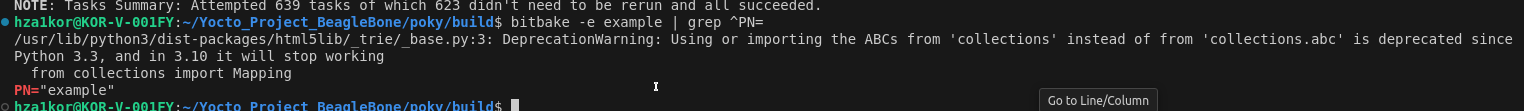
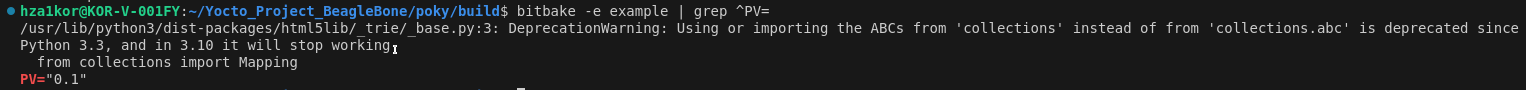
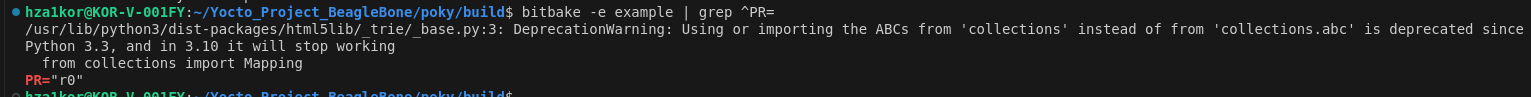
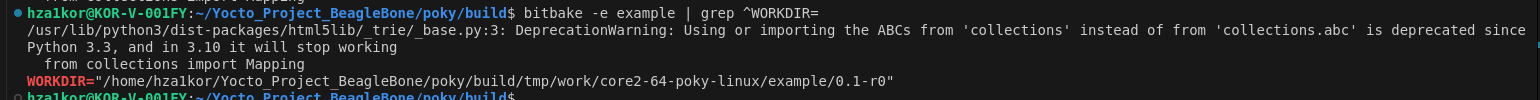
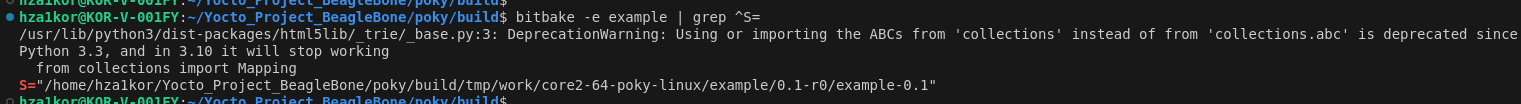
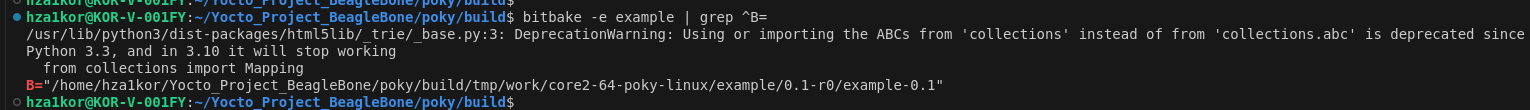
BASIC YOCTO VARIABLES

* Command to know the pkg name- bitbake -e <name-of-recipe> | grep ^PN=
* Here -e stands for environment variables, this will print all the env variables used in the recipe file
* ^ symbol is used to only filter lines starting from PN, so if PN is present in the middle or end then it won’t consider it.
* This command will give the name of the recipe name
* 
* Command to know the pkg version is – bitbake -e <name-of-recipe> | grep ^PV=
* 
* The general pattern of a recipe name is: {PN}\_{PV}\_{PR}.bb
* Here PN is the pkg name
* PV is the package version
* And PR is the package revision
* Example of recipe – example1\_0.1.bb(Here Pkg name is example1, pkg version is 0.1 and Package revision will be set to 0)
* Example of recipe – example1\_0.1\_r1.bb(Here Pkg name is example1, pkg version is 0.1 and Package revision will be set to r1)
* Command to print the pkg revision – bitbake -e <recipe-name> | grep ^PR=
* 
* Command to find the working dir is: bitbake -e <recipe-name> | grep ^WORKDIR=
* 
* Command to find the src directory is : bitbake -e <recipe-name> | grep ^S=
* 
* For the source directory we don’t have the revision number
* Command to find the build directory is : bitbake -e <recipe-name> | grep ^B=
* 
* Build directory is same as the source directory
* Command to find the destination is : bitbake -e <recipe-name> | grep ^D=
* 