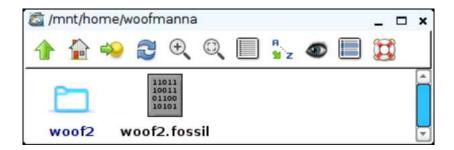
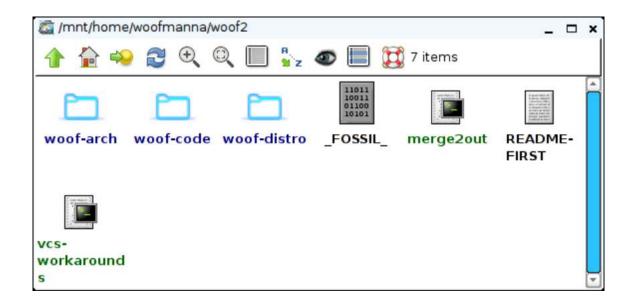
I am putting together this tutorial on woof2. I would also suggest that you use the puppy for which you want to build with woof2.

I strongly suggest that if you have never used woof2 or woof befor,e to build the original puppy first to get a feel on what everything does.

This does require firefox webbrowser.

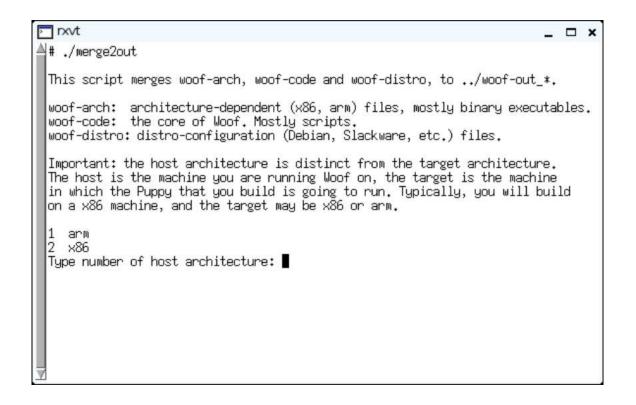
- 1) first go here http://bkhome.org/fossil/woof2.cgi/wiki?name=Getting+Started+with+Woof and read about getting started with woof2.
- 2) After you have created your folder and before you did merge2out this is what you should have. Make sure to read all the readme files before you start anything. #2png

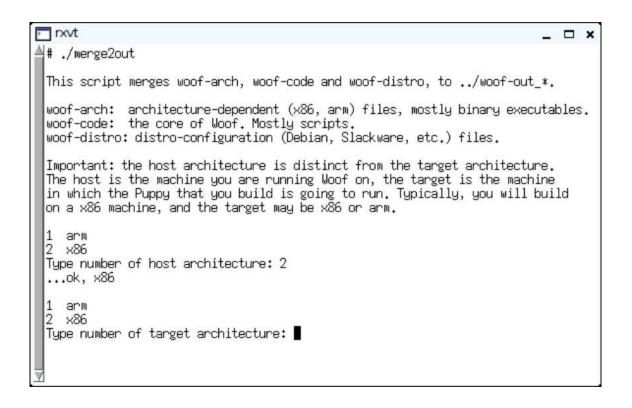




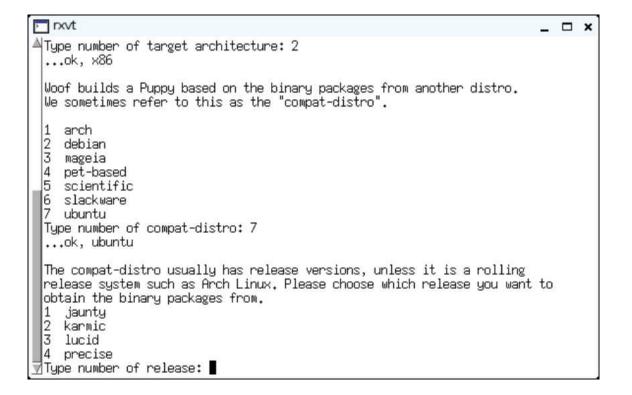
The next 8 pictures shows what you can choose for creating your Puppy, whether it be arm or x86.

