Android CMake Specific Content

- Candera Device Packages

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Supported Device Packages

Candera provides device implementations for following device types:

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

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.