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Liangniu SDK cross-compilation environment description

- Liangniu SDK supports **CMake + ARM GCC** compilation;
- with SEGGER JLink, it can be burned and the GDB debugging server can be
- started; using the Visual Studio Code editor to load the **Cortex-Debug** plug-in for online debugging;

Some tools are limited to 64-bit versions, so this article uses Windows 10 x64 and Ubuntu 20.04 x64 for instructions.

Software List

software	Introduction
Python	Use Python scripts in the build, and the SDK path cannot contain Chinese characters.
ARM GCC Compiler Suite	Use ARM's official GNU Arm Embedded Toolchain: 10-2020-q4-major version.
CMake	Generate the corresponding Makefile file or build.ninja file according to the selected generator.
Ninja (recommended)	A build tool similar to Make that processes build.ninja files generated by CMake, much faster than Make .
Make (Linux version)	Read the Makefile generated by CMake and call the compiler suite to generate targets.
GNU MCU Eclipse Windows Build Tools (Windows version)	It is the Windows version of GNU Make, which calls the GCC compilation suite to perform the actual compilation action and generate an executable image file.
SEGGER JLink	It can burn firmware and start GDB debugging server. (Note that it is recommended to install V752d and below)
Visual Studio Code Editor	Optional, but required for debugging with gdb.

Software Installation (Windows 10 x64 Example)

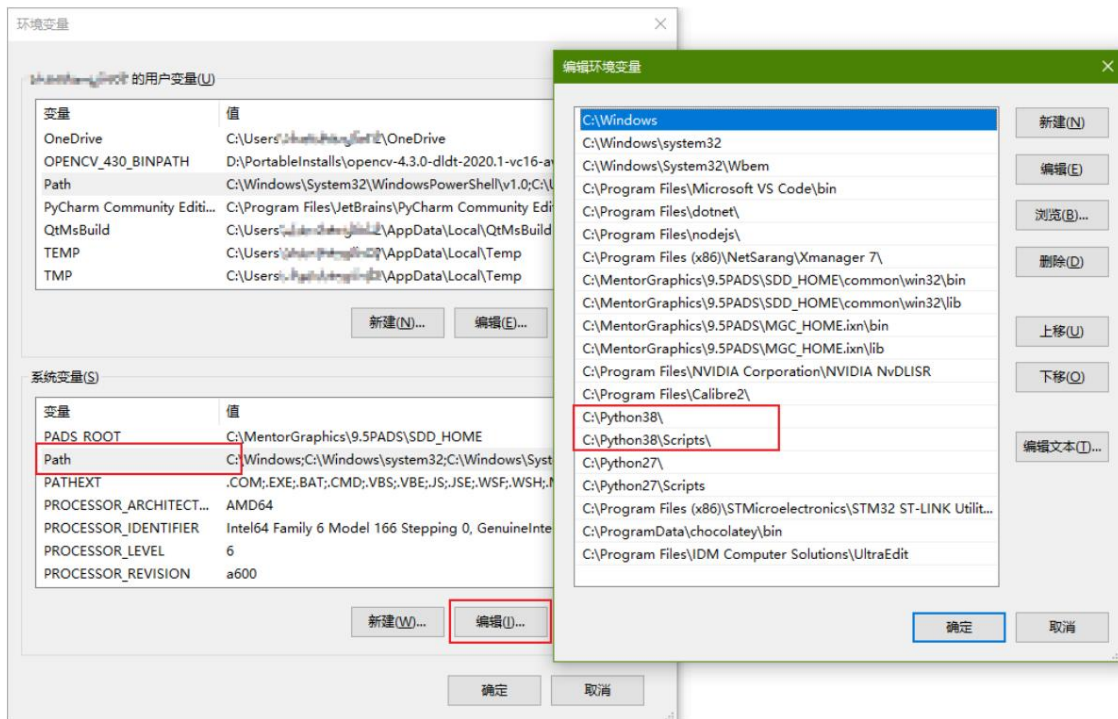
Python

1. Installation: Double-click the installation package to install it

in the default mode. 2. Check: Enter `python --version` in the newly opened command line to check whether the

