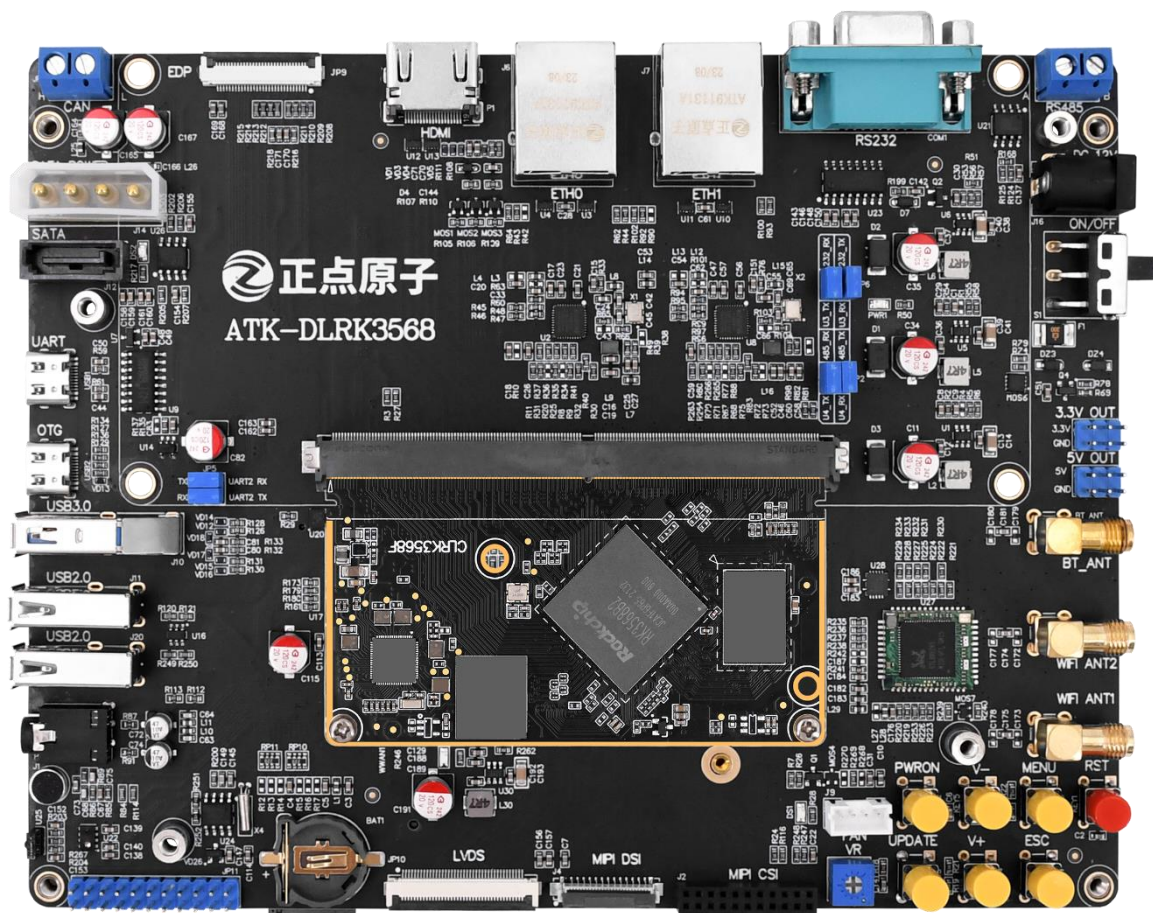


# ATK-DLRK3568

## Android13 SDK Compilation Instructions

V1.0



**1. Shopping:**TMALL: <https://zhengdianyuanzi.tmall.com>TAOBAO: <https://openedv.taobao.com>**2. Download**Address: <http://www.openedv.com/docs/index.html>**3. FAE**Website : [www.alientek.com](http://www.alientek.com)Forum : <http://www.openedv.com/forum.php>Videos : [www.yuanzige.com](http://www.yuanzige.com)

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In order to get the latest version of product information, please regularly visit the download center or contact the customer service of Taobao ALIENTEK flagship store. Thank you for your tolerance and support.

**Revision History:**

Version	Version Update Notes	Responsible person	Proofreading	Date
V1.0	release officially	ALIENTEK	ALIENTEK	2024.07.10

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## Brief

This document is the compilation instruction manual for the ATK-DLRK3568 Android 13 SDK. Before reading this document, please first refer to the contents of Chapter 1 and Chapter 2 in the document: <Development Board CD-ROM A Disk - Basic Materials→10\_user\_manual→02, Development Documents→ [ALIENTEK] ATK-DLRK3568\_Android System Development Manual.pdf> which cover the installation of the Ubuntu system and the setup of the development environment. And follow the 4.1.1 section in this document to install the required software packages.