It will also ask about what linux distro you want to build from.





```
rxvt
                                                                          _ 🗆 x
≜in which the Puppy that you build is going to run. Typically, you will build
 on a x86 machine, and the target may be x86 or arm.
 2 x86
 Tupe number of host architecture: 2
 ...ok, x86
 1 arm
 2 x86
 Type number of target architecture: 2
 ...ok, x86
 Woof builds a Puppy based on the binary packages from another distro.
 We sometimes refer to this as the "compat-distro".
 1 arch
 2 debian
3 mageia
   pet-based
 5
    scientific
 6
   slackware
   ubuntu
🔻 Type number of compat-distro: 🛮
```



```
¬ rxvt

                                                                         _ 🗆 ×
△4 pet-based
 5 scientific
 6 slackware
 7 ubuntu
 Type number of compat-distro: 7
 ...ok, ubuntu
 The compat-distro usually has release versions, unless it is a rolling
 release system such as Arch Linux. Please choose which release you want to
 obtain the binary packages from.
   jaunty
 2 Karmic
 3 lucid
 4 precise
 Type number of release: 4
 ...ok, precise
 Choices:
 Host architecture:
                        x86
 Target architecture: x86
 Compatible-distro:
                        ubuntu
 Compat-distro version: precise
🗹 If these are ok, press ENTER, other CTRL–C to quit: 🛮
```

```
rxvt
                                                                                               □ x
₫3 lucid
 4 precise
 Type number of release: 4
  ...ok, precise
 Choices:
 Host architecture:
  Target architecture:
                              x86
 Compatible-distro:
                              ubuntu
 Compat-distro version: precise
  If these are ok, press ENTER, other CTRL-C to quit:
 Directory '../woof-out_x86_x86_ubuntu_precise'
  will now be created, if not already, and the contents of 'woof-code' copied
  into it. Then, these will also be copied into it:
  woof-arch/x86/build
  woof-arch/x86/target
  woof-distro/x86/ubuntu/precise (files all levels)
 Any existing files in '../woof-out_x86_x86_ubuntu_precise' will be over-ridden. (Also, if you have any of your own files in folders 'boot', 'kernel-skeleton', 'packages-templates', 'rootfs-skeleton' or 'support', they will be deleted.)
Press ENTER to continue:
```

```
rxvt
                                                                                              □ x
 Some things are modified inside 'woof-code' to cater for most Version
 Control Systems. Typically, a VCS cannot handle most of these:
 1. Empty directories
 2. Special file/directory permissions/ownership
 3. Device nodes
 4. Symlinks
 5. Special characters (such as [, [[) in file/dir names
 6. Binary files
 BK's Bones VCS can handle all six. Fossil VCS can do no.4 & no.6 only (in fact,
 most VCSs such as SVN, GIT and Mercurial, can handle no.4 & no.6). Woof has
 lots of symlinks and binary files, and you must use a VCS that supports them.
 No.5 is solved by avoiding usage of such special characters, except we have
 workarounds for case of files named '[' and '[['.
 Directory 'woof-code' has workarounds for no.1-3 (& partial 5):
1. An empty file named 'EMPTYDIRMARKER' inside all empty directories.

2. A file named VCSMETADATA has permissions/ownerships of special files/dirs.

3. 'dev' directories are converted to '*DEVDIR.tar.gz' tarball files.

5. Files named '[' and '[[' renamed 'LEFTSQBRACKETCHAR' 'DBLLEFTSQBRACKETCHAR'.
 These workarounds will now be undone in '../woof-out_*'...
Press ENTER to continue:
```

```
These workarounds will now be undone in '../woof-out_*'...

These workarounds will now be undone in '../woof-out_*'...

Press ENTER to continue:

Fixing ../woof-out_x86_x86_ubuntu_precise/rootfs-skeleton...

Fixing ../woof-out_x86_x86_ubuntu_precise/boot/initrd-tree0...

Fixing ../woof-out_x86_x86_ubuntu_precise/packages-templates...

Fixing file/dir permissions/ownership...

Directory '../woof-out_x86_x86_ubuntu_precise' is now normal, that is, the workarounds have been removed. Note, .../local-repositories has been created (if not already), to be used as a common binary package download place. 'packages-pet' and 'packages-deb-precise' have been created that link into it, where pkgs will be downloaded to.

# ■
```

