Building Own Application for iMX6 Integrity

Compile Tool Chain Preparations

Make sure to install the tool chain as described in iMX6 Integrity Prerequisites

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Generate Makefiles with CMake

For general information about CGI Studio Build System and CMake properties available to configure Candera applications refer to CGI Studio Build System.

To configure and generate makefiles for compiling the Player for IMX6 Integrity, follow below steps:

1. Point CMake to source directory
   - Folder containing top-level "CMakeLists.txt", e.g. \cmake\Candera\Player
2. Point CMake to binary directory
   - May not exist, create folder with CMake if necessary
   - Root directory for generated makefiles / solutions
   - Root directory for build artifacts
3. Configure
   - Specify MinGW Makefiles as generator for the project
   - Specify tool-chain file for cross-compiling
4. Select the toolchain-file from the delivery (adapt for your toolchain installation and application specific needs)
   - \cgi_studio_candera\cmake\toolchain-files\MULTI-toolchain-iMX6-Sabre.txt
5. Adapt the CMake settings if necessary, e.g.:
   - CMAKE_BUILD_TYPE-> Debug or Release
   - Press Configure
6. Press Generate

If the package supports "harfbuzz" as CANDERA_TEXTSHAPER please set this entry appropriately because by default it is set to "ComplexLib". Resume the configuration by pressing “Configure” again.

Building Application

After generating your CMake files, simply navigate to the specified build directory and type "make" with the terminal or console to start the build.

The output monolith file can be found in your build directory's subfolder CGIApplication.

Open this file with the Green Hills MULTI IDE debugger and load it to RAM as described in the previous chapter.

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