Kinoma Create Tool

1. Installation

Kinoma Create Tool (kct) is a command line tool to install, delete and run JavaScript applications on Kinoma Create.

kct requires node so, if you do not have it already, go to <http://nodejs.org> and install the current version of node.

kct is provided as JavaScript source code and must be transformed into an executable. To transform kct.js into an executable file, go to the directory where you downloaded kct and execute make

> cd ~/kct  
> make

kct uses kpr2js to process KPR XML files into JavaScript files, and xsc to compile JavaScript files into byte code. Both kpr2js and xsc are included in Kinoma Studio. Install the current version of Kinoma Studio from <http://kinoma.com/studio/>. kpr2js and xsc are in /Applications/Kinoma Studio  
 /Plugins/com.marvell.kinoma.kpr.sdk.macosx\_1.3.25.1  
 /sdk/frameworks/kpr/tools/

The path may change in the future based on the Kinoma Studio version number (1.3.25.1).

Copy kpr2js, xsc, and kct to a directory that contains other tools (for instance /usr/local/bin ) or add their directories to the PATH environment variable.

1. Host and Password

To access your Kinoma Create, kct needs its IP address and password. The IP address of your Kinoma Create is displayed on the Wi-Fi tile on the home screen. You can change the password in the Settings application using the Debugging item.

For kct, you can define environment variables with the IP address and the password:

> setenv KINOMA\_CREATE\_HOST 198.162.0.22  
> setenv KINOMA\_CREATE\_PASSWORD wow

Or you can pass the IP address and the password to kct with the -h and -p options:

> kct ping -h 198.162.0.22 -p wow

The default IP address is the IP address of your computer, which is useful when testing with the Kinoma Create simulator. The default password is kinoma, which is the default password of the Kinoma Create shell.

1. Application

Kinoma Create sample applications are available on GitHub at https://github.com/Kinoma/KPR-examples

To execute kct, go to the directory of the application you want to install, delete or run.

> cd ~/KPR-examples/balls

The directory must contain a file named application.xml that defines the application id, the path to the program to execute when launching the application, and the title of the application.

> cat application.xml  
<?xml version="1.0" encoding="utf-8"?>  
<application xmlns=<http://www.kinoma.com/kpr/application/1>  
 id="balls.example.kinoma.marvell.com"   
 program="src/balls"  
 title="Balls Example">

On your Kinoma Create, applications can be *cached* or *installed*:

* A cached application has no tile on the Kinoma Create home screen and will be automatically deleted when your Kinoma Create is rebooted.
* An installed application has a tile on the Kinoma Create home screen, persists across reboots, and can be deleted using the Settings application.

1. Actions

The first parameter of kct is the action. The following actions are supported by kct: ping, close, install, delete, and run.

> kct ping

Check if kct can access your Kinoma Create. All actions but clean do that first.

> kct close

Close the running application. All actions except ping and clean do that next.

> kct install

Install the application. Sources are processed, compiled and uploaded to your Kinoma Create. Assets are uploaded to your Kinoma Create. A tile is added to the Kinoma Create home screen.

> kct delete

Delete the application. Remove the tile from the Kinoma Create home screen. Delete all files and directories corresponding to the application on your Kinoma Create.

> kct run

Run the application. Modified sources are processed, compiled and uploaded to your Kinoma Create. Modified assets are uploaded to your Kinoma Create.

If you did not install the application, the application is cached on your Kinoma Create so the run action is always incremental.

> kct clean

To process and compile sources, kct uses temporary files and directories. The clean action deletes all temporary files and directories corresponding to the application.