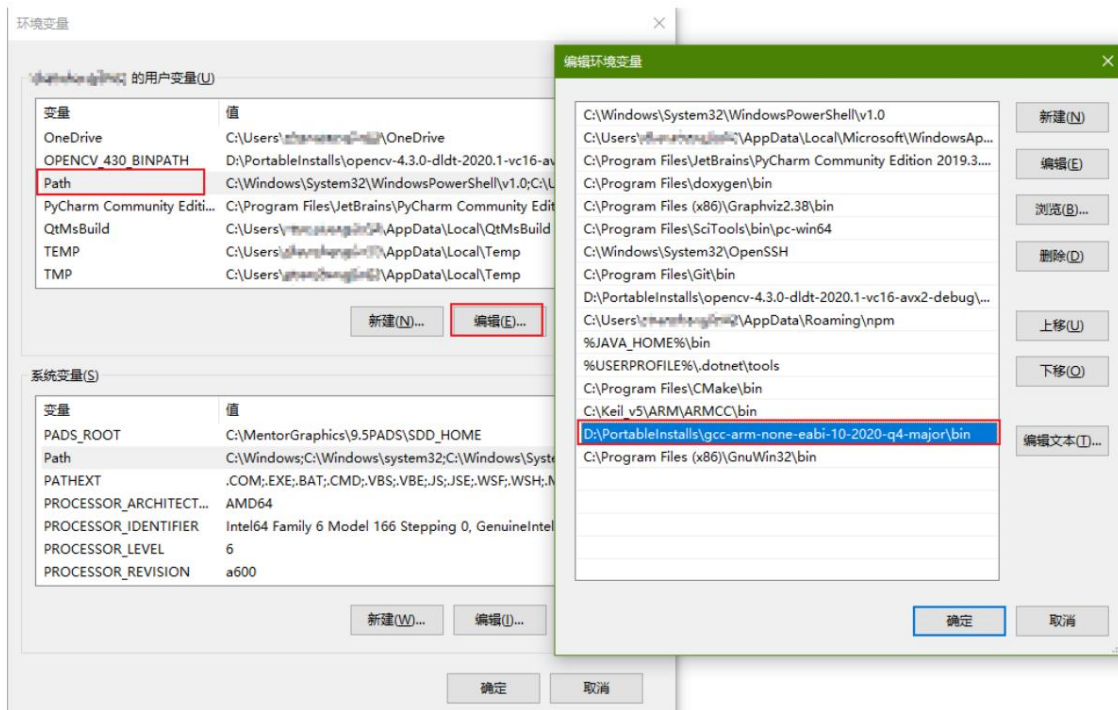
installation is complete. 3. **PATH** environment variable: If step 2 is not successful, open the environment variable editor and edit the user or

Add the corresponding Python installation path to the system's environment variable PATH. The example is as follows:



ARM GCC Compiler Suite

1. Unzip: **gcc-arm-none-eabi-10-2020-q4-major-win32.zip** is a green version, no installation is required, just unzip it to a directory, for example, unzip it to the D:\PortableInstalls directory;
2. **PATH** environment variable: The example is as follows

