

UEFI & EDK II TRAINING EDK II BUILD SPECIFICATION FILES

tianocore.org





EDK II BUILD TEXT FILES



EDK II File Extensions

- Located on tianocore.org project edk2

| .DSC .DEC .INF .FDF | Platform Description Package Declaration Module Definition define a componer Flash Description | ESSEC at |
|------------------------------|--|-------------|
| .VFR .UNI .c & .h | Visual Forms Representation for User interface Unicode String text files w/ ease of localization Source code files | Source |
| .FD .FV | - Final Flash Device Image - Firmware Volume File | Output |



BUILD DESCRIPTION FILE TYPES



INF Files

DEC Files

DSC Files

FDF Files

Wiki Link: Build Description Files
Edk II Specifications

AutoGen
Parsing Tool
Stage

ImageGen
Flash
Build Tool
Stage



PACKAGE DECLARATION FILE (DEC)

```
Syntax:
  <DECfile> ::= <Defines>
               Include
               [<LibraryClass>]
               [<Guids>]
               [<Protocols>]
               [<Ppis>]
               [<Pcd>]
               [<UserExtensions>]
```

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EXAMPLE DEC FILE

```
[Defines]
 DEC SPECIFICATION
                                 = 0 \times 00010005
 PACKAGE NAME
                                 = OvmfPkg
                                 = 2daf5f34-50e5-4b9d-b8e3-5562334d87e5
 PACKAGE GUID
 PACKAGE VERSION
                                 = 0.1
[Includes]
 Include
[LibraryClasses]
     @libraryclass Loads and boots a Linux kernel image
 LoadLinuxLib Include/Library/LoadLinuxLib.h
[Guids]
 gUefiOvmfPkgTokenSpaceGuid
                                      = \{0x93bb96af, 0xb9f2, 0x4eb8, \{0x94, 0x62, 0xe0, 0xba, 0x74, 0x56, 0x42, 0x36\}\}
                                      = \{0xd3b46f3b, 0xd441, 0x1244, \{0x9a, 0x12, 0x0, 0x12, 0x27, 0x3f, 0xc1, 0x4d\}\}
 gEfiXenInfoGuid
[Protocols]
 gVirtioDeviceProtocolGuid
                                      = \{0xfa920010, 0x6785, 0x4941, \{0xb6, 0xec, 0x49, 0x8c, 0x57, 0x9f, 0x16, 0x0a\}\}
                                      = {0x3d3ca290, 0xb9a5, 0x11e3, {0xb7, 0x5d, 0xb8, 0xac, 0x6f, 0x7d, 0x65, 0xe6}}
 gXenBusProtocolGuid
[PcdsFixedAtBuild]
 gUefiOvmfPkgTokenSpaceGuid.PcdOvmfPeiMemFvBase | 0x0 | UINT32 | 0
 gUefiOvmfPkgTokenSpaceGuid.PcdOvmfPeiMemFvSize|0x0|UINT32|1
```

<u>Link to Gitpitch</u>

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EXAMPLE: DEC FILE DETAILS

EmulatorPkg.dec.md#dec-file-for-emulatorpkg

Link: List of List of Defines, Package Name, GUILD, Version ...

Link: The Include section

Link: Library classes section

Link: Protocols Section

Link: GUIDs section

Link: PCDs Section

Link: Patchable PCDs Section



PLATFORM DESCRIPTION FILE (DSC)





PLATFORM DESCRIPTION FILE (DSC)

DSC file is the recipe for creating a package

Definitions for the package build

EDK libraries (for EDK Components)

EDK II Library Class Instance Mappings (for EDK II Modules)

EDK II PCD Entry Settings



EXAMPLE: DSC FILE

```
[Defines]
 PLATFORM NAME
                                = Ovmf
 PLATFORM GUID
                                = 5a9e7754-d81b-49ea-85ad-69eaa7b1539b
 PLATFORM_VERSION
                                = 0.1
 DSC_SPECIFICATION
                                = 0 \times 00010005
 OUTPUT_DIRECTORY
                                = Build/OvmfX64
 SUPPORTED_ARCHITECTURES
                                = X64
                                = NOOPT | DEBUG | RELEASE
 BUILD TARGETS
 SKUID_IDENTIFIER
                                = DEFAULT
                                = OvmfPkg/OvmfPkgX64.fdf
 FLASH DEFINITION
 # Defines for default states. These can be changed on the command line.
 # -D FLAG=VALUE
[BuildOptions.common.EDKII.DXE_RUNTIME_DRIVER]
 GCC:*_*_*_*_DLINK_FLAGS = -z common-page-size=0x1000
 XCODE:*_*_*_DLINK_FLAGS =
[LibraryClasses]
 PcdLib | MdePkg/Library/BasePcdLibNull/BasePcdLibNull.inf
 TimerLib OvmfPkg/Library/AcpiTimerLib/BaseAcpiTimerLib.inf
```

Link to Gitpitch

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EXAMPLE: DSC FILE DETAILS

EmulatorPkg.dsc.md#dsc-file-for-emulatorpkg

Link: List of Defines

Link: Define Switches to determine some configurations

Link: Library Classes – Global

Link: Library Classes for UEFI Boot phases

Link: PCDs Section, changing the default

Link: Dynamic PCDs Section

Link: Components Section

Link: Build Options Section

Link: Adding More

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FLASH DESCRIPTION FILE(FDF)

```
Elash Layout
Syntax:
   FDFfile ::= [<Header>]
       [<Defines>]
      <FD>
      <FV>
       [<Capsule>]
       [<VTF>]
       [<Rules>]
       [<OptionRom>]
       [<UserExtensions>]
```



FLASH DESCRIPTION FILE(FDF)

Describes information about flash parts

Used to create firmware images, Option ROM images or bootable images

Rules for combining binaries (Firmware Image) built from a DSC file



FLASH DEVICE CONFIGURATION COMMON LAYOUT FILE (.FDF)

FV Recovery

Used to store SEC/PEI phase code

FTW spare space

Fault Tolerant Write (FTW) regions

FTW working space

Event Log

NVRAM storage for event logs

Microcode

CPU Microcode

Variable Region

Variables & platform settings

FV Main

Contains DXE phase drivers



EXAMPLE: FDF FILE

```
[Defines]
!include OvmfPkg.fdf.inc
# Build the variable store and the firmware code as one unified flash device
# image.
[FD.OVMF]
             = $(FW_BASE_ADDRESS)
BaseAddress
              = $(FW_SIZE)
Size
ErasePolarity = 1
             = $(BLOCK_SIZE)
BlockSize
             = $(FW_BLOCKS)
NumBlocks
$(VARS_SIZE)|$(FVMAIN_SIZE)
FV = FVMAIN COMPACT
$(SECFV_OFFSET)|$(SECFV_SIZE)
FV = SECFV
```

Link to Gitpitch www.tianocore.org



EXAMPLE: DEC FILE DETAILS

EmulatorPkg.fdf.md#fdf-file-for-the-emulatorpkg

Link: FD Section

Link: Firmware Volume – FvRecovery

Link: Begin Firmware Layout Regions

Link: Declaring each Firmware Volumes

Link: Apriori Section

Link: Example: #include of fdf file

Link: Rules Section

Link: FDF For Whiskey Lake Up Xtreme

Link: Flash Map of Up Xtreme









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