:1.0.9-dm01) pero no es instalable
E: No se han podido corregir los problemas; ha retenido paquetes rotos.
```

Any help?

Regards

[manuti](#)

**Posts:** 15

**Joined:** February 27th, 2013, 7:38 am

**languages\_spoken:** english

**ODROIDS:** ODROID-U3

ODROID-C1

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » February 28th, 2015, 6:04 pm

you need to add deb-multimedia to your sources lists:

Code: [Select all](#)

```
sudo -s
echo "deb http://www.deb-multimedia.org wheezy main non-free" > /etc/apt/sources.list.d/deb-multimedia.list
apt-get update
apt-get install -y deb-multimedia-keyring
```

after that it should work just fine.

[Donate](#) to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2, ODROID-U2, ODROID-U3, ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [jeanrob98](#) » April 6th, 2015, 1:15 pm

I have an odroid XU running ubuntu 14.04  
 I added the repository in /etc/apt/sources.list.d/meveric-all-XU.list  
 I did a apt-get update and got the following:

Code: [Select all](#)

```
Reading package lists... Error!
E: Problem parsing dependency Replaces
E: Error occurred while processing linux-image-3.4.103 (NewVersion2)
E: Problem with MergeList /var/lib/apt/lists/oph.mdrjr.net_meveric_dists_all_xu_binary-armhf_Packages
E: The package lists or status file could not be parsed or opened.
```

I have been doing regular kernel kernel\_update.sh, but I think this is something related to the repo.

Any help would be appreciated!

[jeanrob98](#)

**Posts:** 7

**Joined:** October 2nd, 2013, 11:05 am

**languages\_spoken:** english

**ODROIDS:** XU

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » April 6th, 2015, 6:21 pm

regular updates.. there is no such thing as regular updates for the ODROID XU..

Well I don't think you need that repo at all.. the Kernel wasn't updated for several months, maybe half a year or so. I can create a new Kernel but i doubt it's worth it (probably gonna create the latest kernel the next few days)

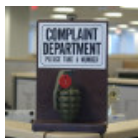
The ODROID XU is not really good supported.. and already discontinued for more than half a year.

Not sure what's causing the issue you show there.. Maybe the .deb file is not correct.. it's so old wouldn't be surprised if the file has issues... I only made two packages for the XU and only one of them was uploaded. So it could be that this file is broken.. Sadly i can hardly try this out, cause i only have one ODROID XU which i use as a router, so i can't just play around with it,since it's rather important for my network.

Still since i've build plenty more Kernels for all the other boards, i will look into the XU Kernel and make sure i'll create a Kernel that's working in the next few days.

[Donate](#) to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2,ODROID-U2,ODROID-U3,ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

---

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [K1773R](#) » April 11th, 2015, 1:46 pm

EDIT: nvm!

this helped me [viewtopic.php?f=79&t=5078](#)

libegl-mesa was installed and i couldnt purge it due to dependencies.

i moved /usr/lib/arm-linux-gnueabi/hf/mesa-egl/ somewhere else, run ldconfig and now it works 😊

-----

No matter which of the \*-odroid-launcher i've tried, i only got a black window.

Hedgewars works, but only the launcher window. once the full game launches, its black again. Probably because the launcher is 2D.

Im on a X2 with the official 14.04 release.

es2gears works.

Code: [Select all](#)

```
$ armagetronad_start
libGL:loaded: libGLSv1_CM.so
libGL: built on Oct 28 2014 22:54:44
libGL:loaded: libEGL.so
libEGL warning: Could not open driver /usr/lib/arm-linux-gnueabi/hf/egl/egl_gallium.so (libOpenVG.so.1: cannot
open shared object file: No such file or directory)
libEGL warning: DRI2: failed to open armsoc (search paths /usr/lib/arm-linux-
gnueabi/hf/dri:${ORIGIN}/dri:/usr/lib/dri)
```

i already updated armsoc, but that didnt help:

Code: [Select all](#)

