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The compilation process of SINA33-V1.0 android system



Xinlinsi FAE helper

2016-05-17 16:44:49

Reward

Just look at the first floor of the landlord

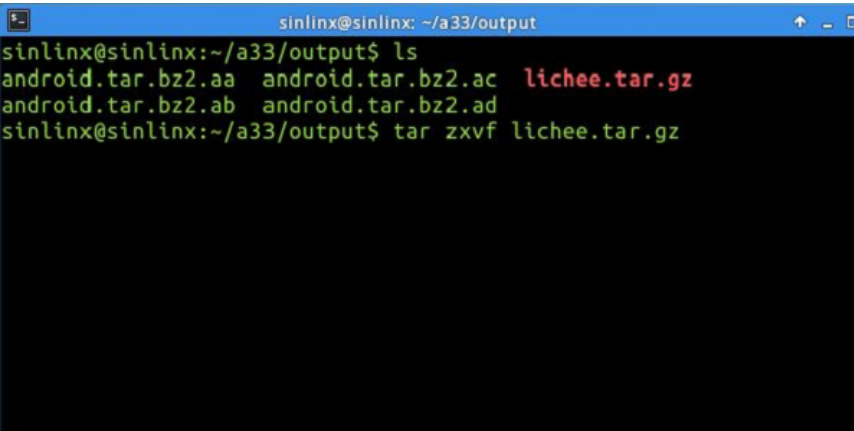
SINA33-V1.0 compile Android system

(1) Unzip the Android source code

1.lichee : source code location: CD \ source code \lichee.tar.gz

Copy it to your own working directory and decompress it

tar zxvf lichee.tar.gz



2. Android : source code location: CD \ source code \android.tar.bz2.a*

Copy it to your own working directory and decompress it

Cat android.tar.bz2.a*|tar xj

```

sinlinx@sinlinx: ~/a33/output
sinlinx@sinlinx:~/a33/output$ ls
android.tar.bz2.aa  android.tar.bz2.ac  lichee
android.tar.bz2.ab  android.tar.bz2.ad  lichee.tar.gz
sinlinx@sinlinx:~/a33/output$ cat android.tar.bz2.a* | tar xj

```

3. The lichee directory is the source code of uboot , linux and some script configurations, and the android directory is the source code of the android part. These two parts need to be compiled separately.

(2) Compile the lichee directory

1. Enter the lichee directory

```
cd lichee
```

2. Execute the configuration command before the first compilation, and the subsequent recompilation can be omitted.

```
./build.sh config
```

Select 0 sun8iw5p1 Enter

Select 0 android and press Enter

Select 0 linux-3.4 and press Enter

Select 4 y3 Enter

```

sinlinx@sinlinx: ~/a33/output/lichee
sinlinx@sinlinx:~/a33/output/lichee$ ./build.sh config

Welcome to mkscript setup progress
All available chips:
  0. sun8iw5p1
Choice: 0
All available platforms:
  0. android
  1. dragonboard
  2. linux
Choice: 0
All available kernel:
  0. linux-3.4
Choice: 0
All available boards:
  0. evb
  1. maple
  2. redwood
  3. y2
  4. y3
Choice: 4
sinlinx@sinlinx:~/a33/output/lichee$

```

3. Compile the lichee directory

```
./build.sh
```

4. The compilation is complete



```
sinlinx@sinlinx: ~/a33/output/lichee
modules/mali'
regenerate rootfs cpio
8772 blocks
9475 blocks
build_ramfs
Copy boot.img to output directory ...
Copy modules to target ...
INFO: build kernel OK.
INFO: build rootfs ...
INFO: skip make rootfs for android
INFO: build rootfs OK.
INFO: -----
INFO: build lichee OK.
INFO: -----
sinlinx@sinlinx:~/a33/output/lichee$
```

