# Candera Device Packages

## Supported Device Packages

Candera provides device implementations for following device types:

| Name | Description | Possible values |
|---|---|---|
| Other proprietary devices | Can be provided upon special request | ON/OFF |

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## Device-Specific CMake Settings

| Name | Description | Possible values |
|---|---|---|
| CGIDEVICE_NAME | The name of the device package | Each device package following the Candera device CMake rules provided in the folder <CANDERA_SRC>/CanderaPlatform/Device |
| CGIDEVICE_TARGET_BUILD | Enable or disable building for target | ON/OFF |
| CGISTUDIO_PATH_3RD_PARTY | Path to the 3rd party repository location | A string value containing the system file location of 3rd party software, auto-detected by finding possible locations of the name "[ic01_]cgi_studio_3psw" |
| CGIDEVICE_TARGET_ <CGIDEVICE_NAME> _DRIVER_PATH_INCLUDE | If you don't use the default driver path, the path to the driver include directory can be changed with this setting. | Path to driver include directory (by default set to include directory in 3rd party repository) |
| CGIDEVICE_TARGET_ <CGIDEVICE_NAME> _DRIVER_PATH_LIB | If you don't use the default driver path, the path to the driver library directory can be changed with this setting. | Path to driver library directory (by default set to library directory in 3rd party repository) |

To build a certain device package selected it from the drop-down list of the CMake property

**"CGIDEVICE_NAME"**:

For each device package, either building OpenGL based host simulation or target binaries can be selected via the Boolean CMake property **"*CGIDEVICE_TARGET_BUILD*"**.

The following table illustrates configurations available for the supported device package:

| CGIDEVICE_NAME | CGIDEVICE_TARGET_BUILD | PUB_CGI_CPU | PUB_CGI_OS | Default driver path following <CGISTUDIO_PATH_3RD_PARTY> /[src/lib]/ |
|---|---|---|---|---|

The CMake properties "PUB_CGI_CPU", "PUB_CGI_OS" usually cannot be configured via the CMake user interface, but are autonomously detected by
the build system. The same applies for the variable "PUB_CGI_COMPILER".

If you don't use the CGI Studio 3rd party software folder structure, the driver paths can be specified in the variables

- CGIDEVICE_TARGET_<CGIDEVICE_NAME>_DRIVER_PATH_INCLUDE and
- CGIDEVICE_TARGET_<CGIDEVICE_NAME >_DRIVER_PATH_LIB

Depending on these properties, either MS Visual Studio solutions or Unix makefiles will be generated into the specified build
directory.

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