

# OMAP35x Graphics SDK Getting Started Guide

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Military	<a href="http://www.ti.com/military">www.ti.com/military</a>
Optical Networking	<a href="http://www.ti.com/opticalnetwork">www.ti.com/opticalnetwork</a>
Security	<a href="http://www.ti.com/security">www.ti.com/security</a>
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<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

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<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

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<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

# Preface

## ***About This Guide***

The OMAP35x EVM is an evaluation platform that showcases the OMAP architecture and lets users evaluate the power and performance of OMAP as a flexible general purpose platform.

This guide gives you overview information about the board and the software provided with the board. It is intended to be used as an introductory document for the EVM. Other documents provide more in-depth information. See the EVM documentation section of the release notes for a complete list of documents that have been included with the product.

## ***Notational Conventions***

This document uses the following conventions:

Program listings, program examples, and interactive displays are shown in a `mono-spaced font`. Examples use **bold** for emphasis, and interactive displays use **bo1d** to distinguish commands that you enter from items that the system displays (such as prompts, command output, error messages, etc.).

Square brackets ( [ and ] ) identify an optional parameter. If you use an optional parameter, you specify the information within the brackets. Unless the square brackets are in a **bold** typeface, do not enter the brackets themselves.

<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

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<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

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0.2	Updated for review comments	24 Nov 2008
0.3	Modified the wiki link and more information provided for executing the Graphics driver tests	26 Nov 2008
1.0	Fixed the typo in section 3.4.1	28 Nov 2008
1.1	Source for graphics kernel modules included in the package Updated the document for building the kernel modules Updated the document for build the user developed demonstrations	18 Dec 2008
1.2	Updated the document to include details on patches added to Graphics SDK package	02 Feb 2009

<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

## Table of contents

1	Overview .....	9
1.1	What's in the SDK Package? .....	9
1.2	What's next? .....	10
1.3	Command Prompts in this Guide .....	10
1.4	Updates & Further information .....	10
2	OMAP35x DVEVM Software Setup for Graphics SDK.....	11
2.1	Requirements .....	11
2.2	Preparing to Install .....	11
2.3	Installing the Software.....	12
2.3.1	Installing the Target Linux Software .....	13
2.3.2	Installing the Graphics SDK Software .....	14
2.3.3	Installing the Toolchain .....	14
2.4	Setting up the Build/Development Environment .....	16
3	Executing the Graphics SDK Demonstration Software .....	17
3.1	Default Boot Parameter Settings.....	17
3.1.1	Boot parameter settings for NAND Flash Target File System .....	17
3.1.2	Boot parameter settings for NFS .....	17
3.2	Pre-Built NFS Target File System .....	17
3.3	Running the Standalone Demos .....	18
3.4	Running the Demos from Command Line .....	18
3.4.1	Running Graphics SDK Sample Applications .....	19
3.4.2	Running Graphics SDK OpenGL ES1.x Demos.....	19
3.4.3	Running Graphics SDK OpenGL ES2.0 Demos.....	19
4	Building the NFS Target File System with Graphics SDK Demos.....	20
4.1	Building the NFS target file system .....	20
4.2	Modifying the init script to start the graphics SDK demos .....	21
5	Building the OMAP35x Graphics Demo Software .....	22
5.1	Building the OMAP35x Graphics SDK Demos.....	22
5.2	Building and Executing Your Own Demos.....	23
6	Building the Graphics Kernel Modules.....	25



<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

## 1 Overview

This chapter introduces the user to the OMAP35x Graphics SDK package along with the information on how to get further software updates on the OMAP35x Graphics SDK.

### 1.1 What's in the SDK Package?

The OMAP35x Graphics SDK package consists of the following folders

- GFX\_Linux\_SDK – This folder contains the OpenGL ES1.x, OpenGL ES2.0 and OPENVG demos
- GFX\_Linux\_KM – This folder contains the source for graphics kernel modules
- gfx\_dbg – This folder contains the debug version of graphics drivers
- gfx\_rel – This folder contains the release version of graphics drivers
- targetfs – This folder contains the pre-built targetfs
- patches – This folder contains the patches that provides various additional functionalities as explained below
  - patches/argb\_support\_on\_omap3503sdk\_v102\_patch – This folder contains patches that adds support for the ARGB pixel format on graphics pipeline. For more information on how to apply patches, refer to patch\_readme.txt under the same folder.
  - patches/gfx\_ddk\_23\_10\_kernel\_2.6.27-rc13\_patch - This folder contains patches that modifies the OMAP35x Graphics SDK v3.00.00.06 kernel modules to work on open source omap linux kernel version 2.6.27-rc13. For more information on how to apply patches, refer to patch\_readme.txt under the same folder.
- Getting Started Guide (This document)
- Rules.make (User modifications required to set the Graphics SDK install path)
- Makefile (Top level makefile used for building Graphics SDK demos and Installing in the NFS target file system)
- readme.pdf – Contains the release information