## Chapter 1. Android 13 SDK compilation

ATK-DLRK3568 Android 13 SDK Compilation Instructions.

### 1.1 Download SDK

Since the RK3568 and RK3588 development boards of ALIENTEK use the same Android 13 SDK, the materials on the data storage disk of the RK3568 development board are not provided separately. They are only available on the data storage disk of the RK3588 development board. Therefore, everyone needs to download from the data storage disk of the RK3588 development board.

First, go to the following link: <http://www.openedv.com/docs/boards/arm-linux/RK3588Linux.html>. Then, follow the instructions below to download the Android 13 SDK:

### 正点原子RK3588开发板

#### 开发板介绍

- Android12系统演示 B站哔哩哔哩链接: <https://www.bilibili.com/video/BV1Wf421B7wp>
- buildroot+QT系统演示 B站哔哩哔哩链接: <https://www.bilibili.com/video/BV1AT421Y74p>
- AI功能演示 B站哔哩哔哩链接: <https://www.bilibili.com/video/BV16s421T7jK>
- 多屏显示功能演示 B站哔哩哔哩链接: <https://www.bilibili.com/video/BV1Rs421T7NN>
- 8K视频解码及显示功能演示 B站哔哩哔哩链接: 视频待上线...

#### 资料下载链接

##### 基础资料下载 (A盘)

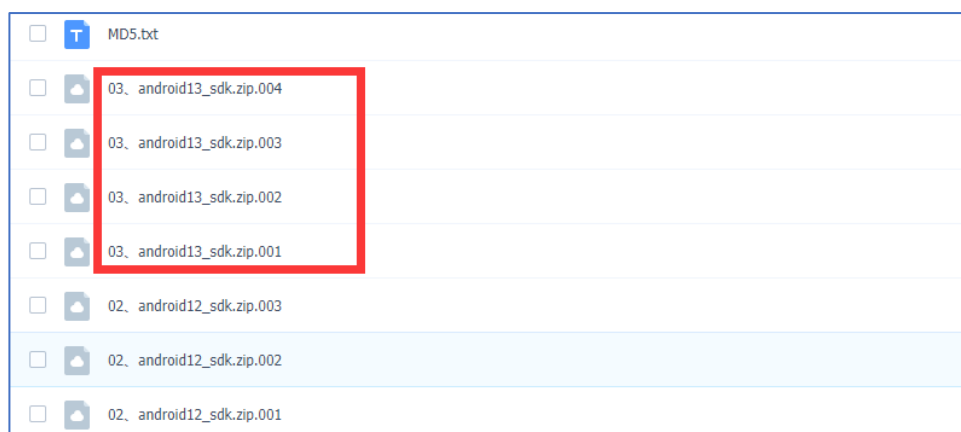
- 百度网盘 开发板资料链接: <https://pan.baidu.com/s/1M5BEFhBA16YlfQr8rKEw6A> 提取码: bxzv

##### RK3588 SDK与虚拟机链接 (B盘)

- 为方便用户编译RK3588开发板SDK包, 减少因环境搭建问题而导致的SDK包编译错误, 正点原子团队特地打包了一个基础的SDK源码编译使用, 如果编译其他程序需要对应的库和工具, 请自行安装和适配。
- 百度网盘 链接: <https://pan.baidu.com/s/1vQEGoP6QYdSGPKDZx8yXCA> 提取码: gq0n

Click on this link

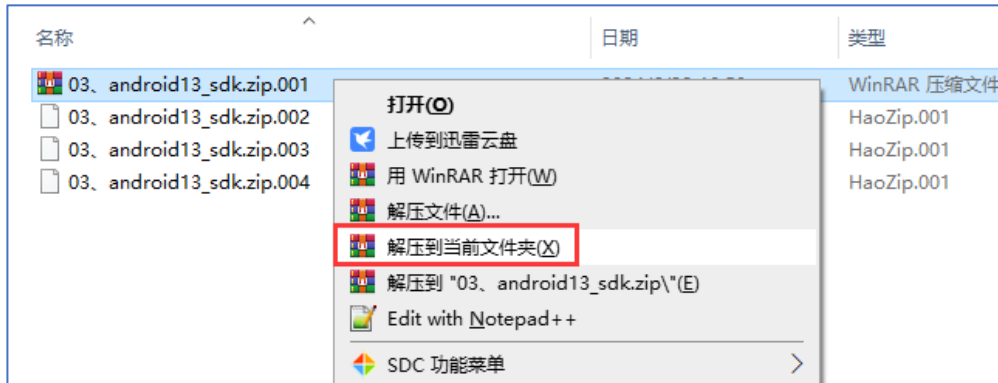
After entering the network drive, go to "Development Board Optical Disk B Drive - **Development Environment and SDK** -> **02, ATK-DLRK3588 Development Board SDK**", and then download the following four files: **03, android13\_sdk.zip.001 ~ 03, android13\_sdk.zip.004**.