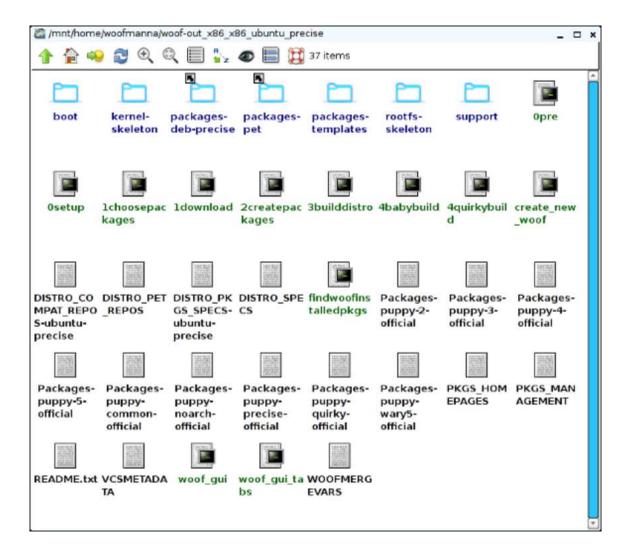
Now we will take a look at the gui and the tabs that are there and what they are for. I will try and give ideas on what you can do to change things once you get comfortable with woof2.

Before we look at the gui let us look at the folders and files that will be there. Again you want to go into all the folders and read any of the Readme files first before you do anything.

They will give you information that will help with your build.

You can go into the folder rootfs-skeleton and add or even remove some things that you don't want in your build that is in by default. ONLY do this if you know what you are doing.

If you want to make a splash-screen image than go to the boot folder and find boot-dialog and there you will get the information to do so.

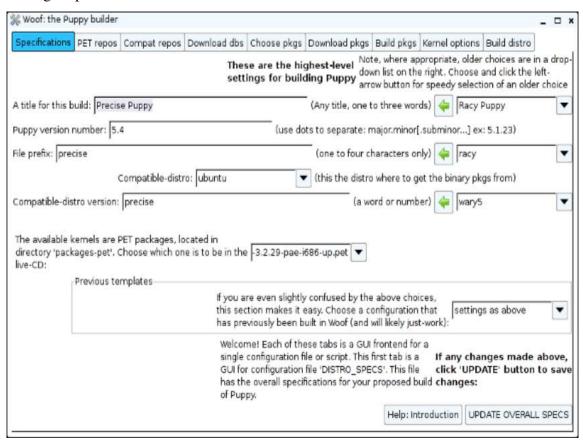


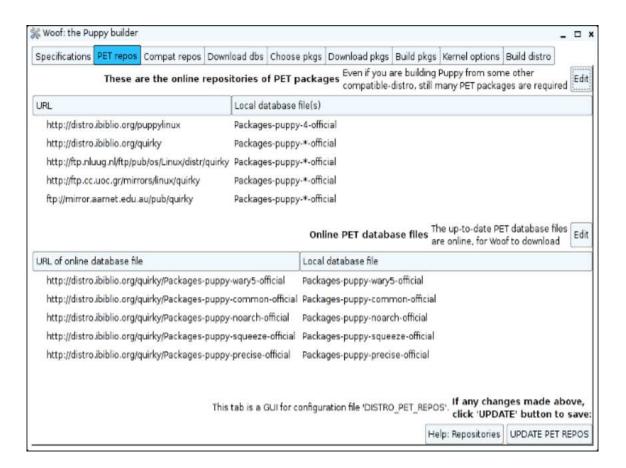
Now we will take a look at the gui. Here we will take a look at the first four tabes. These pictures are self explaining.