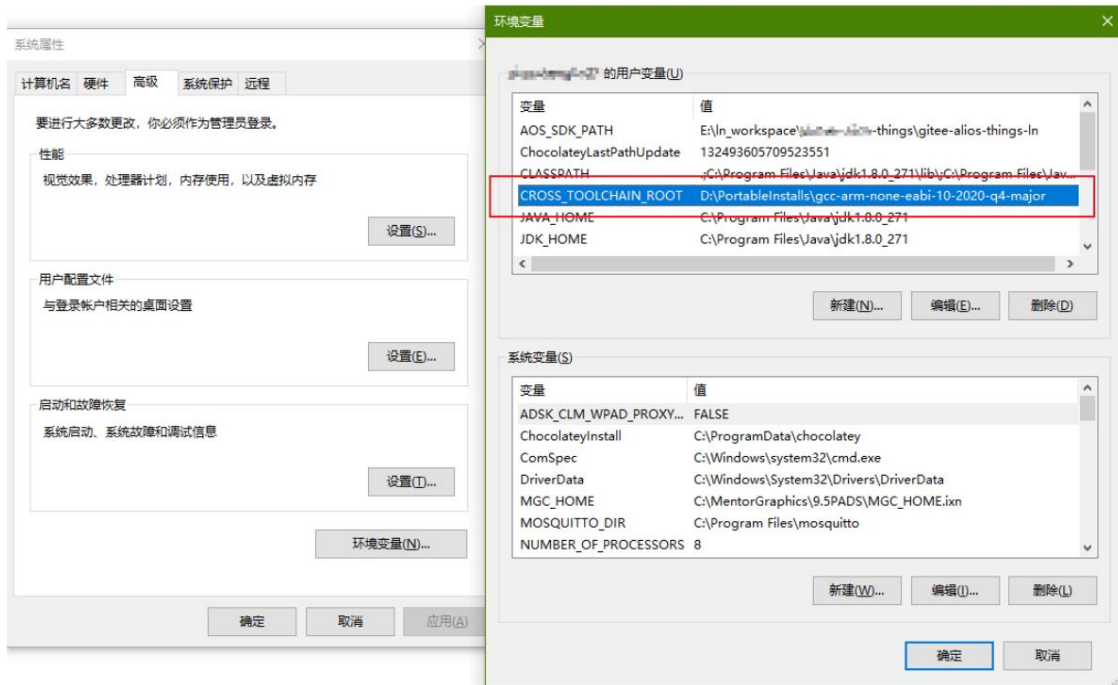


3. Check: Enter `arm-none-eabi-gcc --version` in the newly opened command line to confirm the version information.

breath;

4. Add another environment variable **CROSS_TOOLCHAIN_ROOT**, its value is

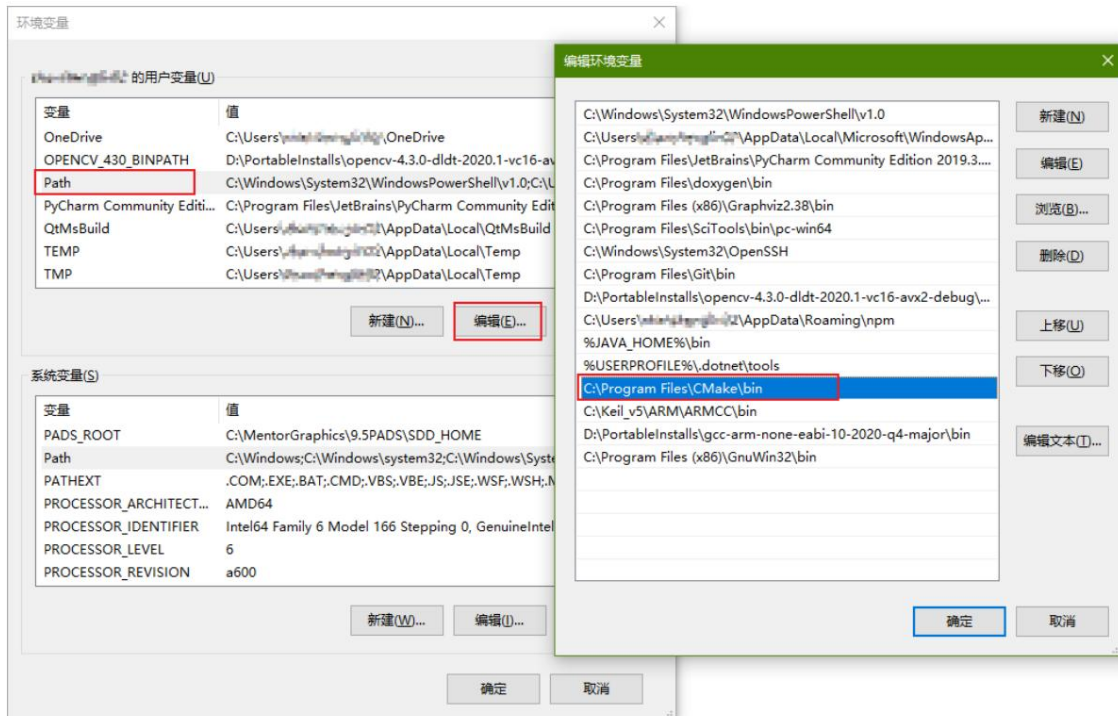
D:\PortableInstalls\gcc-arm-none-eabi-10-2020-q4-major, as shown below:



