Running the CGI Player Demo Application on DRM/KMS

Copy the application and the asset to the target. This can be done by copying the filed to the SD card containing the system, via ssh or with an USB flash drive.

Loading and running the application

Note that no other application that uses graphics hardware can be running when using the Player, the CourierSampleApp or the CitDemoApp.
If your Yocto image is built with Weston or X you must shut these down before running the application.

Player can be run by using the command:

```
$ /PathToPlayer/Player /PathToAsset/AssetName.bin
```

> If touch input handling is enabled, touch devices must be assigned to seat so that display identifier matches seat number. For example, display-0 must be assigned to seat0. Refer to udev documentation for more information on how to assign devices to seats.

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