iMX6 Linux ARM: Prerequisites

Hardware: Freescale iMX6 SABRE

CGI Studio has been tested on Freescale iMX6 SABRE Lite and Automotive Infotainment

Linux Board Support Package (BSP)

The Freescale Release BSP imx-3.14.38-6QP_ga was used for SABRE Automotive Infotainment. For SABRE Lite and commercial projects the FSL Community BSP is recommended. For integration the BSP based on the fido branch (poky 1.8.1) was used (see https://github.com/Freescale/fsl-community-bsp-platform).

Vivante Graphics Driver for Linux

CGI Studio was integrated and tested on top of the drivers included in the above mentioned BSPs (gpu-viv version 5.0.11)

CMake

In order to generate makefiles for building Candera applications, the Meta build system CMake needs to be installed with at least version 3.5.2.

Known Issues

Intitialising vectors in shaders like, e.g. vec3 xyz = new vec3(0.0) in some cases leads to unexpected behaviour. Workaround: initialise with vec3 xyz = new vec3(0.0, 0.0, 0.0);

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