```
$ locate armsoc
/usr/lib/xorg/modules/drivers/armsoc_drv.la
/usr/lib/xorg/modules/drivers/armsoc_drv.so
/usr/local/bin/armsoc.sh
/usr/share/man/man4/armsoc.4
```

[K1773R](#)

**Posts:** 5

**Joined:** June 28th, 2013, 1:59 pm

**languages\_spoken:** english

**ODROIDS:** ODROID-X2

- [Private message](#)

[Top](#)

---

- [Report this post](#)



- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » April 12th, 2015, 8:41 am

on the official HardKernel images they seem to have messed up sym-links for /usr/lib/arm-linux-gnueabi/lib\*GL\*.so some of them point to the mesa libraries although they should point to the mali libraries.

[Donate](#) to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2, ODROID-U2, ODROID-U3, ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [Roundhouse](#) » April 22nd, 2015, 1:28 pm

i have downloaded the lists and the key, but when i try to install with "apt-get install retroarch-cores-good" its is givng me E: unable to locate package

i am new to ubuntu so probably a noob mistake

[Roundhouse](#)

**Posts:** 24

**Joined:** April 7th, 2015, 8:36 am

**languages\_spoken:** english

**ODROIDS:** U3

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » April 22nd, 2015, 4:59 pm

if you put everything in the right place and followed the guide correctly.. you should do a `sudo apt-get update` first to get the new package list and than you can do `apt-get install retroarch-cores-good`

**Donate** to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2,ODROID-U2,ODROID-U3,ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [Roundhouse](#) » April 23rd, 2015, 3:52 am

I did the following

```
su root
cd /
cd etc/apt/sourceslists.d
wget http://oph.mdrjr.net/meveric/sources.li ... all-U.list
wget -O- http://oph.mdrjr.net/meveric/meveric.asc | apt-key add -
apt-get update
```

after that i try

`apt-get install retroarch-cores-good`. It then starts building tree and dependency's, after that i get the E: cannot locate package

Do i need some prerequisites i don't know of?

[Roundhouse](#)

**Posts:** 24

**Joined:** April 7th, 2015, 8:36 am

**languages\_spoken:** english

**ODROIDS:** U3

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » April 23rd, 2015, 6:31 am

Two things are wrong:

*Roundhouse wrote:*cd etc/apt/sourceslists.d

Which should be etc/apt/sources.list.d/  
and

*Roundhouse wrote:*wget [http://oph.mdrjr.net/meveric/sources.li ... all-U.list](http://oph.mdrjr.net/meveric/sources.li...all-U.list)

Which is only the Kernel packages..  
You need the all/main list:

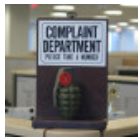
Code: [Select all](#)

