

# Chapter12

## The eCos Toolset

指導老師:張軒彬 老師

學生:杜建志

# The eCos Build Process

- The eCos build process involves three separate trees: source, build, and install.
- The **source tree** is the source code repository, which is located under the packages directory.
- The **build tree** is generated by the configuration tools and contains intermediate files, such as makefiles and object files.
- The **install tree** is the location of the eCos main library file and the exported header files, which are used when the application is built.

# The eCos Build Process

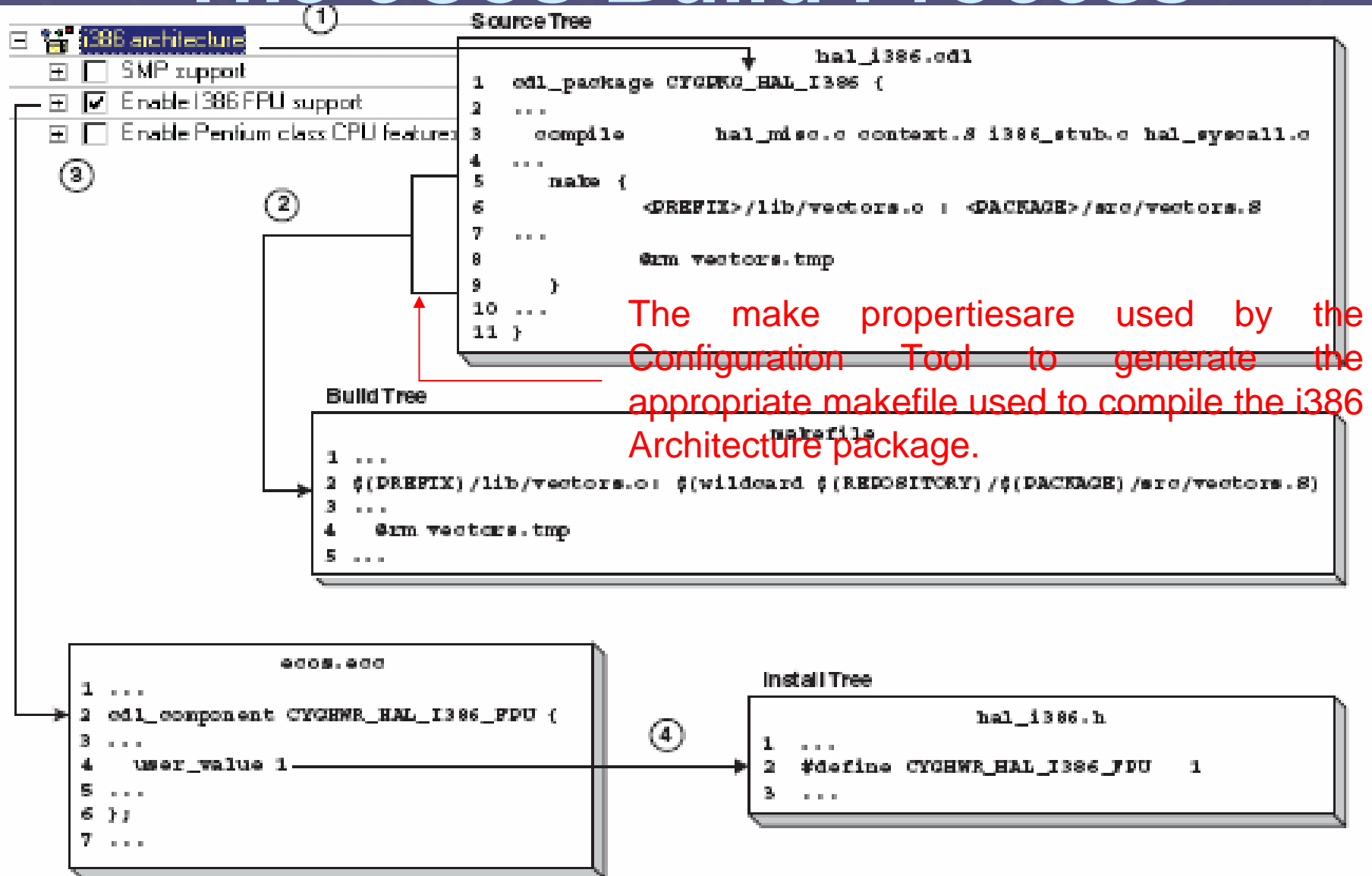


Figure 12.1 Configuration Tool file generation diagram.

