

USING DEVTOOL TO STREAMLINE YOUR YOCTO* PROJECT WORKFLOW

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OUTLINE

- Why devtool?
- Overview of how devtool works
- Types of Projects Currently Supported
- Most Common devtool Commands
- devtool is Evolving and Improving



WHY DEVTOOL?

Workflow before:

Fire up your trusty editor

Figure out where the recipe is or should be

Copy/Paste errors.

What is the minimum for a valid recipe?

What was that VARIABLE_NAME?

How do I do a md5sum in my editor?

What should I inherit? require? DEPENDS? RDEPENDS?

Oops, I forgot to commit that.

Darn, I should have created a new layer

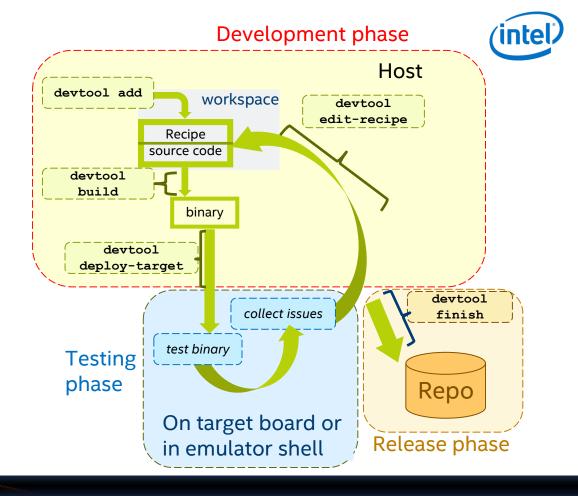
I just want to build it!

I just want to deploy it!

WHY DEVTOOL?

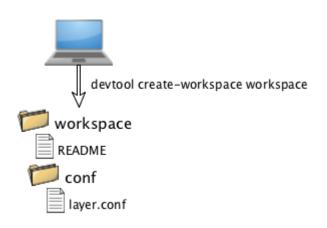
Workflow after:

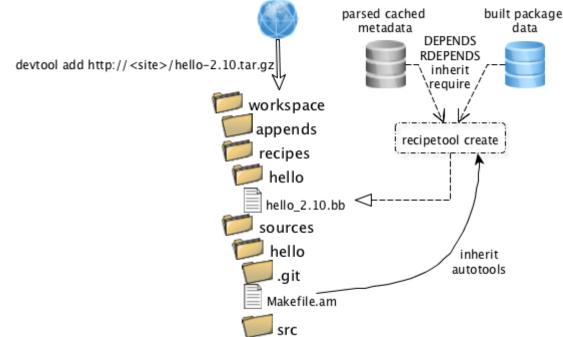
- Fire up your trusty editor
- Figure out where the recipe is or should be
- Copy/Paste errors.
- What is the minimum for a valid recipe?
- What was that VARIABLE_NAME?
- How do I do a md5sum in my editor?
- **√** What should I inherit? require? DEPENDS? RDEPENDS?
- Oops, I forgot to commit that.
- Darn, I should have created a new layer
- I just want to build it!
- I just want to deploy it!





OVERVIEW OF HOW DEVTOOL WORKS







TYPES OF PROJECTS CURRENTLY SUPPORTED

- Autotools (autoconf and automake)
- Cmake
- qmake
- Plain Makefile
- Out-of-tree kernel module
- Binary package (i.e. "-b" option)
- Node.js* module
- Python modules that use setuptools or distutils



MOST COMMON DEVTOOL COMMANDS

devtool add

Create a new recipe

devtool modify

Modify the source built by a recipe

devtool upgrade

Upgrade a recipe to a newer version



DEVTOOL HAS GREAT SELF-DOCUMENTATION

```
$ devtool add --help
usage: devtool add [-h] [--same-dir | --no-same-dir] [--fetch URI]
[--version VERSION] [--no-qit] [--autorev] [--binary][--also-native]
[--src-subdir SUBDIR]
                                        [recipename] [srctree] [fetchuri]
Adds a new recipe to the workspace to build a specified source tree. Can optionally fetch a
remote URI and unpack it to create the source tree.
arguments:
                Name for new recipe to add (just name - no version,
recipename
                path or extension). If not specified, will attempt to
                auto-detect it.
srctree
                      Path to external source tree. If not specified, a
                                      subdirectory of /<workdir>/workspace/sources will be used.
fetchuri
                     Fetch the specified URI and extract it to create the source tree!
```



WHY CREATE RECIPES FROM SCRATCH?

Do you have extra time to spare?



DEMO #1

devtool add

A complete workflow from start to finish



WHY MODIFY SOURCE CODE WITH QUILT?

Do you have extra time to spare?



DEMO #2 devtool modify

A simple example





WHY UPGRADE RECIPES BY HAND?

Do you have extra time to spare?



DEMO#3 devtool upgrade

A real layer maintainance workflow example



DEVTOOL IS EVOLVING AND IMPROVING

Fido (1.8)

Introduced

Jethro (2.0)

• Improved

Krogoth (2.1)

• True Timesaver

Morty (2.2)

Refined

Pyro (2.3)

Polished

2.4+

- Possibilities!
- Your idea



GRATUITOUS PLUG

Wednesday, February 22 • 11:40am - 12:30pm

Cross-Platform Enablement for the Yocto* Project with Containers

- Randy Witt, Intel OTC
- http://sched.co/9ltu

Wednesday, February 22 • 3:00pm - 3:50pm

Yocto* Project Extensible SDK: Simplifying the Workflow for Application Developers

- Henry Bruce, Intel OTC
- http://sched.co/9ltz

CALL TO ACTION

- Use the tool whenever practical
- Contribute!
 - devtool is part of OE-Core
 - openembedded-core@lists.openembedded.org
 - http://lists.openembedded.org/mailman/listinfo/ openembedded-core





READ THE DOCS

http://www.yoctoproject.org/docs/current/sdk-manual/sdk-manual.html#using-devtool-in-your-sdk-workflow



2.4. Using devtool in Your SDK Workflow

The cornerstone of the extensible SDK is a command-line tool called devtool. This tool provides a number of features that help you build, test and package software within the extensible SDK, and optionally integrate it into an image built by the OpenEmbedded build system.

The devtool command line is organized similarly to <u>Git</u> in that it has a number of sub-commands for each function. You can run devtool -- help to see all the commands.

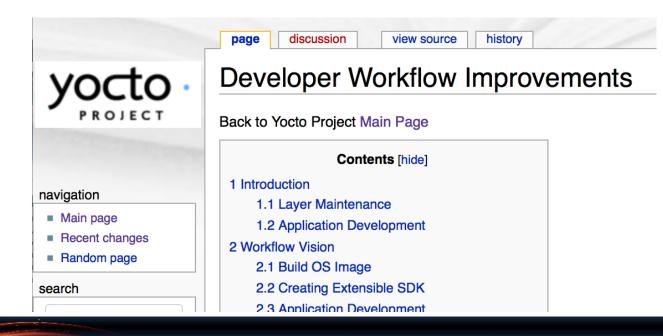
Three devtool subcommands that provide entry-points into development are:

- devtool add: Assists in adding new software to be built.
- devtool modify: Sets up an environment to enable you to modify the source of an existing component.
- devtool upgrade: Updates an existing recipe so that you can build it for an updated set of source files.

GET MORE INFO

https://wiki.yoctoproject.org/wiki/Developer_Workflow_Improvements







THANK YOU

Paul Eggleton, Chris Larson, Leo Sandoval and others

Henry Bruce

Todor Minchev, Randy Witt and Brian Avery



QUESTIONS?

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