MP-3

Embedded Linux

# Makefile

In the setup.sh file, an environment variable called CROSS\_COMPILE is created. This declares a cross compiler toolchain prefix to be used later.

# Bootargs

The console arg sets up UART and sets the baud rate to 115200. The root arg sets up the printk function. This allows us to get useful debug information before the kernel is completely setup and before we get access to other print functions.

# Xilinx.dts

**#gpio-cells = <2>;**  -- commented out

**compatible = "xlnx,axi-gpio-1.01.b", "xlnx,xps-gpio-1.00.a";**

**gpio-controller ;**

**reg = < 0x41220000 0x10000 >;**

**xlnx,all-inputs = <0x0>;**

**xlnx,all-inputs-2 = <0x0>;**

**xlnx,dout-default = <0x0>;**

**xlnx,dout-default-2 = <0x0>;**

**xlnx,gpio-width = <0x8>;**

**xlnx,gpio2-width = <0x20>;**

**xlnx,instance = "LEDs\_8Bits";**

**xlnx,interrupt-present = <0x0>;**

**xlnx,is-dual = <0x0>;**

**xlnx,tri-default = <0xffffffff>;**

**xlnx,tri-default-2 = <0xffffffff>;**

# My First Boot

**Memory: ECC disabled**

**DRAM: 512 MiB**

**WARNING: Caches not enabled**

**MMC: zynq\_sdhci: 0**

**SF: Detected S25FL256S\_64K with page size 64 KiB, total 32 MiB**

**\*\*\* Warning - bad CRC, using default environment**

These messages tell us about the system that the linux is running on.

**In: serial**

**Out: serial**

**Err: serial**

These specify standard in and standard out. This is also where error messages are sent.

**usbcore: registered new interface driver usbhid**

**usbhid: USB HID core driver**

**usbcore: registered new interface driver usbfs**

**usbcore: registered new interface driver hub**

**usbcore: registered new device driver usb**

New drivers were found for the USB and they were loaded.

**Linux version 3.9.0-xilinx (kfisch13@linux-4.ece.iastate.edu) (gcc version 4.7.2 (Sourcery CodeBench Lite 2012.09-104) ) #1 SMP PREEMPT Thu Mar 2 18:02:29 CST 2 017** -- Linux kernel and the boot **time, gcc compiler version**

**CPU: ARMv7 Processor [413fc090] revision 0 (ARMv7), cr=18c5387d** -- CPU version

**CPU: PIPT / VIPT nonaliasing data cache, VIPT aliasing instruction cache** -- CPU configuration

**Machine: Xilinx Zynq Platform, model: Xilinx Zynq** -- vendor name

**cma: CMA: reserved 16 MiB at 1e400000** -- reserved memory for CMA at boot time

**Memory policy: ECC disabled, Data cache writealloc** -- disable EEC mode and allow the memory allocation using pointer

**RAMDISK: gzip image found at block 0** -- boot image on RAM memory

**++ Mounting filesystem**

**FAT-fs (mmcblk0p1): Volume was not properly unmounted. Some data may be corrupt. Please run fsck.**

We tried to mount our FAT file system but it wasn’t mounted properly. It says to run some cleanup.

**++ Setting up mdev**

**++ Starting telnet daemon**

**++ Starting http daemon**

**++ Starting ftp daemon**

**++ Starting ssh daemon**

These are setting up ways to connect to our linux system.

**Zynq clock init**

This one seemed important. Sets up our clock.

**Console: colour dummy device 80x30**

This says that our device doesn’t have color output. It is just a dummy.

**Copying Linux from SD to RAM...**

**reading uImage**

**reading devicetree.dtb**

**reading uramdisk.image.gz**

These are reading some of the files we had on our SD card.

**Starting kernel ...**

The kernel was started …

# Plugged in the Turret for the First Time

**usb 1-1: new low-speed USB device number 2 using xusbps-ehci**  found a new device

**usb 1-1: New USB device found, idVendor=2123, idProduct=1010** self declareddevice properties

**usb 1-1: New USB device strings: Mfr=1, Product=2, SerialNumber=0** self declareddevice properties

**usb 1-1: Product: USB Missile Launcher** recognized that the device is a missile launcher

**usb 1-1: Manufacturer: Syntek** Found the manufacturer info

**hid-generic 0003:2123:1010.0001: device has no listeners, quitting** Nothing was using this device so linux stopped putting in an effort

# Changes to launcher\_driver.c

1. Removed the references to “skel”
2. Usually ended up saying “eton” in place of “skeleton”
3. Replaced the IDs in line 33 to their appropriate defines in launcher\_commands.h