# Build RedBoot

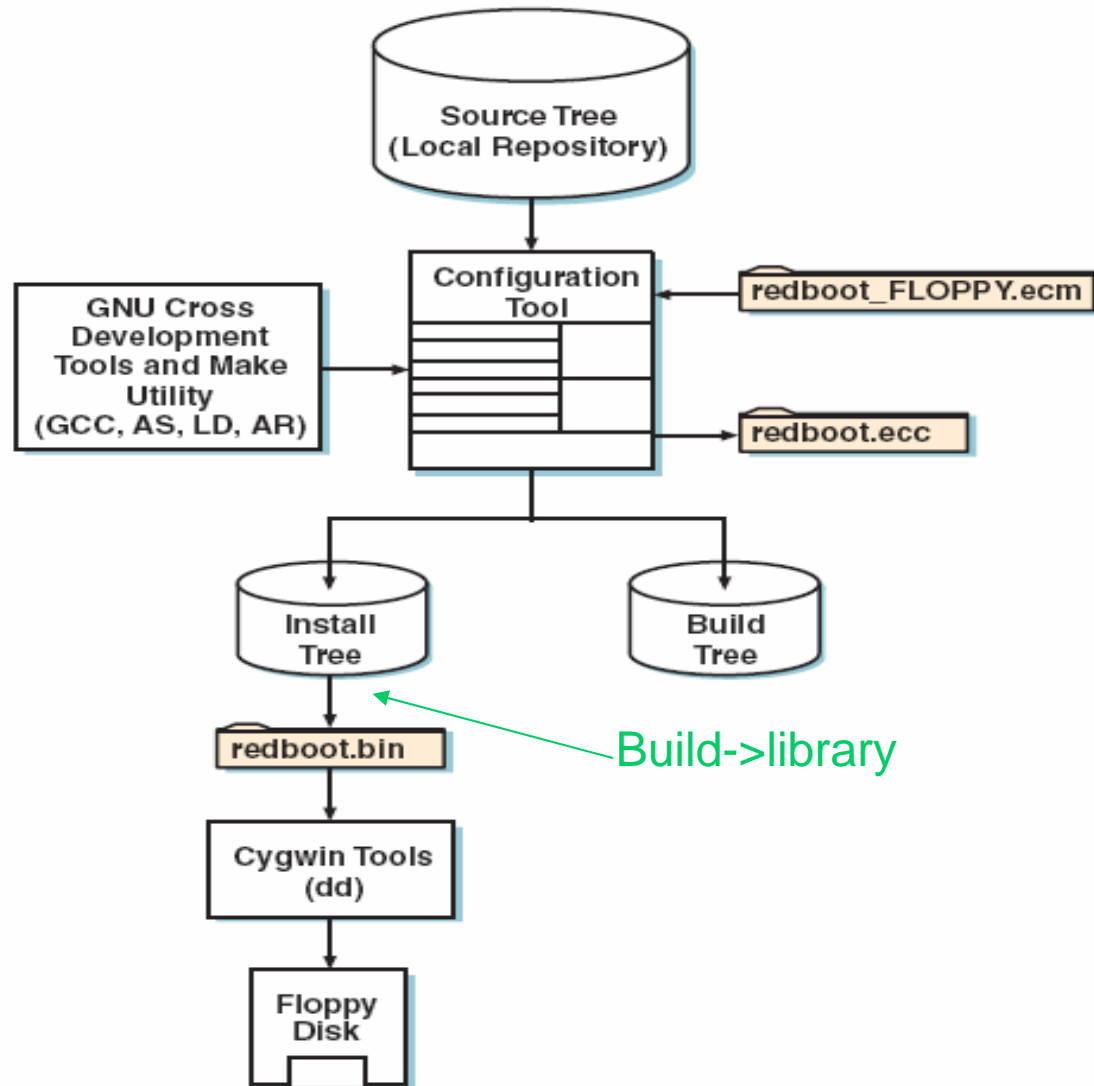
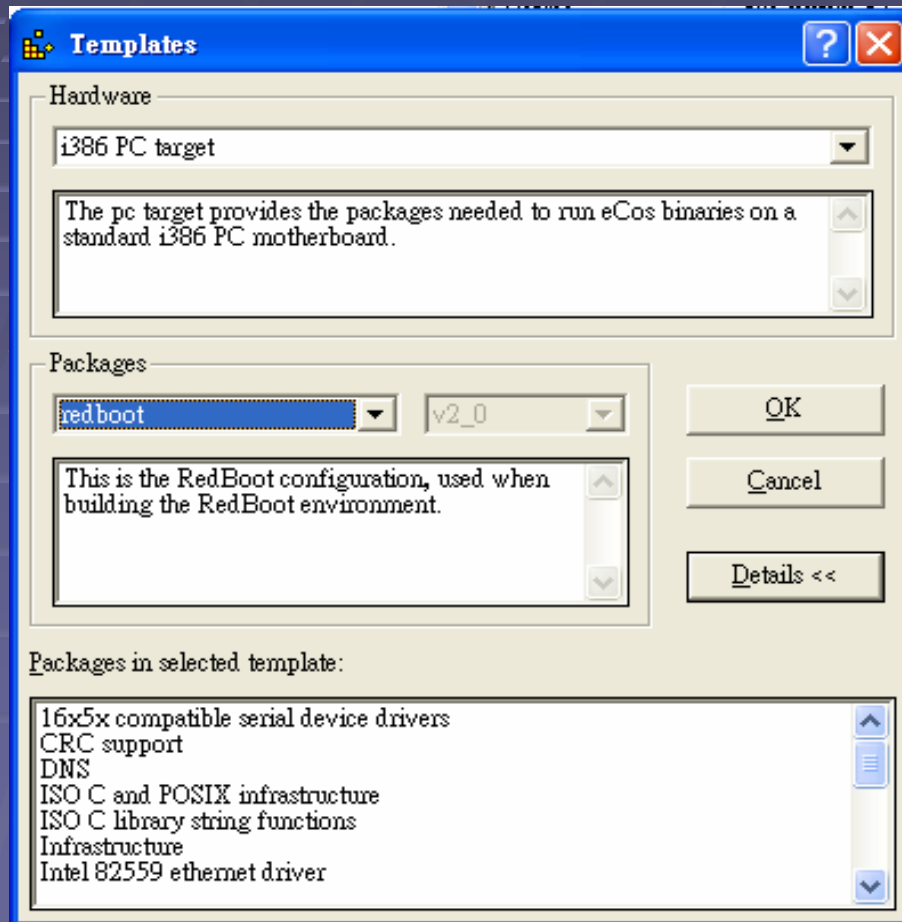


Figure 12.5 RedBoot build and install procedure flow diagram.

