

kucomms building guide

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Building the kucomms project

In order to build the kucomms project you will need to install some dependencies. It will be necessary to install the packages needed to compile a kernel module for your platform, on the Fedora platform the package is called *kernel-devel*. It will be necessary to install the gcc-c++ compiler and also the standard c++ library libstdc++.

To build the kucomms project, change to the top level kucomms directory and type **make**.

During the build process, the kucomms kernel module will be built and the kucomms userspace library will be built.

The next step is to type **sudo make install**. This step will install the userspace library and header files onto the host machine.

The final step is to type **sudo make depmod**. This step will install the kernel module into the correct location on the host machine.

Building the examples

In order to build the examples it is necessary to first perform the **make** and **sudo make install** steps mentioned above.

In order to build the examples type **make examples**.

Running the longest example

In order to run the longest example it is necessary to first build the examples as mentioned above. The next step is to type **sudo make depmod** in the top level kucomms directory as mentioned above.

Follow these steps to run the *kucomms_lib_longtest* userspace application :

```
cd kucomms/doc/examples/kernel-modules/kucomms_longtest
sudo make depmod
modprobe kucomms
echo kucomms_longtest > /sys/devices/virtual/kucomms/kucomms/create_device
modprobe kucomms_longtest
cd kucomms/doc/examples/userspace/kucomms_longtest
./kucomms_lib_longtest /dev/kucomms_longtest
```

Building your own project

In order to build your own project it is necessary to first perform the `make` and `sudo make install` steps mentioned above.