**B2G OS Build steps**

**For First time build**

1. add .mozbuild folder in home directory

2. add .cargo folder in home directory

3. upgrade python to 3.7 by following steps

sudo apt install software-properties-commonsudo add-apt-repository ppa:deadsnakes/ppa

sudo add-apt-repository ppa:deadsnakes/ppa

sudo apt update -y

sudo apt install python3.7

sudo update-alternatives --install /usr/bin/python3 python3 /usr/bin/python3.6 1

sudo update-alternatives --install /usr/bin/python3 python3 /usr/bin/python3.5 1

sudo update-alternatives --install /usr/bin/python3 python3 /usr/bin/python3.7 2

sudo update-alternatives --config python3

check python version

python3 -V

sudo apt-get install -y python3-pip

sudo apt-get install build-essential libssl-dev libffi-dev python3-dev

3. sudo apt install python3.7-gdbm

sudo apt remove rustc

source build/envsetup.sh

lunch ----> option 10

4. goto gonkmisc and give following commands

rustup install stable

rustup default stable

export PATH=$PATH:/home/<username>/.cargo/bin/

---Give username as your pc username

rustup target add thumbv7neon-linux-androideabi

5. in gonk misc give mma

remove surfaceflinger.rc in out folder

6. After that come to android folder and give make snod

7 . after building pack all images.

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**For Incremental Build**

source build/envsetup.sh

lunch ----> option 10

4. goto gonkmisc and give following commands

export PATH=$PATH:/home/<username>/.cargo/bin/

---Give username as your pc username

5. in gonk misc give mma

Aftersuccesful build

remove surfaceflinger.rc in out folder

6. After that come to android folder and give make snod

7 . after building pack all images.

**Building of B2G emulator code**

**For first time build**

1. Fetch the code: REPO\_INIT\_FLAGS="--depth=1" ./config.sh emulator-10
2. Setup your environment to fetch the custom NDK: export LOCAL\_NDK\_BASE\_URL='ftp://ftp.kaiostech.com/ndk/android-ndk'
3. Install Gecko dependencies: cd gecko && ./mach bootstrap, choose option 4 (Android Geckoview).
4. Build: ./build.sh
5. Run the emulator: source build/envsetup.sh && lunch aosp\_arm-userdebug && emulator -writable-system -selinux permissive

**Fo Repetetive build**

1. Just give ./build.sh in top directory

**NOTE:**  If you clone code from any of the pc , following issues occurs while building code .

permission denied /home/chegukee/

**solution :**

please do following chnages in config file top directory B2G

1. search .config file in B2G folder and in that file remove GECKO\_OBJ\_Directory path and add you path.