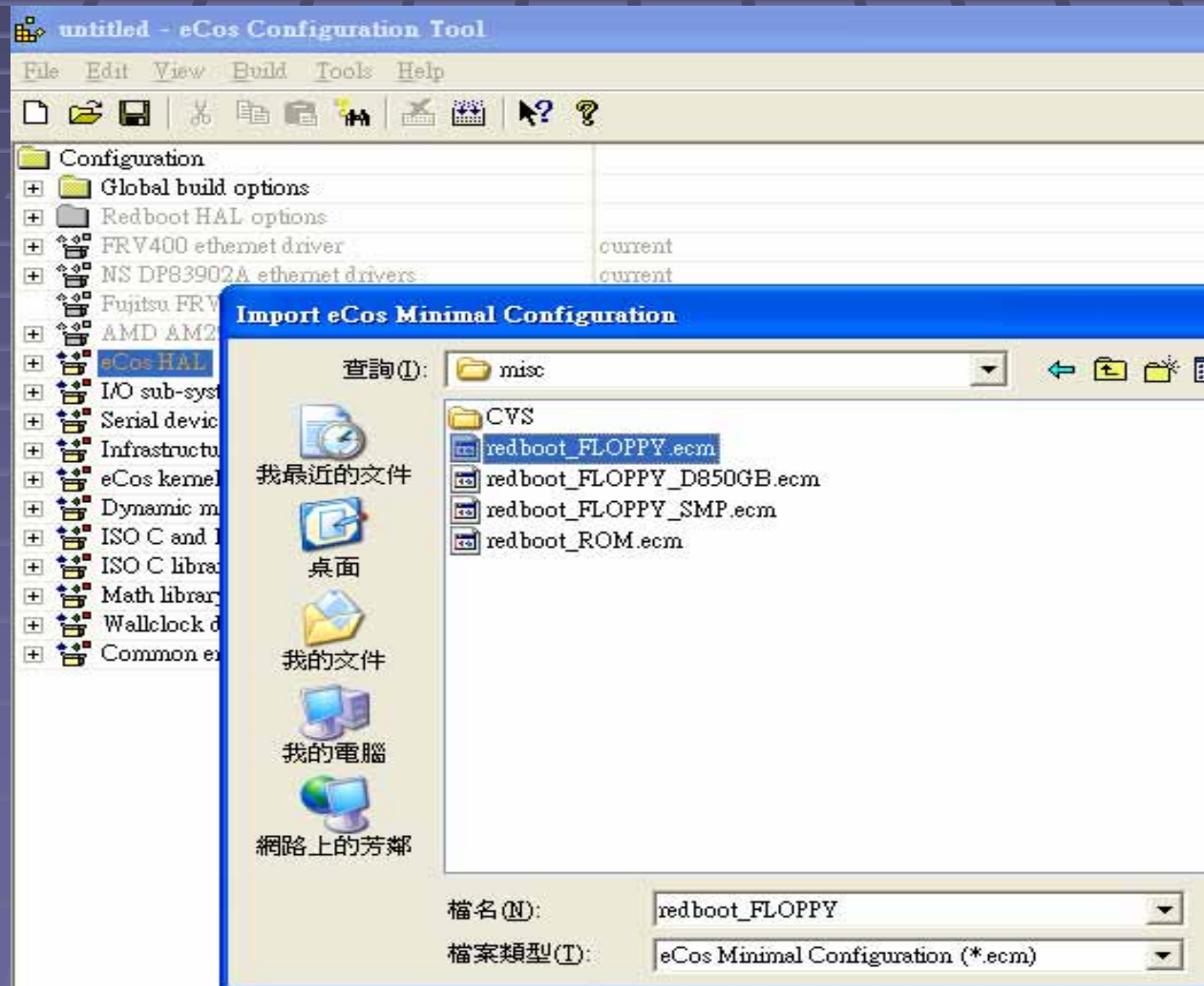
# Build RedBoot

選擇template



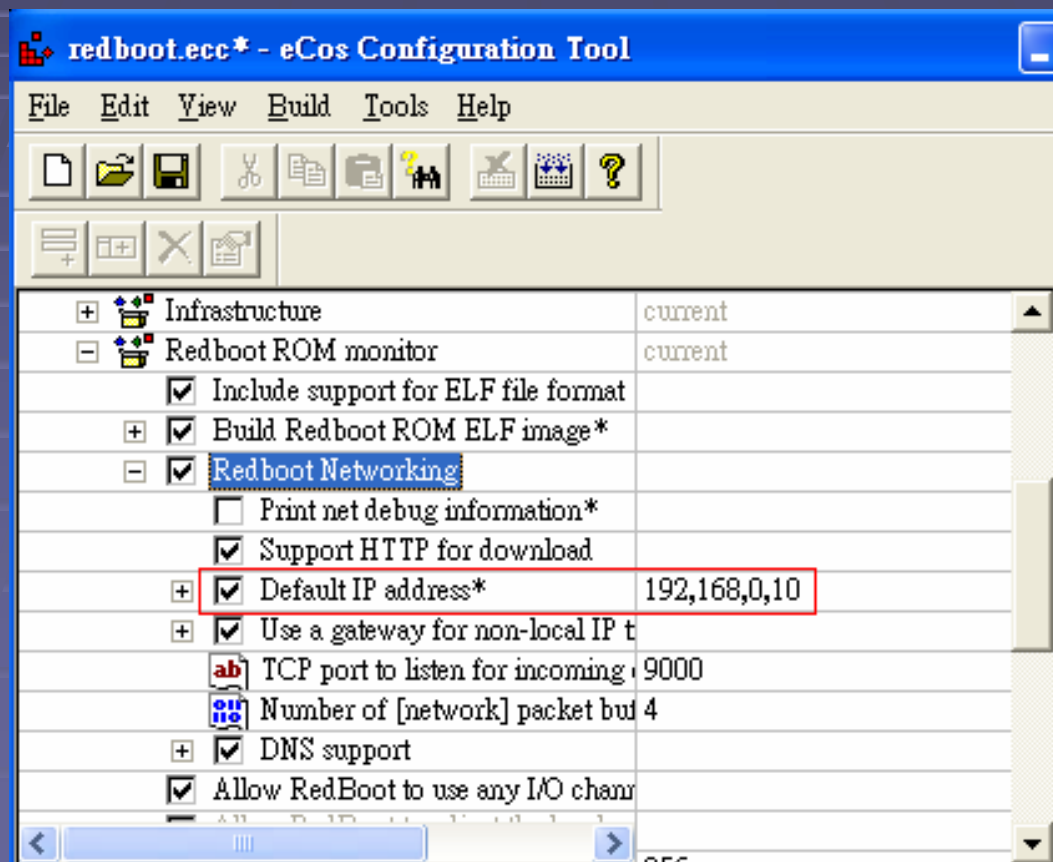
# Build RedBoot

直接import minimal configuration



# Build RedBoot

設定IP



# Build RedBoot

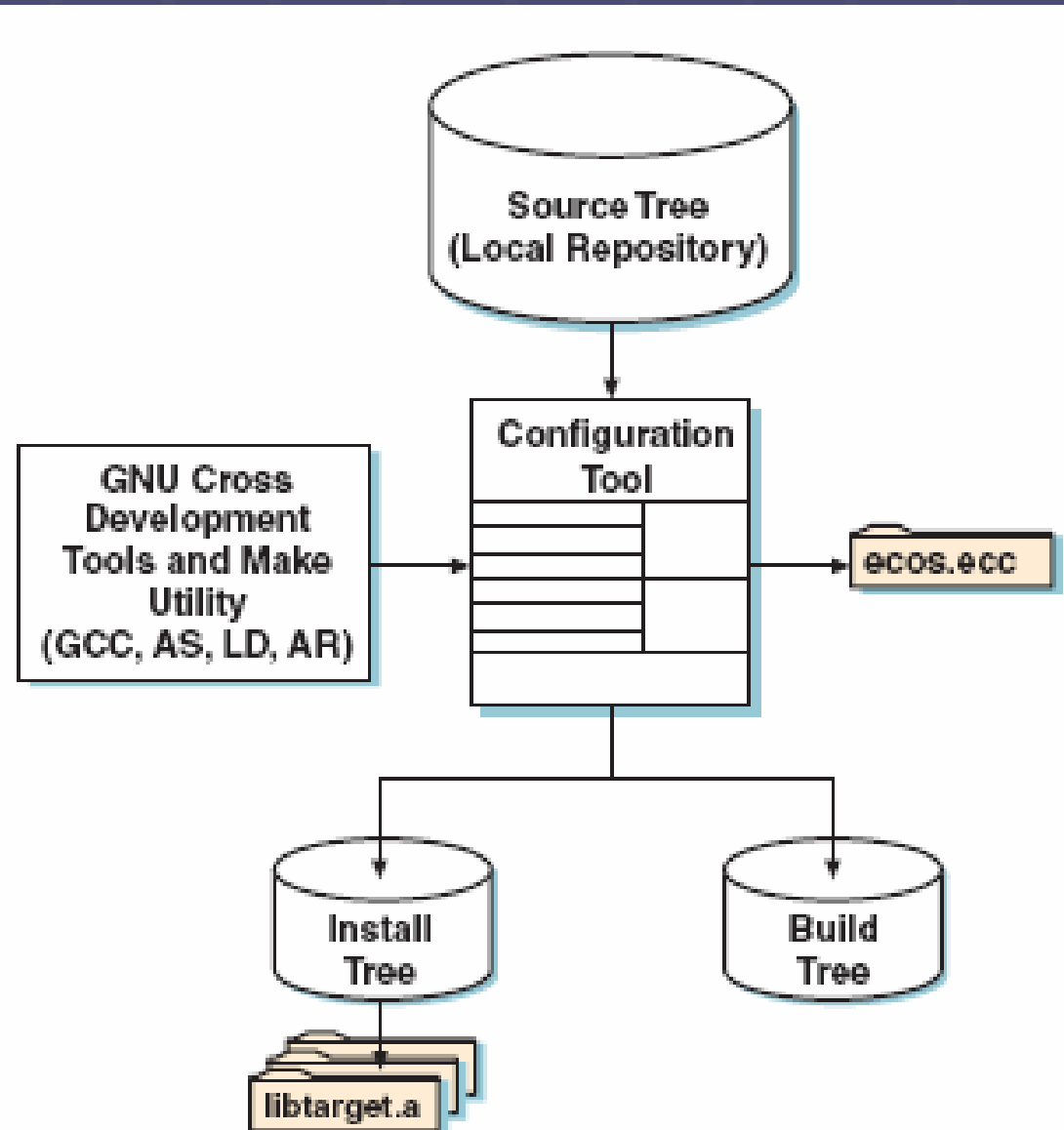
- 存檔之後會產生
- The `redboot_build` subdirectory contains the build tree and is used by the Configuration Tool to store the different files used and created in the build process, such as makefiles and object files.
- The `redboot_install` subdirectory contains the install tree and includes the final output binary images as well as the header files used for the build process.