The drivers included in the package are:

- OpenGL ES 1.1
- OpenGL ES 2.0
- OpenVG
- EGL

<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

## **1.2 What's next?**

To get started on evaluating the OMAP35x Graphics capabilities and developing applications using the SGX accelerator for OMAP35x EVM, begin by using this Getting Started guide. It is suggested that the user follow the sequence described in the document. The sequence is outlined below.

- OMAP35x DVEVM Software Setup for Graphics SDK
- Executing the Graphics SDK Demonstration Software
- Building the NFS Target File System with Graphics SDK Demos
- Building the OMAP35x Graphics Demo Software
- Building the Graphics Kernel Modules

## **1.3 Command Prompts in this Guide**

In this guide, commands are preceded by prompts that indicate the environment where the command is to be typed. For example:

- `host $`  
Indicates command to be typed into the shell window of the host Linux workstation.
- `OMAP3EVM #`  
Indicates commands to be typed into the U-Boot shell in a console window connected to the EVM board's serial port.
- `target $`  
Indicates commands to be typed into the Linux shell in the terminal window connected to the EVM board's serial port.

## **1.4 Updates & Further information**

Please be sure to register your EVM at:

[www.ti.com/omapregistration](http://www.ti.com/omapregistration)

Once registered you will be able to find software and documentation updates at:

[www.ti.com/omapsoftwareupdates](http://www.ti.com/omapsoftwareupdates)

A wiki based information site is available. User contributions are encouraged.

[http://wiki.davincidsp.com/index.php?title=Main\\_Page](http://wiki.davincidsp.com/index.php?title=Main_Page)

<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

## **2 OMAP35x DVEVM Software Setup for Graphics SDK**

### ***2.1 Requirements***

The following are the requirements for software setup:

- PC Linux Host
  - Root login or liberal sudo privileges
  - Most Linux Distributions should work with this Graphics SDK
  - This Graphics SDK has been tested on
    - Red Hat Enterprise Linux, Workstation V4, x86 32 bit
- Linux Support Package for OMAP35x EVM – This graphics SDK package has been built and tested with OMAP35x\_SDK\_v1.0.2

### ***2.2 Preparing to Install***

Download the following installers to the temp folder /tmp from the OMAP3 software update site as mentioned in Section 1.4

- OMAP35x\_SDK\_setuplinux\_#\_#\_#.bin
- OMAP35x\_Graphics\_SDK\_setuplinux\_#\_##\_##\_###.bin

The # refers to the version numbers

The OMAP35x Graphics SDK contains the pre-built graphics drivers and kernel modules that are already built with the appropriate version of the OMAP35x\_SDK\_setuplinux\_#\_#\_#.bin. Make sure that this dependency is maintained and the user uses the kernel image built from the correct version of the OMAP35x SDK as mentioned in Section 2.1

Ensure all the .bin files are set with executable permissions.

```
host $ chmod 777 *.bin
```

<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

## ***2.3 Installing the Software***

Installing the software used by the OMAP35x EVM involves performing the following steps.

Section 2.3.1, *Installing the Target Linux Software*

Section 2.3.2, *Installing the Graphics SDK Software*

Section 2.3.3, *Installing the toolchain*

<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

## 2.3.1 Installing the Target Linux Software

This section explains how to install Linux for use on the target board.

Note that separate versions of Linux are used by the target and your host Linux workstation. The following Linux host operating systems are supported for use with the OMAP35x DVEVM.

