Running the Player Demo Application on iMX6 QNX

iMX6 System Preparation

For documentation related to how to build the BSP and prepare the bootable SDCard, please refer to the BSP User Guide:

http://community.qnx.com/sf/frs/do/viewRelease/projects.bsp/frs.freescale_i_mx6q_sabre_board_for.sdp_6_6_bsp_user_guide_for_sabre

Executing Target Player from the SD Card

The application and asset can be copied into the folder /usr/bin on the SD-Card with the target root file system, and executed like this:

```
Welcome to QNX Neutrino Initial Program Loader for Freescale i.MX6Q Sabre-Smart (ARM Cortex-A9 M
SDMMC download...
load image done.
Found image               @ 0x18000008
Jumping to startup        @ 0x10807364
ÿWelcome to QNX Neutrino 6.6.0 on the i.mx6 Smart-Device (ARM Cortex-A9 MPCore)
Starting watchdog...

Starting SD3 memory card driver...
Starting Ethernet driver
Starting screen
Running startup script...
# Mempool Map addr range[28100000-37f00000]
Mempool Map paddr range[3fd00000-4fb00000]
[Interrupt] Attached irqLine 41 with id 5.
[Interrupt] Attached irqLine 42 with id 6.
[Interrupt] Attached irqLine 43 with id 7.
Attached resmgr to /dev/galcore with id:1.

# cd /usr/bin
# CGIApplication_ARM_QNX_iMX6_Target_GCC iMX6_GettingStarted_3D_GLES20.bin

Starting standard application ...
```

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