# Build RedBoot

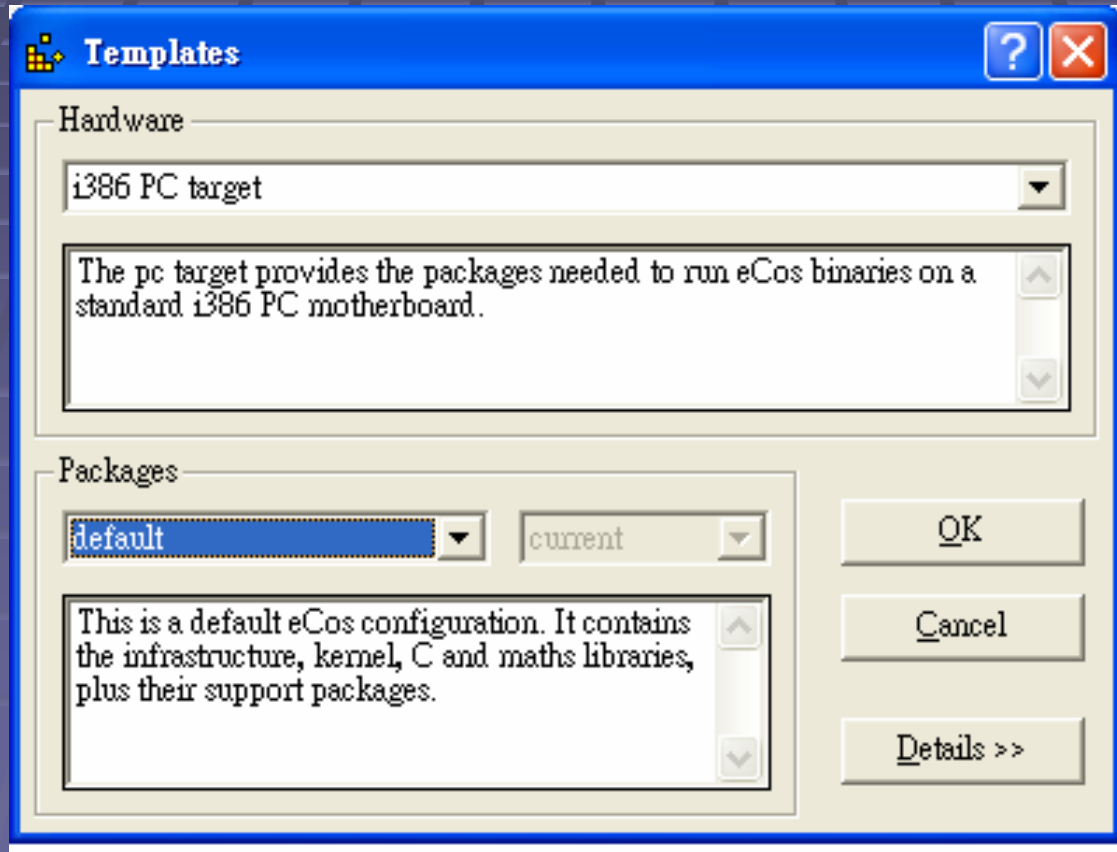
- `$ mount -f -b //./a: /dev/fd0`
- `$ cd d:/workdir/redboot`
- `$ dd conv=sync  
if=redboot_install/bin/redboot.bin  
of=/dev/fd0`
- RedBoot floppy disk 完成