- Red Hat Enterprise Linux, Workstation V4, x86 32 bit

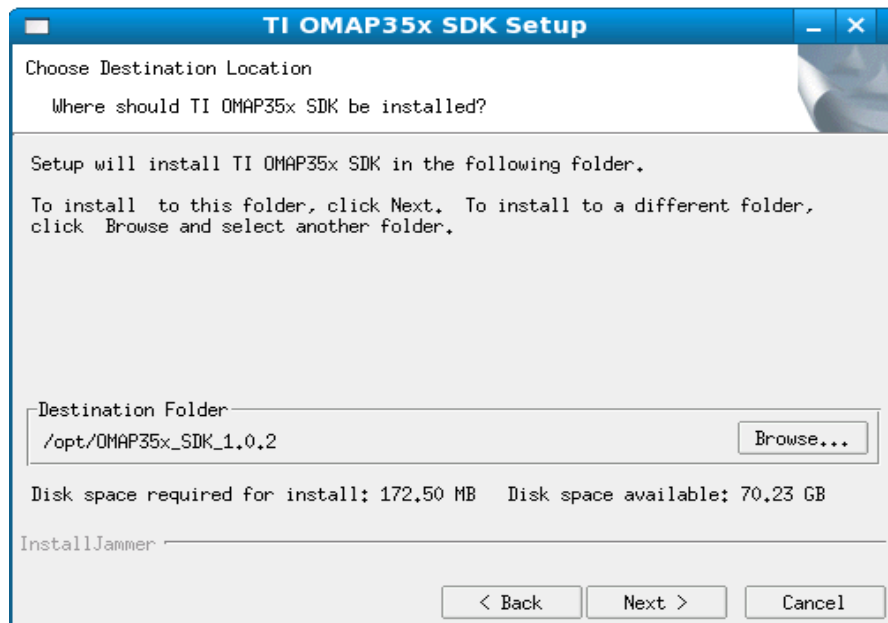
To install the Linux software, follow these steps:

1. Execute `OMAP35x_SDK_setuplinux_#.#.#.bin` file (where `#.#.#` is the current version number) from the temporary location that they were copied to extract the installers for the Linux tools, Linux kernel, and the file system.

```
host $ cd /tmp
host $ ./OMAP35x_SDK_setuplinux_#.#.#.bin
```

2. The installer will start as a GUI application. Follow the instructions in the dialog boxes. You'll be asked to agree to the End User License Agreement.
3. You will be prompted to provide the installation directory. If installed from a normal user account the default install path will be `"/home/<user_account>/OMAP35x_SDK_#.#.#"`. If installed with root permissions the default install path will be `"/opt/OMAP35x_SDK_#.#.#"`. In future, all references in the document will assume that the user has installed the OMAP35x SDK using his user account and hence will refer to the OMAP35x SDK installation path as `"/home/<user_account>/OMAP35x_SDK_#.#.#"`

**Note:** The Linux Support Package (LSP) shipped with the OMAP35x DVEVM is a multi-platform LSP and is not configured for a particular platform. As shipped, this LSP cannot be used to build the demo or example applications. It must first be copied to a user area and configured/built for the OMAP35x EVM.



<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

## 2.3.2 Installing the Graphics SDK Software

To install the Graphics SDK software using the Linux installer, follow these steps:

1. Log in using a **user account**. In the following steps, we refer to the home directory as "~".
2. Execute the OMAP35x Graphics SDK installer that you previously downloaded from the extranet location. For example:

```
host $ ./OMAP35x_Graphics_SDK_setuplinux_#_##_##_##_#.bin
```

The installer will start as a GUI application. Follow the instructions in the dialog boxes. You'll be asked to agree to the End User License Agreement.

When you are prompted for an installation location, use the default installation location, that points to /home/<user\_account>/OMAP35x\_Graphics\_SDK\_#\_##\_##\_##\_#. This location will be used as the OMAP35x Graphics SDK installation folder through out this document.

3. You can now delete the .bin files that you loaded into the temporary directory.

**Note:** You can uninstall these components by using the uninstall file in the respective installation directories. For example:

```
host $ cd /home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_#
```

```
host $ ./uninstall
```

## 2.3.3 Installing the Toolchain

This guide assumes use of the LITE version of the CodeSourcery toolchain. See CodeSourcery documentation if you are using the evaluation version that comes with this EVM or for other cases.