CMake

1. Installation: Double-click the installation package to install it in the default

mode; 2. **PATH** environment variable: The example is as follows

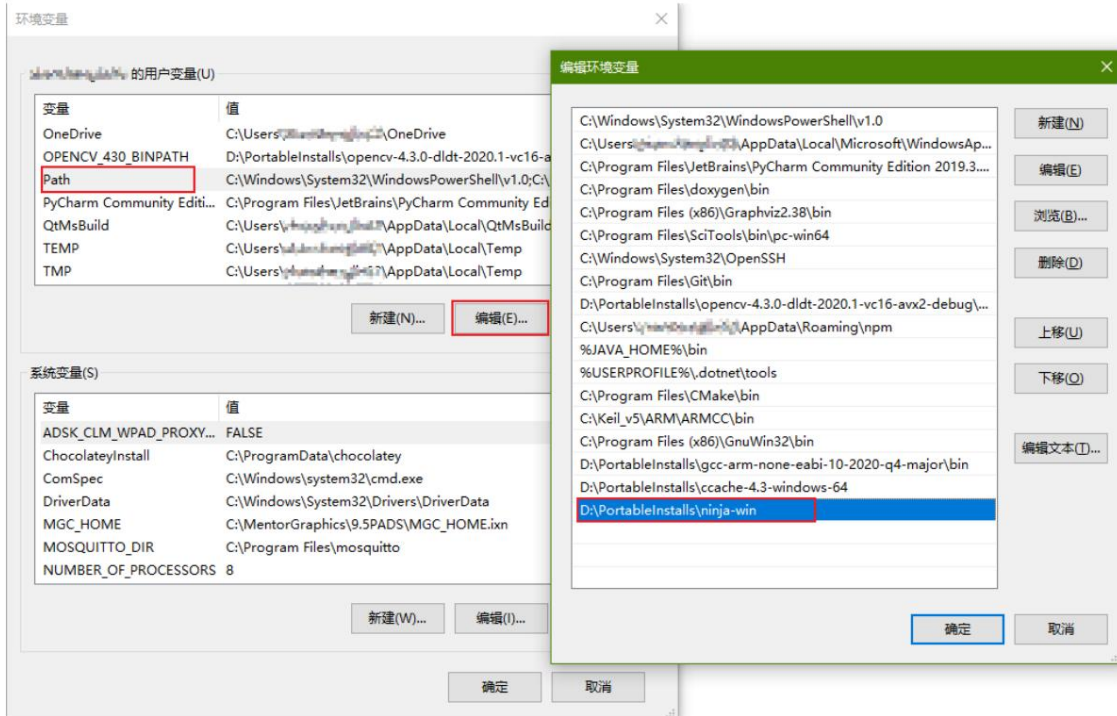


3. Check: Enter `cmake --version` in the newly opened command line to confirm the version information;

Ninja

1. Installation: Green version, just unzip it to a directory;

2. **PATH** environment variable: The example is as follows:

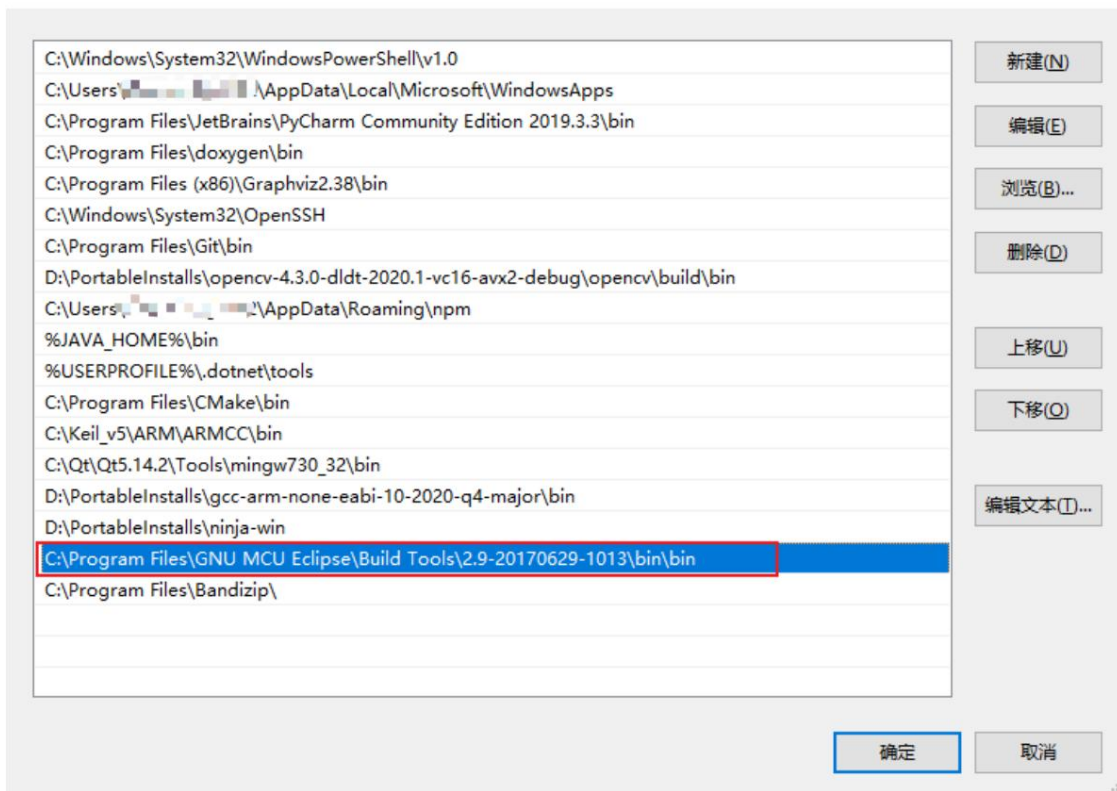


3. Check: Enter `ninja --version` in the newly opened command line to confirm the version information;

GNU MCU Eclipse Windows Build Tools

1. Installation: Double-click to

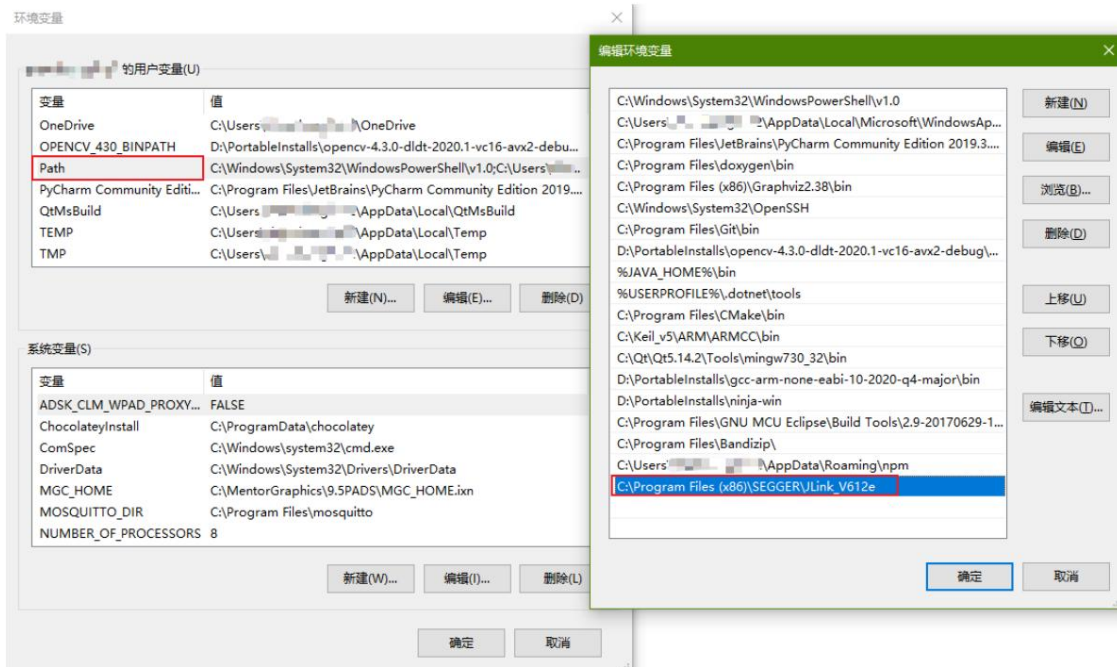
install; 2. **PATH** environment variable: as follows:



3. Check: Enter `make --version` in the newly opened command line to confirm the version information;

SEGGER JLink Tools

1. Installation: Double-click to install, install with default options;
2. **PATH** environment variable: as follows:



3. Check: Enter JFlash.exe -? in the newly opened command line . If a window pops up, that's it.

Visual Studio Code Editor

Visual Studio Code editor is a lightweight and powerful source code editor that can achieve IDE-like effects with various plug-ins.

It is recommended to install the following plug-ins to edit source code and debug embedded programs:

1. **C/C++ IntelliSense**
2. **CMake**
3. **CMake Tools**
4. **Cortex-Debug** [Its configuration file refers to cortex-debug](#)

Software Installation (Ubuntu 20.04 x64 Example)

Install necessary software using package manager

