Running the Player Demo Application on iMX6 Linux

iMX6 System Preparation

For instructions how to install the toolchain please refer to the Yocto Project's Quickstart and Application Developer's Guide.

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

```
# Connect TeraTerm to COM1 at
# bits per second: 115200
# data bits: 8
# parity: none
# stop bits: 1
# flow control: none
# load the GPU Driver
modprobe galcore.ko
cd /root
# run CGIApplication
./CGIApplication_ARM_Linux_iMX6_Target_GCC <AssetLibrary>
```

Both applications use a target asset file.

Additional Steps for Frame Buffer Blending

If two display planes shall be blended on the iMX6 target, using Candera with the frame-bufffer implementation of the iMX6 drivers, following code can be used to resize and unblank the overlay plane. This is not avaliable if X11 is used.

```
# Use fbset to find out settings of /dev/fb0
fbset -fb /dev/fb0
# Example output
#mode "1920x1080-60"
#    # D: 148.500 MHz, H: 67.500 kHz, V: 60.000 Hz
#    geometry 1920 1080 1920 1080 16
#    timings 6734 148 88 36 4 44 5
#    hsync high
#    vsync high
#    rgba 5/11,6/5,5/0,0/0
#endmode
# Set /dev/fb1 to the same settings as /dev/fb0
```

```
fbset -fb /dev/fb1 -g 1920 1080 1920 1080 16
fbset -fb /dev/fb1 -t 6734 148 88 36 4 44 5
fbset -fb /dev/fb1 -hsync high
fbset -fb /dev/fb1 -vsync high
# Unblank /dev/fb1
echo 0 > /sys/class/graphics/fb1/blank
```

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