The toolchain used is ARM GNU/Linux EABI 2007q3. It can be downloaded via the following URL:

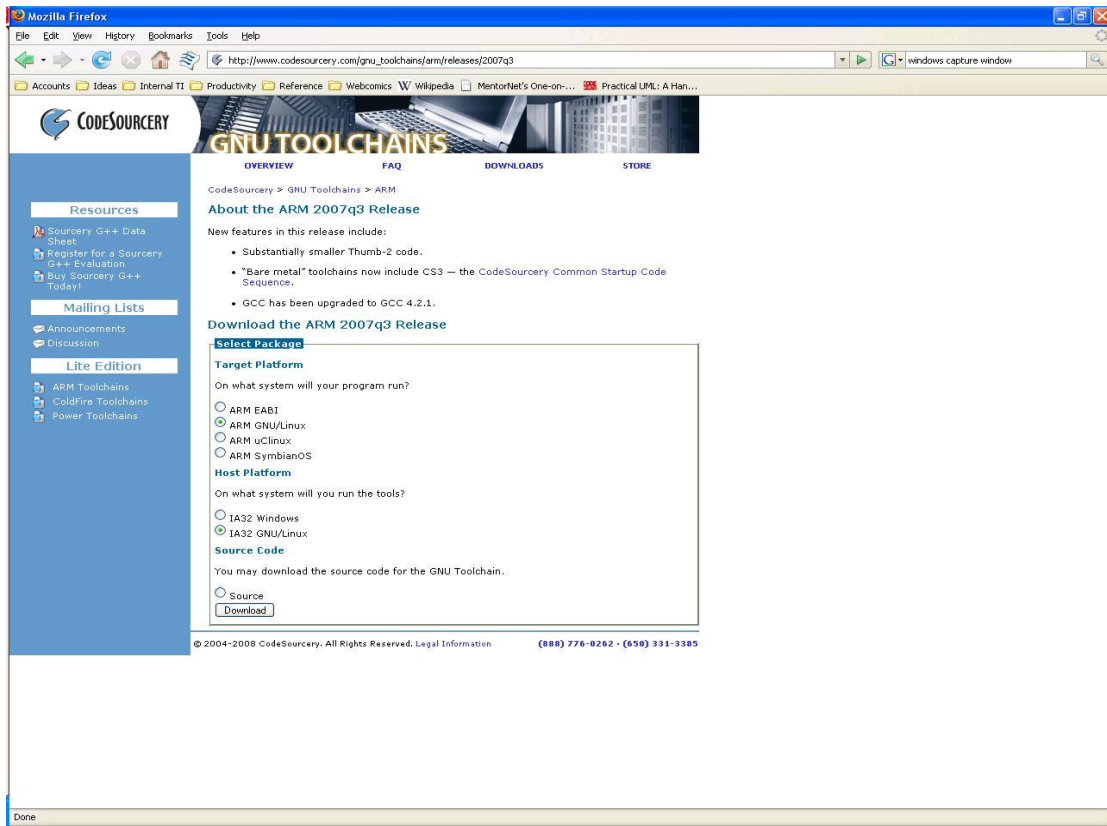
[http://www.codesourcery.com/gnu\\_toolchains/arm/releases/2007q3](http://www.codesourcery.com/gnu_toolchains/arm/releases/2007q3)

Select the following options:

Target Platform:       ARM GNU/Linux

Host Platform:         IA32 GNU/Linux

<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009



To install the toolchain, follow the sequence below. These are to be executed on the Linux host platform.

```
$ mkdir -p /home/<user_account>/toolchain
$ cp arm-2007q3-51-arm-none-linux-gnueabi-i686-pc-linux-gnu.tar.bz2
/home/<user_account>/toolchain
$ cd /home/<user_account>/toolchain
$ tar -jxvf arm-2007q3-51-arm-none-linux-gnueabi-i686-pc-linux-gnu.tar.bz2
$ rm arm-2007q3-51-arm-none-linux-gnueabi-i686-pc-linux-gnu.tar
```

<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

## 2.4 Setting up the Build/Development Environment

To set up the development and build environment, follow these steps:

1. Log in to your **user** account (and not as root) on the Linux host system, where the OMAP35x Graphics SDK is installed.
2. Add the `/host/<user_account>/toolchain/arm-2007q3/bin` directory to your path. This is typically done by adding an additional line to your shell resource file (`~/.bashrc`). For the path given above, the line to add to your `.bashrc` file is:

```
PATH="/home/<user_account>/toolchain/arm-2007q3/bin:$PATH"
```

This adds the CodeSourcery tools to your path and allows you to execute the tools using `arm-none-linux-gnueabi-gcc` (or other tools in the tool chain) from any directory.