```
wget http://oph.mdrjr.net/meveric/sources.lists/meveric-all-main.list
```

As retroarch-core-good is listed as part of all/main list..

[Donate](#) to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDs.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDs:** ODROID-X2,ODROID-U2,ODROID-U3,ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [Roundhouse](#) » April 23rd, 2015, 6:46 am

.....ok i feel stupid now, must have read it over and over and still didn't see it was the kernel packages and the sources.lists thing was a typo while making this post

thx again

[Roundhouse](#)

**Posts:** 24

**Joined:** April 7th, 2015, 8:36 am

**languages\_spoken:** english

**ODROIDs:** U3

- [Private message](#)

[Top](#)

---

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [Roundhouse](#) » April 25th, 2015, 5:50 am

Finally got most of the packages installed, mednafen required some dependency but a quick google helped me with that. Only the dependency for mupen is giving me problems. i installed libboost-filesystem1.55.0 but it says it is set for manual install, also i can't seem to locate libminizip1.

another question, PPSSPP is not opening (just shows a quick panel on top of screen and then vanishes. and mednafen is running very very slow.

can someone help me with this

thx in advance

[Roundhouse](#)

**Posts:** 24  
**Joined:** April 7th, 2015, 8:36 am  
**languages\_spoken:** english  
**ODROIDS:** U3

- [Private message](#)

[Top](#)

---

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » April 25th, 2015, 9:55 am

first, you should consider using my ODROID GameStation Turbo image which has everything already installed and setup correctly so you shouldn't have any issues with it. And can just start using it, instead of having to install and try to solve dependency issues 😊

Anyway, to your issues:

*Roundhouse wrote:* Finally got most of the packages installed, mednafen required some dependency but a quick google helped me with that. Only the dependency for mupen is giving me problems. i installed libboost-filesystem1.55.0 but it says it is set for manual install, also i can't seem to locate libminizip1.

I'm using Debian Wheezy and not Ubuntu, also i created the packages for Debian, most of them work as well under Ubuntu, but as you can see not all of them.

Ubuntu 14.04 uses Boost Libraries in version 1.55 while Debian Wheezy uses 1.49 they actually dropped Boost 1.49, as far as i remember it was still present in Ubuntu 13.10.. Anyway if mupen64 isn't working for you, you might have to compile it yourself rather than taking my packages. Or as i said, simply use my image, it's working perfectly fine there.

*Roundhouse wrote:* another question, PPSSPP is not opening (just shows a quick panel on top of screen and then vanishes.

No clue, check the /usr/lib/arm-linux-gnueabi/lib\*GL\*.so links HardKernel messed up some of their images having links to the wrong libraries.. that could be an issue.. Also try starting PPSSPP from terminal.

Code: [Select all](#)

```
cd /usr/local/share/ppsspp
./PPSSPP
```

And check the output on terminal what it is complaining about...

*Roundhouse wrote:*and mednafen is running very very slow.

Already answered in another thread..

[Donate](#) to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDs.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2,ODROID-U2,ODROID-U3,ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [AgentNagel42](#) » August 14th, 2015, 8:43 am

got this error when adding the key

Code: [Select all](#)

```
odroid@odroid:~$ sudo wget -O- http://oph.mdrjr.net/meveric/meveric.asc | apt-key add -
--2015-08-14 13:40:39-- http://oph.mdrjr.net/meveric/meveric.asc
Resolving oph.mdrjr.net (oph.mdrjr.net)... 67.228.201.157
Connecting to oph.mdrjr.net (oph.mdrjr.net)|67.228.201.157|:80... connected.
HTTP request sent, awaiting response... ERROR: This command can only be used by root.
200 OK
Length: 3129 (3.1K) [application/pgp-signature]
Saving to: 'STDOUT'
```

```
-                0%[                ]          0  --.-KB/s   in 0s
```

```
Cannot write to '-' (Broken pipe).
```

Im running the official Ubuntu 15.04 image on my XU4 any help? 😊

[AgentNagel42](#)

**Posts:** 2

**Joined:** August 9th, 2015, 7:17 am

**languages\_spoken:** english

**ODROIDS:** Odroid-XU4

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » August 14th, 2015, 1:32 pm

cause you're placing the sudo on the wrong command.. sudo only works for the command you place it in front of.. which would with this command be "wget" but you need the sudo for apt-key add

[Donate](#) to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.



[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2, ODROID-U2, ODROID-U3, ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [KurtE](#) » September 20th, 2015, 10:06 am

Questions: Has anyone gotten the sixad package to run properly on an Odroid C1/C1+

when I run on mine I get errors like:

Code: [Select all](#)

```
odroid@odroid:~$ sixad --start
Can't read version info hci0: Network is down (100)
sixad-bin[2097]: started
sixad-bin[2097]: sixad started, press the PS button now
```

