Using the SDK

Once the SDK has been installed, put it in your environment:

source <sdk_install_dir>/rce-sdk-Vx.y.z/i86-linux-64/tools/envs-sdk.csh

Review the README and RELEASE_NOTES file contained in each architecture subdirectory.

```
Introduction
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The RCE SDK for Linux provides the API, libraries, and tools necessary
to develop software for the RCE platform. It contains pre-built
images, header files, and tools to create custom images.

All included and generated SDK images are targeted for one of the
following platforms:

1) the RCE hardware executing a supported linux operating system.
2) x86 hardware executing a supported linux operating system

SDK Contents
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bin/
This directory contains host executables and scripts that must be
found via your host's PATH environment variable. Execution of
<SDK_ROOT>/tools/envs-sdk.[c]sh will set your host's PATH environment
variable properly.

doc/
This directory contains API documentation.

examples/
This directory contains host source code examples. When compiled
using the SDK, the resulting images will execute on the host.

include/
This directory contains host include directories and header files that
are to be specified at host image compile time using -I.

lib/
This directory contains pre-built host libraries that can be specified
at host image link time using -l.

tools/
This directory contains:
* installation/maintenance scripts that can be executed on any
 supported host platform.
* source code for the host tools compiled with install-sdk.sh

Host Images
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The base unit of software functionality on the host platform is the
host image.

A host image:
1) is a binary ELF file containing data and/or executable code.
2) resides on the host filesystem for use at run-time.
3) resides on the host filesystem for use at link-time when creating
other host images.

Supported Image Types
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Executable - contains code which executes in the context of
 a process on the host platform.
Shared library - contains common executable code to be shared
 with executable images and other shared library images.

Pre-built images shipped with the SDK use the following file
extensions to denote a host image type:
Shared library image - .so
```