3. Remember to use the following command after modifying your `.bashrc` file:  

```
host $ source .bashrc
```
4. You can test that the toolchain is installed correctly by starting a new shell and using the following command:

```
host $ arm-none-linux-gnueabi-gcc -v
```

When you execute this command, you will get an output like the one shown below.

```
Using built-in specs.
Target: arm-none-linux-gnueabi
Configured with: /scratch/paul/lite/linux/src/gcc-4.2/configure --build=i686-
pc-linux-gnu --host=i686-pc-linux-gnu --target=arm-none-linux-gnueabi --enable-
threads --disable-libmudflap --disable-libssp --disable-libgomp --disable-
libstdcxx-pch --with-gnu-as --with-gnu-ld --enable-languages=c,c++ --enable-
shared --enable-symvers=gnu --enable-__cxa_atexit --with-
pkgversion=CodeSourcery Sourcery G++ Lite 2007q3-51 --with-
bugurl=https://support.codesourcery.com/GNUToolchain/ --disable-nls --
prefix=/opt/codesourcery --with-sysroot=/opt/codesourcery/arm-none-linux-
gnueabi/libc --with-build-sysroot=/scratch/paul/lite/linux/install/arm-none-
linux-gnueabi/libc --enable-poison-system-directories --with-build-time-
tools=/scratch/paul/lite/linux/install/arm-none-linux-gnueabi/bin --with-build-
time-tools=/scratch/paul/lite/linux/install/arm-none-linux-gnueabi/bin
Thread model: posix
gcc version 4.2.1 (CodeSourcery Sourcery G++ Lite 2007q3-51)
```



<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

### **3 Executing the Graphics SDK Demonstration Software**

This section explains how to run the graphics demos provided with the OMAP35x Graphics SDK.

#### **3.1 Default Boot Parameter Settings**

The boot parameter settings for OMAP35x EVM are similar to the settings as described in the OMAP35x EVM Getting Started Guide. Use the bootargs as mentioned below to execute the Graphics SDK demos. This is different from the bootargs used for running the OMAP3530 DVSDK demos and does not enable rotation and the memory available for linux operating system is 128MB.

##### **3.1.1 Boot parameter settings for NAND Flash Target File System**

Kindly note that the bootargs are required to be set as below while running the OMAP35x Graphics SDK demos from NAND flash target file system

```
OMAP3EVM # setenv bootargs mem=128M console=ttyS0,115200n8 noinitrd
root=/dev/mtdblock4 rw rootfstype=jffs2
```

##### **3.1.2 Boot parameter settings for NFS**

Kindly note that the bootargs are required to be set as below while running the OMAP35x Graphics SDK demos from NFS file system

```
OMAP3EVM # setenv bootargs console=ttyS0,115200n8 noinitrd rw ip=dhcp root=/dev/nfs
nfsroot=<nfshost>:<rootpath>,nolock mem=128M
```

### **3.2 Pre-Built NFS Target File System**

The pre-built NFS target file system for OMAP35x graphics SDK demonstration evaluation is available under `/home/<user_account>/OMAP35x_Graphics_SDK_#.##.##.##/targetfs` directory.

Alternatively, user could also build the target file system with the necessary binaries and executables for running Graphics SDK demos using the OMAP3503 SDK NFS target file system. Refer to Section 4.2 for more details.

Perform the following steps in order to use the pre-built target NFS.

1. Log in with a **user** account on the host Linux workstation. (In the following steps, we refer to the home user directory as "~".)
2. Perform the following commands to prepare a location for the OMAP35x EVM target file system.

```
host $ cd ~
host $ mkdir -p workdir/filesys
host $ cd workdir/filesys
```

3. Switch user to "**root**" on the host Linux workstation.

```
host $ su
password:
```

There will be a prompt for entering the password as shown above. Type the root password, for getting the root permissions

<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

- Copy the pre-built NFS target file system from `/home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_#/targetfs/nfs.tar.gz` to a new directory created in step 2. Perform the following commands.

**NOTE:** Un-tar the file with root permissions. (Step 3)

```
$ cp /home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_#/targetfs/nfs.tar.gz .
$ tar -xvzf nfs.tar.gz .
```

- Perform the following command to make sure you can write into the target file system that you want to export as NFS, from your user account.

```
host $ chown -R <user_account> /home/<user_account>/workdir/filesys/.
host $ chmod -R 755 /home/<user_account>/workdir/filesys/.
```

- Make sure the NFS server is configured and functioning properly. Add the following line to the `/etc/exports` file of the server. Ensure you have root permission before editing this file.

```
/home/<user_account>/workdir/filesys (rw, sync, no_subtree_check)
```

- Then issue the following command to notify the NFS server about the new exported directory.

```
host $ /usr/sbin/exportfs -a
host $ /sbin/service nfs restart
```

- Make sure you exit from having the root permissions after completing all the above steps

```
host $ exit
```

### 3.3 Running the Standalone Demos

Out of the box, on EVM power on, the graphics SDK demos are played back if the graphics SDK demos are flashed in the NAND flash file system.

