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RK1108_CVR SDK Development Difference of Each Version

File Status: [] Draft [] Official Release [<input checked="" type="checkbox"/>] Official Modify	Remark:	RK1108_CVR SDK Development Difference of Each Version
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Revision History

Version No.	Author	Revision Date	Revision Description
V0.1	Yufeng Lin, Huaping Liao	2016/10/28	Add SDK Development Difference of Each Version

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Chapter 1 How to Identify SDK Version

Because SDK board is upgrading in development process, developers will use different versions SDK board for debugging. For better debug, this document introduces the differences of various versions.

As shown in figure below, version information is printed on SDK board by silk-screen, current versions are: V10, V11 and V20.



V10 Silk-Screen Information



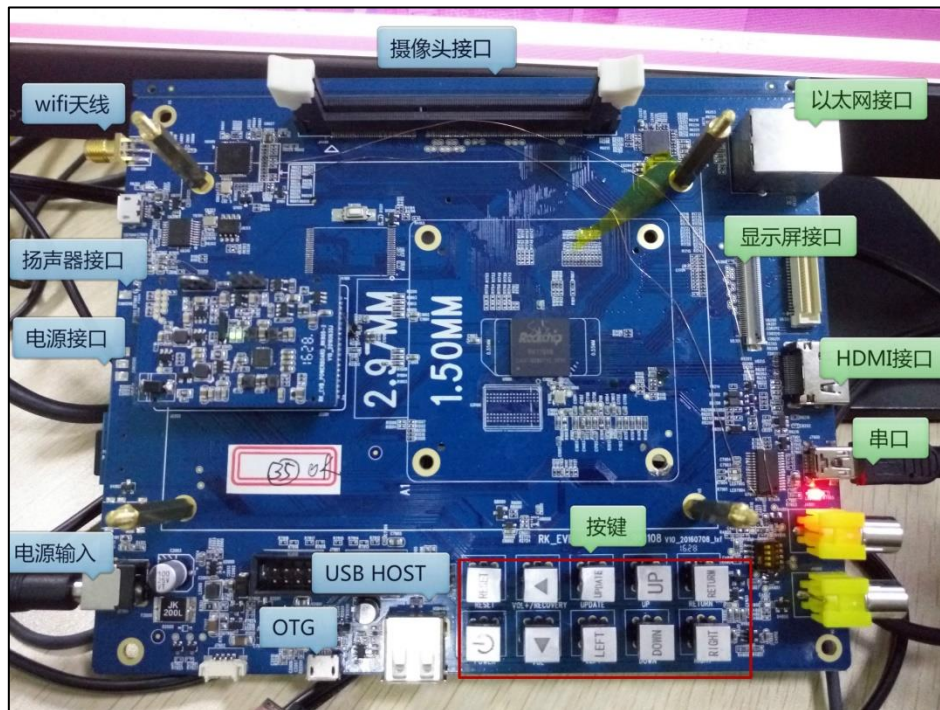
V11 Silk-Screen Information



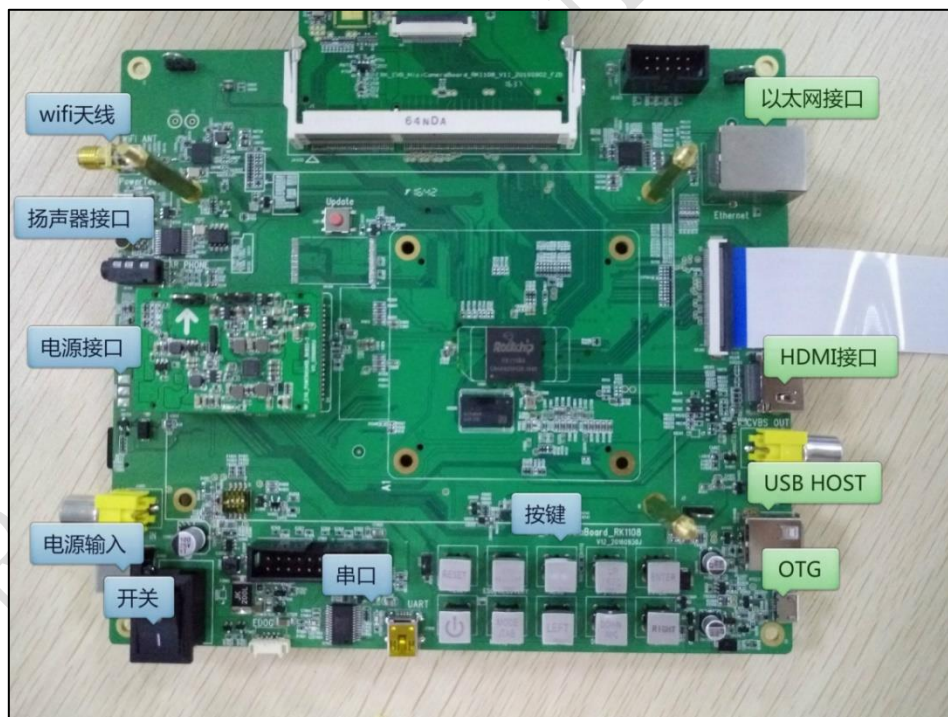
V20 Silk-Screen Information

Chapter 2 Hardware Interface Difference

Hardware interface of each version is shown as in figure below: serial port baud rate is 1500000 1500000bps, OTG is updating port.



V10 Hardware Interface



V11, V20 Hardware Interface

Chapter 3 Compiling Packing Difference

Upper application compiling method of different versions is the same, which is ./build_all.sh. But kernel compilation and upper packing methods are different.

V10:

Enter Kernel directory and execute below command:

```
make rk1108-cvr.img
```

Pack and generate Frmware.img, execute below command under project directory:

```
./mkfirmware.sh rk1108-cvr2
```

V11:

Enter Kernel directory and execute below command:

```
make rk1108-cvr2.img
```

Pack and generate Frmware.img, execute below command under project directory:

```
./mkfirmware.sh rk1108-cvr2
```

V20:

Enter Kernel directory and execute below command:

```
make rk1108- evb-v12.img
```

Pack and generate Frmware.img, execute below command under project directory:

```
./mkfirmware.sh rk1108-evb-v12
```

Chapter 4 UI Description

Screen resolution of between different versions is different, need to modify configuration accordingly.

Open app/video/Makefile, and search:

```
#Resolution = 320x240 ###Screan Resolution = 320*240; BOARD VERSION=V10/V11
```

```
Resolution = 854x480 ###Screan Resolution = 854*480; BOARD VERSION=V10/V11
```

```
#Resolution = 1280x720 ###Screan Resolution = 1280*720; BOARD VERSION=V12
```

Comments/uncomment can configure resolution, corresponding version of resolution is as follows:

V10 and v11: 854*480

V12: 1280*720