

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 Candra 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\Candra\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).

Revision #4

Created 2023-03-02 01:08:10 UTC by Tsuyoshi.Kato

Updated 2024-10-07 02:59:20 UTC by Tsuyoshi.Kato