Building Own Application for R-Car D3 Draak Integrity

Generate Makefiles with CMake

For general information about CGI Studio Build System and CMake properties available to configure Candera applications refer to CGI Studio Build System.

To configure and generate makefiles for compiling the Player, follow below steps:

1. Point CMake to source directory
   - Folder containing top-level "CMakeLists.txt", e.g. \cmake\Candera\Player
2. Point CMake to binary directory
   - May not exist, create folder with CMake if necessary
   - Root directory for generated makefiles / solutions
   - Root directory for build artifacts
3. Configure
   - Specify MinGW Makefiles as generator for the project
   - Specify tool-chain file for cross-compiling
4. Select the toolchain-file from the delivery (adapt for your toolchain installation and application specific needs)
   - \cgi_studio_devices\src\RCarD3\ToolchainFiles\MULTI-toolchain-RCarD3_draak_custom_1.txt
5. Adapt the CMake settings if necessary, e.g.:
   - CMAKE_BUILD_TYPE-> Debug or Release
   - Press Configure
6. Press Generate

Building Application

Via the CMake variable CGIDEVICE_BSP_CFG_NAME, it is possible to choose the BSP library configuration. By default this is set to release (rel), however, it is also possible to choose debug (dbg), checked (chk) resp. coverage (cov).

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