```
sixad-sixaxis[2099]: started
sixad-sixaxis[2099]: Connected 'PLAYSTATION(R)3 Controller (00:24:33:2D:CC:8D)' [Battery B6]
sixad-sixaxis[2099]: Bad Sixaxis buffer (out of battery?), disconnecting now...
sixad-sixaxis[2099]: Force disconnect of "00:24:33:2D:CC:8D"
*** Error in `hcitool': free(): invalid next size (fast): 0xb6f56008 ***
Aborted
```

Note: I charged the battery for about six hours yesterday and received same message right after. This morning I also reflashed the emmc again it resteped what I had done to verify that I hope I had not done something stupid.

Messages I received when I installed the package:

Code: [Select all](#)

```
odroid@odroid:~$ sudo apt-get install sixad
Reading package lists... Done
Building dependency tree
Reading state information... Done
The following NEW packages will be installed:
  sixad
0 upgraded, 1 newly installed, 0 to remove and 2 not upgraded.
Need to get 0 B/73.4 kB of archives.
After this operation, 243 kB of additional disk space will be used.
Selecting previously unselected package sixad.
(Reading database ... 159698 files and directories currently installed.)
Preparing to unpack .../sixad_1.5.1+git20130130-0~precise2+deb7_armhf.deb ...
Unpacking sixad (1.5.1+git20130130-0~precise2+deb7) ...
Setting up sixad (1.5.1+git20130130-0~precise2+deb7) ...
update-rc.d: warning: start runlevel arguments (none) do not match sixad Default-Start values (2 3 4 5)
Adding system startup for /etc/init.d/sixad ...
  /etc/rc0.d/K10sixad -> ../init.d/sixad
  /etc/rc1.d/K10sixad -> ../init.d/sixad
  /etc/rc6.d/K10sixad -> ../init.d/sixad
```

I am running UBuntu 14.04, the latest image that I think was released last month:

Linux odroid 3.10.80-121 #1 SMP PREEMPT Wed Aug 5 21:25:03 BRT 2015 armv7l armv7l armv7l GNU/Linux

stuff on dmesg:

Code: [Select all](#)

```
odroid@odroid:~$ dmesg | tail -20
[ 31.022860@3] wlan0: send auth to 30:46:9a:02:49:a8 (try 1/3)
[ 31.024438@3] wlan0: authenticated
[ 31.030351@3] wlan0: associate with 30:46:9a:02:49:a8 (try 1/3)
[ 31.034082@3] wlan0: RX AssocResp from 30:46:9a:02:49:a8 (capab=0x431 status=0 aid=6)
[ 31.047112@3] wlan0: associated
[ 31.047272@3] IPv6: ADDRCONF(NETDEV_CHANGE): wlan0: link becomes ready
[ 31.460201@0] alsa capture long time no data, quit xrun!
[ 79.372925@3] usb 1-1.3: new full-speed USB device number 6 using dwc_otg
[ 79.517515@0] sony 0003:054C:0268.0001: Fixing up Sony Sixaxis report descriptor
[ 79.534383@3] input: Sony PLAYSTATION(R)3 Controller as /devices/lm1/usb1/1-1/1-1.3/1-1.3:1.0/input/input4
[ 79.534953@3] sony 0003:054C:0268.0001: input,hiddev0,hidraw0: USB HID v1.11 Joystick [Sony PLAYSTATION(R)3 Controller] on usb-lm1-1.3/input0
[ 136.245377@1] config uart_b_ttyS2:: Character length 8bits/char
[ 136.248222@1] config uart_b_ttyS2:: Character length 8bits/char
[ 136.903903@3] init: plymouth-stop pre-start process (2051) terminated with status 1
[ 137.011946@3] usb 1-1.3: USB disconnect, device number 6
[ 141.091632@3] usb 1-1.3: new full-speed USB device number 7 using dwc_otg
[ 141.201103@3] sony 0003:054C:0268.0002: Fixing up Sony Sixaxis report descriptor
```