(3) Compile the android directory

1. Enter the android directory

cd android

2. Set environment variables

Source build/envsetup.sh

```
sinlinx@sinlinx: ~/a33/output/android
sinlinx@sinlinx:~/a33/output/android$ source build/envsetup.sh
including device/asus/tilapia/vendorsetup.sh
including device/asus/grouper/vendorsetup.sh
including device/asus/deb/vendorsetup.sh
including device/asus/flo/vendorsetup.sh
including device/softwinner/polaris-common/vendorsetup.sh
including device/softwinner/astar-y3/vendorsetup.sh
including device/samsung/manta/vendorsetup.sh
including device/lge/hammerhead/vendorsetup.sh
including device/lge/mako/vendorsetup.sh
including device/generic/x86/vendorsetup.sh
including device/generic/mips/vendorsetup.sh
including device/generic/armv7-a-neon/vendorsetup.sh
including sdk/bash_completion/adb.bash
sinlinx@sinlinx:~/a33/output/android$
```

3. Select configuration scheme

Lunch

Enter the configuration scheme we choose

Select 9 Enter

```
sinlinx@sinlinx: ~/a33/output/android
sinlinx@sinlinx:~/a33/output/android$ lunch
```

```

sinlinx@sinlinx: ~/a33/output/android
4. vbox_x86-eng
5. aosp_tilapia-userdebug
6. aosp_grouper-userdebug
7. aosp_deb-userdebug
8. aosp_flo-userdebug
9. astar_y3-eng
10. astar_y3-user
11. aosp_manta-userdebug
12. aosp_hammerhead-userdebug
13. aosp_mako-userdebug
14. mini_x86-userdebug
15. mini_mips-userdebug
16. mini_armv7a_neon-userdebug

Which would you like? [aosp_arm-eng] 9

```

```

sinlinx@sinlinx: ~/a33/output/android
TARGET_BUILD_TYPE=release
TARGET_BUILD_APPS=
TARGET_ARCH=arm
TARGET_ARCH_VARIANT=armv7-a-neon
TARGET_CPU_VARIANT=cortex-a7
HOST_ARCH=x86
HOST_OS=linux
HOST_OS_EXTRA=Linux-3.13.0-24-generic-x86_64-with-Ubuntu-14.04-trusty
HOST_BUILD_TYPE=release
BUILD_ID=KVT49L
OUT_DIR=out
=====
sinlinx@sinlinx:~/a33/output/android$

```

4. Copy the compiled uboot and kernel in the lichee directory

extract-bsp

```

sinlinx@sinlinx: ~/a33/output/android
sinlinx@sinlinx:~/a33/output/android$ extract-bsp
/home/sinlinx/a33/output/android/device/*/astar-y3/bImage copied!
/home/sinlinx/a33/output/android/device/*/astar-y3/modules copied!
sinlinx@sinlinx:~/a33/output/android$

```

5. Compile (j8 compiles with 8 threads, please select the number of threads according to the CPU capacity of your PC)

make -j8

```
sinlinx@sinlinx: ~/a33/output/android
Blocks per group: 32768
Inodes per group: 8192
Inode size: 256
Journal blocks: 3072
Label:
Blocks: 196608
Block groups: 6
Reserved block group size: 47
Created filesystem with 1669/49152 inodes and 143149/196608 blocks
+ '[' 0 -ne 0 ']'
Install system fs image: out/target/product/astar-y3/system.img
out/target/product/astar-y3/system.img+out/target/product/astar-y3
obj/PACKAGING/recovery_patch_intermediates/recovery_from_boot.p
size=822163584 blocksize=4224 total=577593476 reserve=8308608
sinlinx@sinlinx:~/a33/output/android$
```

6. Package after compiling

pack

```
sinlinx@sinlinx: ~/a33/output/android
Vboot.fex Len: 0x4
system.fex Len: 0x224a4bdc
Vsystem.fex Len: 0x4
recovery.fex Len: 0xdb3800
Vrecovery.fex Len: 0x4
diskfs.fex Len: 0x200
Vdiskfs.fex Len: 0x4
BuildImg 0
Dragon execute image.cfg SUCCESS !
-----image is at-----
/home/sinlinx/a33/output/lichee/tools/pack/sun8iw5p1_android_y3.i
pack finish
sinlinx@sinlinx:~/a33/output/android$
```

Finally generate the image sun8iw5p1_android_y3.img that can be burned

The directory where the image is located is lichee/tools/pack

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