Building Own Application for Traveo2

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 CGI CourierSampleAppLight, follow the steps below:

1. Point CMake to source directory
   - Folder containing top-level "CMakeLists.txt", e.g. or \ LightPlayer
2. Point CMake to build 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 (or Ninja) as generator for the project
   - Specify tool-chain file for cross-compiling
4. Select the toolchain-file from the delivery based on your target. (adapt for your toolchain installation and application specific needs)
   - (for MULTI) cgi_studio_devices\src\Traveo2\ToolchainFiles\MULTI-toolchain-TraveoII_C_6M.txt or cgi_studio_devices\src\Traveo2\ToolchainFiles\MULTI-toolchain-TraveoII_C_4M.txt
   - (for IAR EW) cgi_studio_devices\src\Traveo2\ToolchainFiles\IAR-toolchain-TraveoII_C.txt)
5. Adapt the CMake settings if necessary, e.g.:
   - CMAKE_BUILD_TYPE-> Debug or Release
   - Press Configure
6. Press Generate

Building Application

After generating your cmake files, in Command Prompt simply navigate to the specified build directory and type "mingw32-make" (or "ninja") to start the build.

The output executable file can be found in your build directory.

Load and debug the application as described in the previous chapter.

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