```
sudo apt-get install python3 cmake ninja-build make
```

Download other necessary software from the official website (Ubuntu version)

ARM GCC Compiler Suite

Select [gcc-arm-none-eabi-10-2020-q4-major-x86_64-linux.tar.bz2](#) from the download page

Unzip it to a directory and then export the environment variables at the end of the ~/.bashrc file

```
CROSS_TOOLCHAIN_ROOT
```

```
1  # GCC ARM NONE EABI
2  export CROSS_TOOLCHAIN_ROOT=$HOME/PortableInstalls/gcc-arm-none-eabi-10-2020-q4-major
```

Open a new command line or enter source ~/.bashrc in the current command line to reload the environment variables.

SEGGER J-Link Tools

Select [v7.52d 64-bit DEB Installer](#) from the download page

Enter the command to install

```
sudo dpkg -i JLink_Linux_V752d_x86_64.deb
```

Visual Studio Code Editor

Select .deb [64bit](#) from the [download page](#)

Enter the command to install

```
sudo dpkg -i code_1.59.1-1629375198_amd64.deb
```

Open vscode and install the following plugins:

1. **C/C++ IntelliSense**
2. **CMake**
3. **CMake Tools**
- 4.

Cortex-Debug [For its configuration file, refer to cortex-debug](#)