Refer to the OMAP35x EVM Getting Started Guide or OMAP3530 DVSDK Getting Started Guide for information on flash procedures and alternate boot methods.

By default, OpenGL ES1.x demos are executed and run once. After they are executed once, the demo stops. Press "Enter" in the console window on the PC to go to the command line and execute more demos from the command line as described in section 3.4

### 3.4 Running the Demos from Command Line

You can run the OMAP35x Graphics SDK demo applications from the Linux shell in a terminal window connected to the EVM board's serial port.

Before running graphics SDK demo applications from the command line, the following commands need to be executed.

```
target $ cd /etc/init.d
target $ ./rc.pvr start
```

This will insert all the kernel modules and perform necessary initializations

<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

### 3.4.1 Running Graphics SDK Sample Applications

These are standard Graphics SDK tests that are used to check the basic functionality of the graphics drivers. To run standard graphics SDK tests, perform the following steps:

```
target $ cd /usr/local/bin
target $ ./gles1test1 -t
target $ ./gles2test1 -t
target $ ./ovg_unit_test -t
```

To stop the above graphics SDK tests, press ctrl+c

Execute the ES1 texture stream test using the command given below. To stop gles1\_texture\_stream test, press 'q'

```
target $ ./gles1_texture_stream
```

Execute the following commands given below to test the SGX feature tests. These tests end on their own except for the sgx\_render\_flip\_test. In this case, press ctrl+c to stop the test.

```
target $ ./sgx_blit_test
target $ ./sgx_flip_test
target $ ./sgx_render_flip_test
target $ ./sgx_render_test
```

### 3.4.2 Running Graphics SDK OpenGL ES1.x Demos

To run OpenGL ES1.x demos, perform the following steps:

```
target $ cd /opt/gfxsdkdemos/ogles
target $ ./OGLESchameleonMan
```

This will execute the OGLESchameleonMan demo. Press 'q' on the host machine console window (TeraTerm or HyperTerminal or Minicom) to stop the demo.

Similarly, the user could execute other OpenGL ES1.x demos.

For more information and command line options on the demos, refer to the OpenGL ES1.x SDK user guide available under OMAP35x\_Graphics\_SDK\_#\_#\_#\_#\_#GFX\_Linux\_SDK\OGLES\SDKPackage

### 3.4.3 Running Graphics SDK OpenGL ES2.0 Demos

To run OpenGL ES2.0 demos, perform the following steps:

```
target $ cd /opt/gfxsdkdemos/ogles2
target $ ./OGLES2Shaders
```

This will execute the OGLES2Shaders demo. Press 'q' on the host machine console window (TeraTerm or HyperTerminal or Minicom) to stop the demo.

Similarly, the user could execute other OpenGL ES2.0 demos.

For more information and command line options on the demos, refer to the OpenGL ES2.x SDK user guide available under OMAP35x\_Graphics\_SDK\_#\_#\_#\_#\_#GFX\_Linux\_SDK\OGLES2\SDKPackage

<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

## 4 Building the NFS Target File System with Graphics SDK Demos

The base NFS target file system can be picked up from the OMAP3503 SDK installation and the necessary executables and libraries required for running graphics SDK demos and development of applications using the graphics libraries can be built using the following steps.

### 4.1 *Building the NFS target file system*

Perform the following steps to build and export the NFS target file system.

1. Log in with a **user** account on the host Linux workstation. (In the following steps, we refer to the home user directory as "~".)
2. Perform the following commands to prepare a location for the OMAP35x EVM target file system.

```
host $ cd ~
host $ mkdir -p workdir/filesys
host $ cd workdir/filesys
```

3. Switch user to "**root**" on the host Linux workstation.

```
host $ su
password:
```

There will be a prompt for entering the password as shown above. Type the root password, for getting the root permissions

4. Copy the OMAP3503 SDK NFS target file system from `/home/<user_account>/OMAP35x_SDK_#.#.#/bin/nfs.tar.gz` to a new directory created in step 2. Perform the following commands.