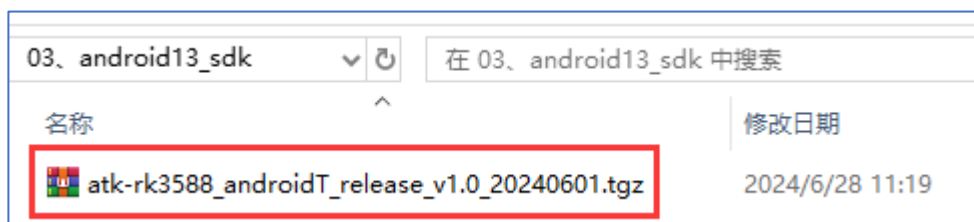
After the download is completed, it will look like this (make sure it is a complete download and you can compare the MD5 value yourself):

名称	日期
03、 android13_sdk.zip.001	2024/6/28 10:53
03、 android13_sdk.zip.002	2024/6/28 10:53
03、 android13_sdk.zip.003	2024/6/28 10:53
03、 android13_sdk.zip.004	2024/6/28 10:53

Then right-click on **03, android13\_sdk.zip.001** to extract it:



After decompression, a folder named **"03" and "android13\_sdk"** will be obtained. Enter this folder as follows:



This is the compressed package file of Android 13 SDK. As the version is updated, the name of the SDK compressed package file will also change, but they will all be named as **atk-rk3588\_androidT\_release\_version\_release date.tgz!**

## 1.2 Copy the SDK to the Ubuntu system

Note: If the current terminal has already compiled other SDKs, you need to open a new terminal first, and then compile the Android 13 SDK in this new terminal. Otherwise, it may cause compilation errors!!!

Copy the **atk-rk3588\_androidT\_release\_v1.0\_20240601.tgz** compressed file to the home directory of the user on the Ubuntu system, and execute the following command to decompress it:

```
mkdir ~/android13_SDK
tar -xzf ~/atk-rk3588_androidT_release_v1.0_20240601.tgz -C ~/android13_SDK
```



```

alientek@alientek-virtual-machine:~$
alientek@alientek-virtual-machine:~$ ls
公共的 模板 视频 图片 文档 下载 音乐 桌面 apache-tomcat-7.0.29 atk-rk3588_androidT_release_v1.0_20240601.tgz jdk1.6.0_45
alientek@alientek-virtual-machine:~$
alientek@alientek-virtual-machine:~$ mkdir ~/android13_SDK
alientek@alientek-virtual-machine:~$
alientek@alientek-virtual-machine:~$ tar -xzf ~/atk-rk3588_androidT_release_v1.0_20240601.tgz -C ~/android13_SDK
alientek@alientek-virtual-machine:~$
alientek@alientek-virtual-machine:~$ ls
公共的 模板 视频 图片 文档 下载 音乐 桌面 android13_SDK apache-tomcat-7.0.29 atk-rk3588_androidT_release_v1.0_20240601.tgz
alientek@alientek-virtual-machine:~$

```

The decompression process will take a long time. Please be patient and wait!

After decompression is completed, execute the following command to check out the source code:

```

cd ~/android13_SDK/
.repo/repo/repo sync -l -j10

```

```

alientek@alientek-virtual-machine:~$
alientek@alientek-virtual-machine:~$ cd ~/android13_SDK/
alientek@alientek-virtual-machine:~/android13_SDK$
alientek@alientek-virtual-machine:~/android13_SDK$ .repo/repo/repo sync -l -j10
正在更新文件: 100% (1222/1222), 完成.
正在更新文件: 100% (1133/1133), 完成.
正在更新文件: 100% (9543/9543), 完成.
正在更新文件: 100% (344/344), 完成.
正在更新文件: 100% (1558/1558), 完成.
正在更新文件: 100% (737/737), 完成.
正在更新文件: 100% (2695/2695), 完成.
正在更新文件: 100% (16/16), 完成.
正在更新文件: 100% (2794/2794), 完成.
正在更新文件: 100% (4595/4595), 完成.
正在更新文件: 100% (3440/3440), 完成.
正在更新文件: 100% (78/78), 完成.
正在更新文件: 100% (87/87), 完成.
正在更新文件: 100% (7408/7408), 完成.
正在更新文件: 100% (818/818), 完成.
正在更新文件: 100% (1787/1787), 完成.
正在更新文件: 100% (708/708), 完成.