# Building eCos














# Building eCos

選擇硬體



# Building eCos

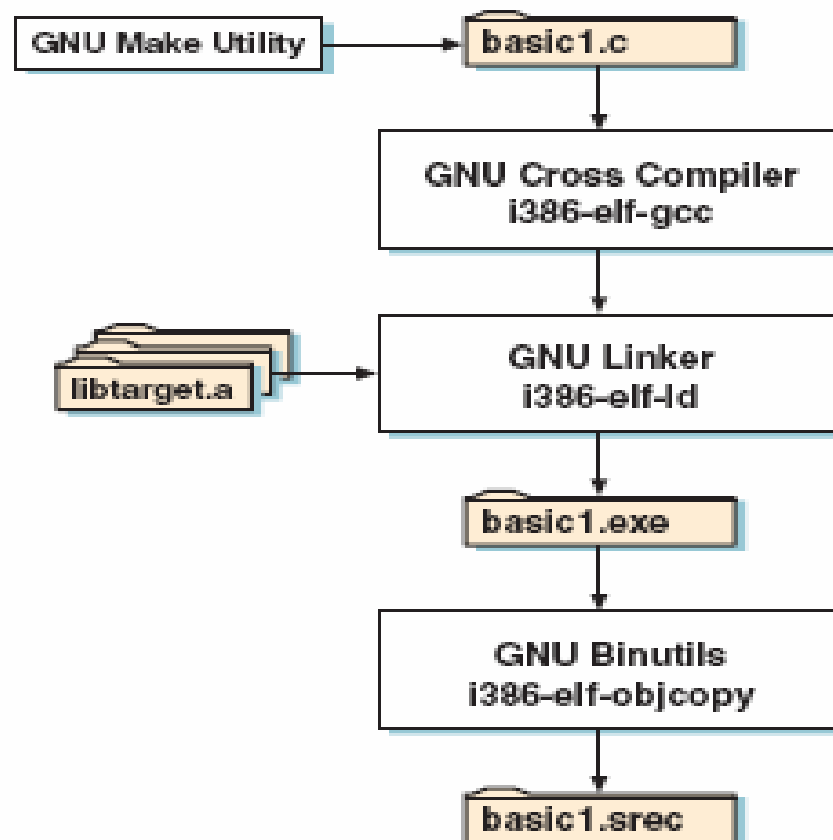
We want to set the Startup Type to RAM, so that we can load our application into RAM for running and debugging.

 i386 generic target	current
 i386 PC Target	current
 Startup type	RAM
<input type="checkbox"/> Build ROM bootstrap code	RAM
 Diagnostic serial port baud rate	FLOPPY
 GDB serial port baud rate	ROM
 Number of communication channels	3
 Debug serial port	0
 Default console channel.	0
 Diagnostic serial port	0
<input checked="" type="checkbox"/> Output to PC screen	
 Memory layout	i386_pc_floppy
 i386 PC Motherboard Support	current

# Building the Application

There are two threads, A and B, that run in this application. Thread A uses a semaphore to signal Thread B. Both threads are passed a value that they print out when they run.

**Figure 12.8** Application build procedure flow diagram.



# Building the Application

- The files we copy are *basic1.c* and *makefile*.
- **\$ make**
  - • **basic1.o**—the compiler output object file.
  - • **basic1.map**—the map file shows the memory layout for the image.
  - • **basic1.exe**—the ELF format executable file.
- **\$ i386-elf-objcopy -O srec basic1.exe basic1.srec**
  - we change the ELF file into an S-record format to load with RedBoot.

# Building the Application mackfile

- 1 ## eCos library installation directory
- 2 PKG\_INSTALL\_DIR = /cygdrive/d/workdir/ecos/ecos\_install
- 3
- 4 ## This sets the compiler to i386 PC.
- 5 XCC = i386-elf-gcc
- 6
- 7 ## Build flags.
- 8 CFLAGS = -g -Wall -I\$(PKG\_INSTALL\_DIR)/include \  
■ 9            -ffunction-sections -fdata-sections
- 10 LDFLAGS = -nostartfiles -L\$(PKG\_INSTALL\_DIR)/lib \  
■ 11            -Wl,--gc-sections -Wl,--Map -Wl,basic1.map
- 12 LIBS = -Ttarget.ld -nostdlib
- 13 LD = \$(XCC)
- 14

指定XCC為  
compiler

給compiler的參數

給linker的參數

the linker is built into the compiler executable, i386-elf-gcc, so we use the XCC variable name to invoke the linker.

# Building the Application makefile

- 15 ## Build rules.
- 16 all: basic1 ← This is the main target to build.
- 17
- 18 basic1.o: basic1.c ← 用basic1.c作basic1
- 19 \$(XCC) -c -o \$\*.o \$(CFLAGS) \$<
- 20
- 21 basic1: basic1.o ← Build basic1
- 22 \$(LD) \$(LDFLAGS) -o \$@ \$@.o \$(LIBS)
- **Code Listing 12.3** Example application makefile.



# Building the Application

- RedBoot> load -v -m yMODEM
- Target Wait.....

# Building the Application

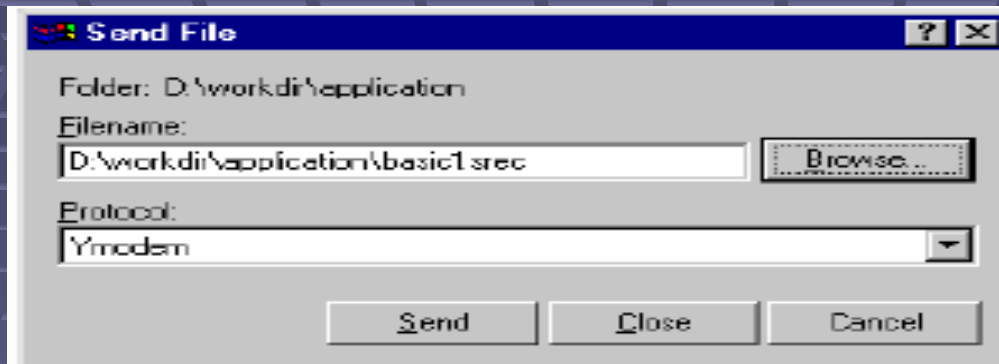


Figure 12.9 HyperTerminal Send File dialog box.