```
[ 141.217942@3] input: Sony PLAYSTATION(R)3 Controller as /devices/lm1/usb1/1-1/1-1.3/1-1.3:1.0/input/input5
[ 141.218610@3] sony 0003:054C:0268.0002: input,hiddev0,hidraw0: USB HID v1.11 Joystick [Sony PLAYSTATION(R)3
Controller] on usb-lm1-1.3/input0
[ 178.115458@1] input: PLAYSTATION(R)3 Controller (00:24:33:2D:CC:8D) as /devices/virtual/input/input6
odroid@odroid:~$ ls /dev/input
by-path event0 event1 event2 event3 mice mouse0
odroid@odroid:~$
```

Note: the sixad I downloaded from your repos worked on Xu3-lite and Xu4.

Side note: also trying to figure out why on C1+ I am getting some long delays in the putty (actually right now kitty) windows. At times I type something there may be a long (several seconds) delay before the characters are processed. Wondering if it has to do with Network adapter (wifi module 4) Maybe I should try a module 3 to see if that changes anything (would like to try edimax instead as it would fit better in robot)... But again different subject.

Thanks again for setting up these repos!

Kurt

[KurtE](#)

**Posts:** 197

**Joined:** June 18th, 2013, 7:39 pm

**languages\_spoken:** english

- [Private message](#)

[Top](#)

- 
- [Report this post](#)
  - [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [meveric](#) » September 20th, 2015, 10:58 am

ok, just dusted and did a quick test on my C1 and it worked perfectly fine.

Code: [Select all](#)

```
apt-get install sixad
# connected PS3 controller via USB
sixpair
# unplugged PS3 controller
reboot
```

after that i just held the PS button, the Controller vibrated and worked perfectly fine.

instead of rebooting you could also just do a

Code: [Select all](#)

```
service sixad start
```

i was just to lazy to do so, and wanted to see if the service starts correctly 😊

[Donate](#) to support my work on the [ODROID GameStation Turbo Image for U2/U3 XU3/XU4 X2 X C1](#) as well as many other releases. Check out the [Games and Emulators](#) section to find some of my work or check the files in my [repository](#) to find the software i build for ODROIDS.

If you want to add my repository to your image read my [HOWTO](#) integrate my repo into your image.





[meveric](#)

**Posts:** 4963

**Joined:** February 25th, 2013, 12:41 am

**languages\_spoken:** german, english

**ODROIDS:** ODROID-X2, ODROID-U2, ODROID-U3, ODROID-XU-Lite, ODROID-XU3, ODROID-XU3-Lite, ODROID-C1, ODROID-XU4, ODROID-C2

- [Private message](#)

[Top](#)

- [Report this post](#)
- [Reply with quote](#)

## [Re: \[HOWTO\] Debian/Ubuntu repository for Games/Emulators/Ker](#)

by [KurtE](#) » September 20th, 2015, 11:44 am

Thanks I will retry again. Maybe with different PS3

### Update:

Ok I started over again (reflashed)... This time I put on Edimax to see if it works... So far so good.

I then Installed your sixad, did the sixpair, rebooted and it did not appear to want to bind, so I did a sixad --boot=yes  
Rebooted and it now appears to work!

Now I can try seeing how well it works to control the Trossen Robotics HR-OS1 instead of either RPI2 or Edison.

Thanks again

[KurtE](#)

**Posts:** 197

**Joined:** June 18th, 2013, 7:39 pm

**languages\_spoken:** english

- [Private message](#)

[Top](#)

Quick Reply

[Next](#) Display posts from previous: All posts Sort by Post time Ascending Go

[Post a reply](#)

153 posts • [Page 1 of 4](#) • [1](#), [2](#), [3](#), [4](#)

[Return to Ubuntu \(All Linux'es\)](#)

Jump to: Ubuntu (All Linux'es) Go

[Who is online](#)

Users browsing this forum: [GalenRhodes](#) and 2 guests

- [Board index](#)
- [Subscribe topic](#)
- [Bookmark topic](#)
- [The team](#) • [Delete all board cookies](#) • All times are UTC - 5 hours

Powered by [phpBB](#)® Forum Software © phpBB Group