**NOTE:** Un-tar the file with root permissions. (Step 3)

```
$ cp /home/<user_account>/OMAP35x_SDK_#.#.#/bin/nfs.tar.gz .
$ tar -xvzf nfs.tar.gz .
```

5. Perform the following command to make sure you can write into the target file system that you want to export as NFS, from your user account.

```
host $ chown -R <user_account> /home/<user_account>/workdir/filesys/.
host $ chmod -R 755 /home/<user_account>/workdir/filesys/.
```

6. Make sure the NFS server is configured and functioning properly. Add the following line to the `/etc/exports` file of the server. Ensure you have root permission before editing this file.

```
/home/<user_account>/workdir/filesys (rw, sync, no_subtree_check)
```

7. Then issue the following command to notify the NFS server about the new exported directory.

```
host $ /usr/sbin/exportfs -a
host $ /sbin/service nfs restart
```

8. Make sure you exit from having the root permissions after completing all the above steps

```
host $ exit
```

9. Perform steps 1 to 3 as mentioned in Section 5,

<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

Building the OMAP35x Graphics Demo Software. Make sure to set the TARGETFS\_INSTALL\_DIR to point to the NFS target file system folder (/home/<user\_account>/workdir/filesys) as created in this section, in the Rules.make file.

10. The 'make install' will install all the necessary libraries and executables required for running the Graphics SDK demos as well as application development using the graphics drivers.

## 4.2 Modifying the init script to start the graphics SDK demos

On EVM power on, if the user intends to start the graphics SDK demos by default, the following steps need to be performed.

1. Navigate to the etc/init.d folder under the NFS target file system

```
host $ cp /home/<user_account>/workdir/filesys/etc/init.d
```

2. Open the rcS script file

```
host $ vi rcS
```

3. Replace the following text in the rcS file

```
# -----
# Start demo app
# -----
if [[ -x /etc/init.d/demo_start ]]; then
    echo " Starting Demo Application..."
    /etc/init.d/demo_start &
    sleep 5
fi
```

with the following lines

```
# -----
# Start demo app
# -----
if [[ -x /etc/init.d/graphics_demo_start ]]; then
    echo " Starting Graphics SDK Demo Application..."
    /etc/init.d/graphics_demo_start &
    sleep 5
fi
```

4. Reset the EVM. On boot, the Graphics SDK OpenGL ES1.x demos will be started by default.

<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

## 5 Building the OMAP35x Graphics Demo Software

### 5.1 *Building the OMAP35x Graphics SDK Demos*

This section describes how to rebuild OMAP35x Graphics SDK demos. Ensure that the toolchain setup and install has been completed (see section 2.3.3).

To rebuild the OMAP35x Graphics SDK demos, perform the following steps.

1. Change the directory to ~/OMAP35x\_Graphics\_SDK\_#\_##\_##\_##\_#.
2. Edit the ~/OMAP35x\_Graphics\_SDK\_#\_##\_##\_##\_#/Rules.make file.
  - Set GRAPHICS\_INSTALL\_DIR to the top-level OMAP35x graphics installation directory as follows.

```
HOME=/home/<user_account>
GRAPHICS_INSTALL_DIR=${HOME}/OMAP35x_Graphics_SDK_#_##_##_##_#
```

- Modify the TARGETFS\_INSTALL\_DIR to point to the correct location where the user's target file system resides

```
TARGETFS_INSTALL_DIR=/home/<user_account>/workdir/filesys
```

- Depending on the use of debug version or release version of the graphics driver libraries, set the GFX\_LIB\_SRC\_PATH accordingly.

```
If debug version of the graphics driver library is desired, then
GFX_LIB_SRC_PATH = $(GFX_DBG_LIB_SRC_PATH)
```

```
If release version of the graphics driver library is desired, then
GFX_LIB_SRC_PATH = $(GFX_REL_LIB_SRC_PATH)
```

- Change the path of the CSTOOL\_DIR to point to the location where you have installed the CodeSourcery tool-chain. (Refer Section 2.3.3)

```
CSTOOL_DIR=/home/<user_account>/toolchain/arm-2007q3
```

3. While in the same directory that contains Rules.make, use the following commands to build the OMAP35x Graphics SDK demo applications and install the resulting binaries on the target file system specified by EXEC\_DIR.

```
host $ make all
host $ make install
```

<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

## 5.2 Building and Executing Your Own Demos

This section describes the important steps required to build user implemented demonstrations.