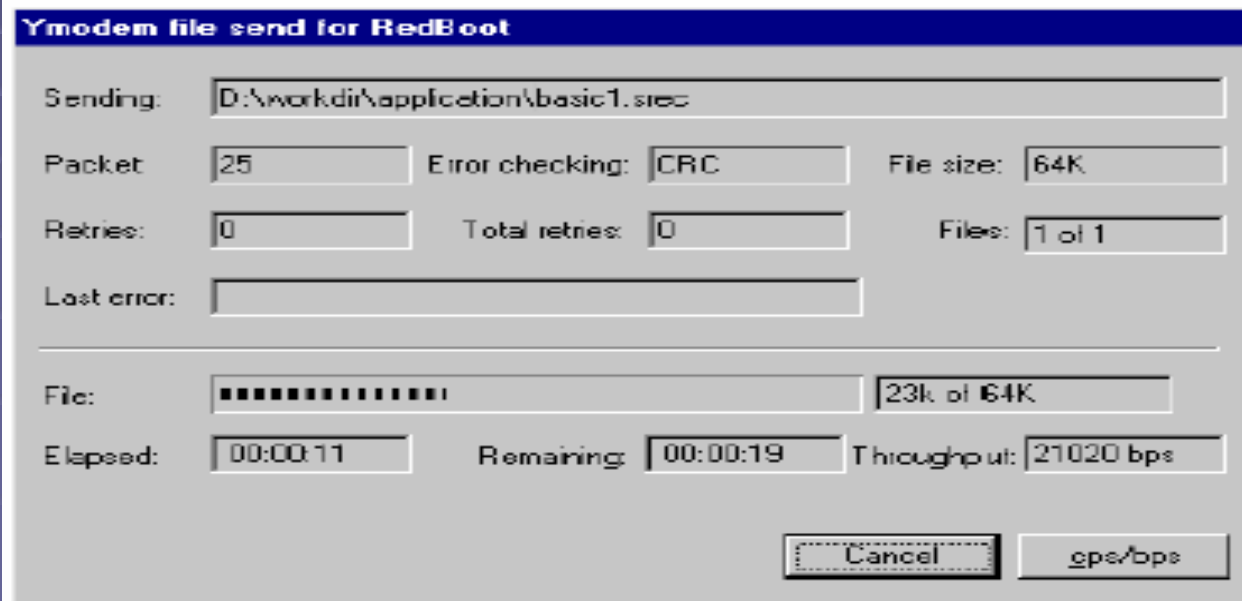
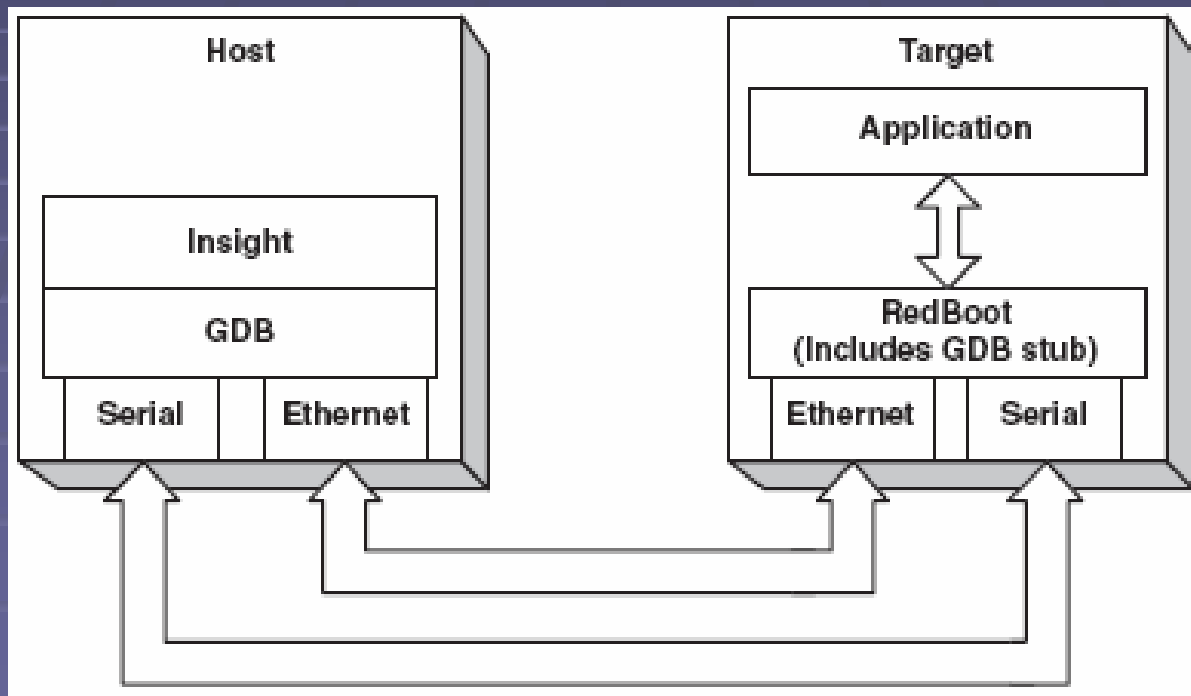


Figure 12.10 HyperTerminal Transfer Status dialog box.

