# Fbdev: Prerequisites

## Hardware: Telechips Dolphin 5

CGI Studio has been tested on Telechips Dolphin 5 Board.

### CMake

In order to build Candera, the Meta build system CMake needs to be installed with at least version mentioned here.
CMake is able to create the cross compilation make files that can be used with GCC (cross-compile) compiler.

### Linux Toolchain (BSP)

- poky-telechips-systemd 4.0.17
- Image and SDK were prepared by the Candera.
- The GCC compiler is not part of the delivery. It is contained in the SDK that has to be provided by the customer.
- Compiler/s used for this release is GCC (GNU 11.2.1).

> SD Card image, SDK and cross-compiler/s are not part of the delivery and have to be provided by the customer.

## Hardware: Allwinner T507

CGI Studio has been tested on Allwinner T507 Board.

### CMake

In order to build Candera, the Meta build system CMake needs to be installed with at least version mentioned here.
CMake is able to create the cross compilation make files that can be used with GCC (cross-compile) compiler.

### Linux Toolchain (BSP)

- To build the Player for the target platform, you need to download the additional library package: OKT507-linux-sdk20.tar.bz2

- The build requires an older version of Debian or Ubuntu. In our case, the entire build was performed on **Ubuntu 18.04.6 LTS** running in WSL on **Windows 11**.
- The GCC compiler is not part of the delivery. It is contained in the SDK that has to be provided by the customer.
- Compiler/s used for this release is GCC 5.3.1 (Linaro GCC 5.3-2016.05).

> SD Card image, SDK and cross-compiler/s are not part of the delivery and have to be provided by the customer.

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