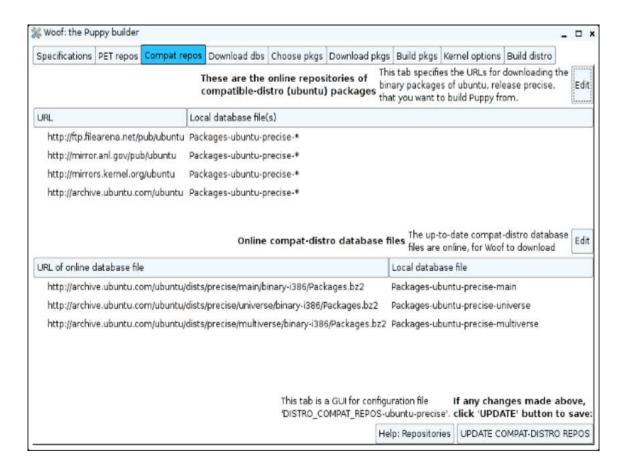
- 1) The Specification tab here you can name what your puppy will be called and the number of your build. Also you can choose your kernel as well.
- 2) The Pet Repos tab you don't have to update this when you first download woof2 for it will

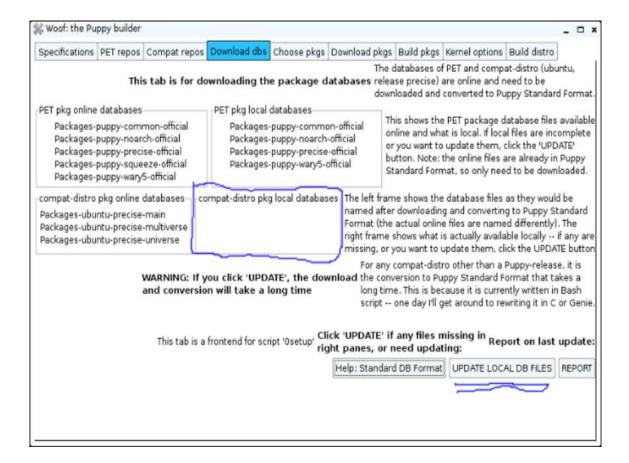
already be up to date.

- 3) The Compact Repo tab the same applies here as well.
- 4) The Download dbs tab here you will need to update the compact distro database and only these get updated.