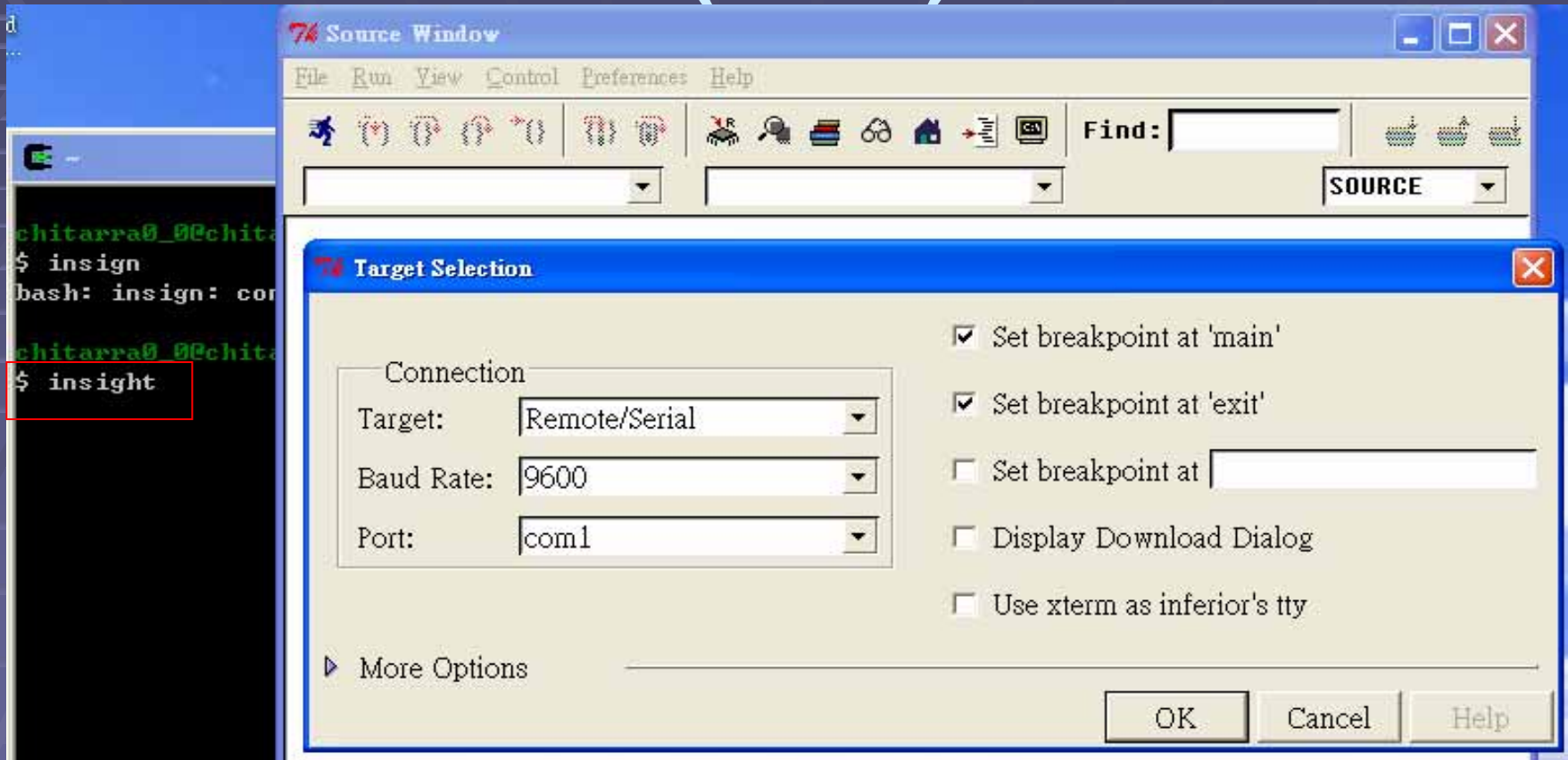
# Building the Application

- RedBoot> go
- 1 Hello eCos World!!!
- 2
- 3 Thread A, count: 1 message: 75
- 4 Thread A, count: 2 message: 75
- 5 Thread B, message: 68
- 6 Thread A, count: 3 message: 75
- 7 Thread B, message: 68
- 8 Thread A, count: 4 message: 68
- **Code Listing 12.7** Basic1 example application output.

# Building the Application (GDB)



# Building the Application (GDB)



傳完後，To start the application, select *Control* → *Continue*. The output from the basic1 program is displayed in the console window.

# Building the Application

Table 12.2 GDB CLI Commands for Serial and Ethernet Port Debugging

Serial	Ethernet
<b>STEP 1:</b> Change to the application directory. (gdb) cd d:/workdir/application	<b>STEP 1:</b> Change to the application directory. (gdb) cd d:/workdir/application
<b>STEP 2:</b> Set the serial port baud rate. (gdb) set remotebaud 38400	<b>STEP 2:</b> Connect to the target via the Ethernet port. <sup>a</sup> (gdb) target remote 192.168.0.10:9000
<b>STEP 3:</b> Connect to the target via the serial port. (gdb) target remote com1	<b>STEP 3:</b> Load the application (gdb) load basic1.exe
<b>STEP 4:</b> Load the application. (gdb) load basic1.exe	<b>STEP 4:</b> Run the application. (gdb) continue
<b>STEP 5:</b> Run the application. (gdb) continue	

END

THANKS