```

```

正在更新文件: 100% (11975/11975), 完成.
正在更新文件: 100% (590/590), 完成.
正在更新文件: 100% (9218/9218), 完成.
正在更新文件: 100% (9260/9260), 完成.
正在更新文件: 100% (34798/34798), 完成.
正在更新文件: 100% (8370/8370), 完成.
正在更新文件: 100% (1523/1523), 完成.
正在更新文件: 100% (1366/1366), 完成.
正在更新文件: 100% (8703/8703), 完成.
正在更新文件: 100% (1904/1904), 完成.
Checking out: 100% (1169/1169), done in 1h50m51.820s
repo sync has finished successfully.
alientek@alientek-virtual-machine:~/android13_SDK$

```

This process will also last for a long time. Please be patient and wait!

After the checkout is completed, the entire source code directory of Android 13 SDK is obtained, as shown below:

```

alientek@alientek-virtual-machine:~/android13_SDK$
alientek@alientek-virtual-machine:~/android13_SDK$ ls
Android.bp      BUILD          device         kernel-5.10    packages       RKDocs         toolchain
art             build.sh      external       libcore        pdk            rkst           tools
bionic         cts          frameworks     libnativehelper platform_testing RKTools        u-boot
bootable       dalvik       hardware       mkcombinedroot prebuilts      sdk            vendor
bootstrap.bash developers   javaenv.sh     mkimage_ab.sh  restore_patches.sh system         WORKSPACE
build          development  kernel         mkimage.sh     rkbin          test
alientek@alientek-virtual-machine:~/android13_SDK$

```

### 1.3 Selection of screens

The ALIENTEK ATK-DLRK3568 development board supports the following types of screens:

- ALIENTEK 5.5-inch 1080x1920 (vertical screen) MIPI display screen
- ALIENTEK 5.5-inch 720x1280 (vertical screen) MIPI display screen
- ALIENTEK 10.1-inch 800x1280 (vertical screen) MIPI display screen
- ALIENTEK 10.1-inch 1280x800 (Vertical screen) LVDS screen
- Standard HDMI display screen (connected via HDMI cable)
- eDP display screen (a separate adapter board needs to be made to connect the eDP screen. ALIENTEK does not provide eDP screens. Users can purchase them online.)

The ATK-DLRK3568 development board has one MIPI screen interface (MIPI DSI), which can be connected to a 5.5-inch or 10.1-inch MIPI screen from ALIENTEK; one LVDS screen interface, which can be connected to a 10.1-inch 1280x800 LVDS screen from ALIENTEK; one HDMI output interface, which can be connected to a standard HDMI display; one eDP screen interface, which can be connected to an eDP screen; these display interfaces can be found on the board, so no pictures are provided here!

Users need to enable the corresponding display interface based on the screen they purchased and the configuration.

Open the device tree file **kernel-5.10/arch/arm64/boot/dts/rockchip/rk3568-screen\_choose.dtsi**:

vi kernel-5.10/arch/arm64/boot/dts/rockchip/rk3568-screen\_choose.dtsi

```
/*
 * 屏幕选择
 * ATK_LCD_TYPE_MIPI_720P: 正点原子5.5寸 720*1280 MIPI屏
 * ATK_LCD_TYPE_MIPI_1080P: 正点原子5.5寸 1080*1920 MIPI屏
 * ATK_LCD_TYPE_MIPI_10P1_800X1280: 正点原子10.1寸 800*1280 MIPI屏
 * ATK_LCD_TYPE_LVDS: 正点原子10.1寸 1280*800 LVDS屏
 * ATK_LCD_TYPE_HDMI: HDMI显示器
 * ATK_LCD_TYPE_EDP_VGA: eDP屏或者VGA显示器（硬件默认使能的是VGA接口，若用户需要使用eDP屏，则需改硬件
 *                        具体情况可以看看正点原子RK3568底板原理图！）
 */
/*
 * RK3568可支持三屏显示，也就是三路显示 VP0 VP1 VP2
 * 但是三屏显示需要注意一些问题，具体情况可以看看正点原子提供的文档<RK3568三屏显示参考手册>！
 */
/*
 * ATK_LCD_TYPE_MIPI_720P/ATK_LCD_TYPE_MIPI_1080P/ATK_LCD_TYPE_MIPI_10P1_800X1280 三选一
 */
#define ATK_LCD_TYPE_MIPI_720P // 从VP1输入
//#define ATK_LCD_TYPE_MIPI_1080P // 从VP1输入
//#define ATK_LCD_TYPE_MIPI_10P1_800X1280 // 从VP1输入
/*
 * ATK_LCD_TYPE_HDMI 和 ATK_LCD_TYPE_EDP_VGA 二选一
 */
#define ATK_LCD_TYPE_HDMI // 从VP0输入
//#define ATK_LCD_TYPE_EDP_VGA // 从VP0输入
//#define ATK_LCD_TYPE_LVDS // 从VP2输入
```