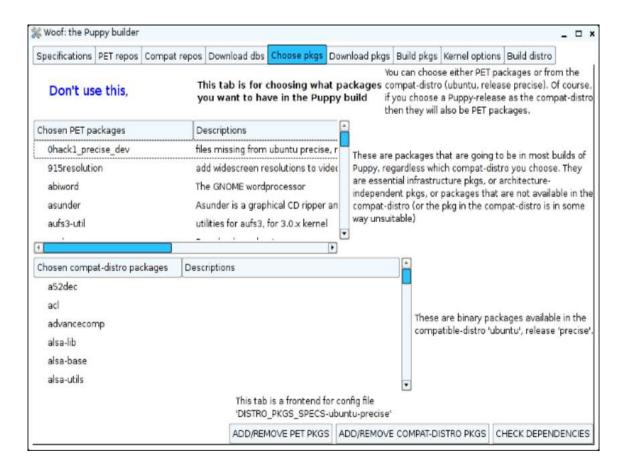


## Now on to the next three tabs

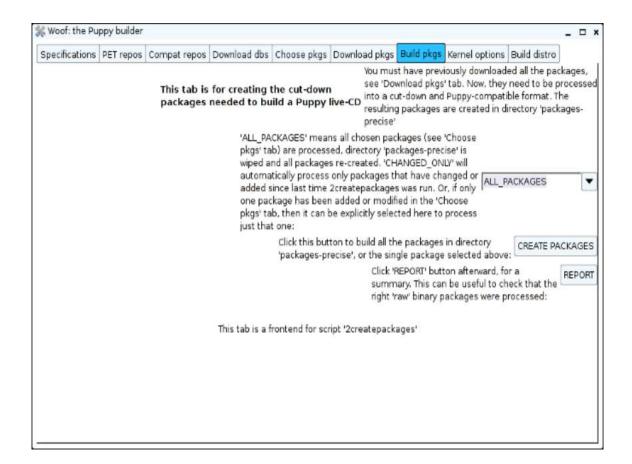
1) Choose pkgs tab this one I don't touch the reason is this unless you know what pkgs need to be in puppy, when you add pkgs that will be the only ones that will be in the build.

I will get into how to add pkgs after we go through the gui.

- 2) Download pkgs tab here there really is nothing that needs to be said, except that if a pkge doesn't get downloaded you will have to get it from the web. Either form ibiblio or archive site of the compact distro that you are using for your build.
- 3) Build pkgs tab here it takes all the pkgs and unpacks them and makes them ready for the build.



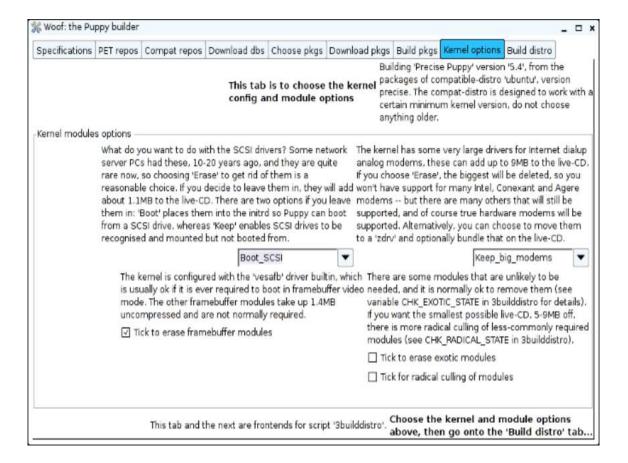


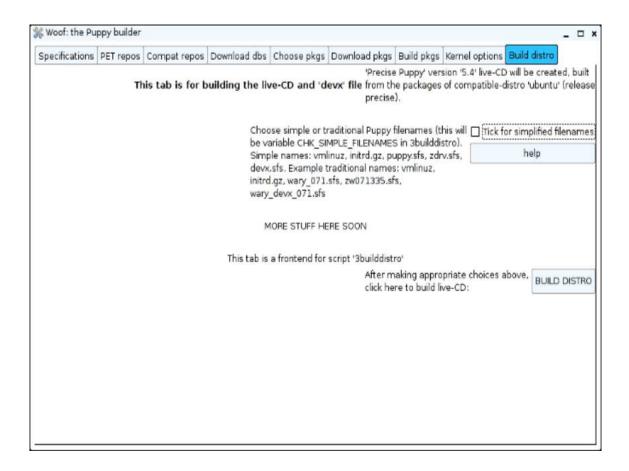


Are last two tabs.

- 1) The kernel tab here to you can choose the kernel and what module option you want.
- 2) The Build tab. it says it all; this will build your puppy. It will take you through a series of questions throughout the build process that you will need to answer.

I will post these if they are really needed.





So how does one add different pkgs to the build that are not a part of the puppy that they want.

1) in the puppy pkgs is where you can add the pet that you want to add. I would already have it downloaded and put in the packages-name of puppy folder. You can get the specs on the pet when you unpack it.

You can unpack by renaming it as a tar.gz file, inside will be the pet specifications that you will need to put in the puppy-pkgs-spec. You do this so that when woof checks for packages to be used it will find what you just added.

But wait you will need to add to the Distro-packages as well.

2) Distro-packages this is where you will say yes for the package you want to add, you can just add the name in. This is also where you can say no to the pkgs you don't want in as well. I would remove the folders as well if they where downloaded before.

