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

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

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 -1.

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

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

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