By default, the 5.5-inch 720x1280 MIPI screen and HDMI screen are enabled; if the user does not need to connect the MIPI screen on the board and only uses the HDMI display screen, the definition is as follows:

```
//#define ATK_LCD_TYPE_MIPI_720P // 从VP1输入
//#define ATK_LCD_TYPE_MIPI_1080P // 从VP1输入
//#define ATK_LCD_TYPE_MIPI_10P1_800X1280 // 从VP1输入
/*
 * ATK_LCD_TYPE_HDMI 和 ATK_LCD_TYPE_EDP_VGA 二选一
 */
#define ATK_LCD_TYPE_HDMI // 从VP0输入
//#define ATK_LCD_TYPE_EDP_VGA // 从VP0输入
//#define ATK_LCD_TYPE_LVDS // 从VP2输入
```

If the user is using a 10.1-inch 800x1280 MIPI screen, the following definitions apply:

```
// #define ATK_LCD_TYPE_MIPI_720P // 从VP1输入
// #define ATK_LCD_TYPE_MIPI_1080P // 从VP1输入
#define ATK_LCD_TYPE_MIPI_10P1_800X1280 // 从VP1输入
/*
 * ATK_LCD_TYPE_HDMI 和 ATK_LCD_TYPE_EDP_VGA 二选一
 */
#define ATK_LCD_TYPE_HDMI // 从VP0输入
// #define ATK_LCD_TYPE_EDP_VGA // 从VP0输入
// #define ATK_LCD_TYPE_LVDS // 从VP2输入
```

If the user is using a 10.1-inch LVDS screen, the following definitions apply:

```
// #define ATK_LCD_TYPE_MIPI_720P // 从VP1输入
// #define ATK_LCD_TYPE_MIPI_1080P // 从VP1输入
// #define ATK_LCD_TYPE_MIPI_10P1_800X1280 // 从VP1输入
/*
 * ATK_LCD_TYPE_HDMI 和 ATK_LCD_TYPE_EDP_VGA 二选一
 */
#define ATK_LCD_TYPE_HDMI // 从VP0输入
// #define ATK_LCD_TYPE_EDP_VGA // 从VP0输入
#define ATK_LCD_TYPE_LVDS // 从VP2输入
```

In summary, users need to configure according to the screen they are using. After the configuration is completed, save and exit!

## 1.4 Compile SDK

In the android13\_SDK directory, execute the following command for compilation:

```
source build/envsetup.sh
lunch ATK_DLRK3568-userdebug
./build.sh -UCKA -J12
```

- U: Indicates the compilation of U-Boot
- K: Indicates the compilation of the Linux Kernel
- C: Compile using the clang compiler.
- A: Indicating the compilation of Android
- J12: Specify the number of compilation threads as 12

The entire compilation process will take a considerable amount of time, approximately 3 to 4 hours or longer, depending on the configuration of the personal computer (CPU and memory).

If there are no unexpected issues, the compilation will be successful. After the compilation is completed, the generated image file will be packaged into the **rockdev/Image-ATK\_DLRK3568/** directory, as shown below:

```
Android13_SDK$ cd rockdev/Image-ATK_DLRK3568/
Android13_SDK/rockdev/Image-ATK_DLRK3568$
Android13_SDK/rockdev/Image-ATK_DLRK3568$ ls
baseparameter.img  boot.img  dtbo.img  misc.img  pcba_small_misc.img  recovery.img  super.img  vbmeta.img
boot-debug.img    config.cfg  MiniLoaderAll.bin  parameter.txt  pcba_whole_misc.img  resource.img  uboot.img
Android13_SDK/rockdev/Image-ATK_DLRK3568$
```

## 1.5 Package into update.img

Execute the following command in the root directory of the SDK to package the individual images in the rockdev/Image-ATK\_DLRK3568/ directory into a single update.img firmware, making it convenient for users to flash:

```
./build.sh -u
```

The generated update.img firmware is also stored in the "rockdev/Image-ATK\_DLRK3568/" directory.