1. Place your demos in the same directory format as default graphics SDK demos
2. Copy the release or debug versions of the shared and static libraries from the appropriate gfx\_rel or gfx\_dbg folders to the OpenGL demo locations as shown below

In case of OpenGL ES1.x demos, perform the following steps

```
host $ mkdir -p /home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_/
GFX_Linux_SDK/OGLES/SDKPackage/Builds/OGLES/LinuxOMAP3/lib

host $ cp /home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_/gfx_rel/*.so
/home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_/
GFX_Linux_SDK/OGLES/SDKPackage/Builds/OGLES/LinuxOMAP3/lib

host $ cp /home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_/gfx_rel/*.a
/home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_/
GFX_Linux_SDK/OGLES/SDKPackage/Builds/OGLES/LinuxOMAP3/lib
```

In case of OpenGL ES2.x demos, perform the following steps

```
host $ mkdir -p /home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_/
GFX_Linux_SDK/OGLES2/SDKPackage/Builds/OGLES/LinuxOMAP3/lib

host $ cp /home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_/gfx_rel/*.so
/home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_/
GFX_Linux_SDK/OGLES2/SDKPackage/Builds/OGLES/LinuxOMAP3/lib

host $ cp /home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_/gfx_rel/*.a
/home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_/
GFX_Linux_SDK/OGLES2/SDKPackage/Builds/OGLES/LinuxOMAP3/lib
```

Perform similar steps as above for OpenVG demos as well.

3. Set the following environment variables
  - Ensure that the ARM toolchain path is included in the PATH variable

```
host $ export PATH=/home/<user_account>/toolchain/arm-2007q3/bin:$PATH
```
  - Set the PLATFORM environment variable to LinuxOMAP3

```
host $ export PLATFORM = LinuxOMAP3
```
  - Set the LIBDIR environment variable to the path where the graphics driver libraries are copied.

For OpenGL ES1.x demos, set the following

```
host $ export LIBDIR = /home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_/
GFX_Linux_SDK/OGLES/SDKPackage/Builds/OGLES/LinuxOMAP3/lib
```

For OpenGL ES2.x demos, set the following

```
host $ export LIBDIR = /home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_/
GFX_Linux_SDK/OGLES/SDKPackage/Builds/OGLES2/LinuxOMAP3/lib
```
  - Set the DISCIMAGE to your target file system install directory. This is required when the graphics and the dependent libraries are installed

<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

```
host $ export DISCIMAGE = <your_target_file_system>
```

4. Install the graphics driver libraries and kernel modules by performing the following steps

```
host $ cd /home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_###/gfx_rel
```

In case of debug library installation navigate to the gfx\_dbg folder

```
host $ ./install.sh
```

5. Copy libstdc++.so, libstdc++.so.6 and libstdc++.so.6.0.9 from the toolchain path to your target file system's /usr/lib directory

```
host $ cp /home/<user_account>/toolchain/arm-2007q3/arm-none-linux-gnueabi/lib/libstdc++.so* /home/<user_account>/workdir/filesys/usr/lib
```

6. Perform the build of your demonstration

```
host $ cd /home/<user_account>/
OMAP35x_Graphics_SDK_#_##_##_###/GFX_Linux_SDK/OGLES/SDKPackage/Demos/<your_OpenGL_ES1.x_demo>/OGLES/Build/LinuxGeneric
```

```
host $ make
```

7. Copy the built executables to the target file system and execute them on the target

```
host $ cp /home/<user_account>/
OMAP35x_Graphics_SDK_#_##_##_###/GFX_Linux_SDK/OGLES/SDKPackage/Demos/<your_OpenGL_ES1.x_demo>/OGLES/Build/LinuxOMAP3/ReleaseRaw/<demo_executable>
/home/<user_account>/workdir/filesys/opt/gfxdemos
```

8. On the target, perform the following steps for executing your demos

```
target $ cd /etc/init.d
```

```
target $ ./rc.pvr start
```

```
target $ cd /opt/gfxdemos
```

```
target $ ./<your_demo_exec>
```



<b>Document</b>	OMAP35x Graphics SDK Getting Started Guide	<b>Rev</b>	1.2
<b>Document Number</b>	SPRUFZ8	<b>Date</b>	Feb 2, 2009

## 6 Building the Graphics Kernel Modules

Perform the following steps to build the graphics kernel modules.

1. Navigate to the kernel build folder

```
host $ cd
/home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_/GFX_Linux_KM/eurasiacon/build/
linux/omap3430_linux/kbuild
```

2. Edit build\_gfx\_kernelmodules file

- Set the kernel directory to point to the directory where the Linux kernel is extracted
- Set the DISCIMAGE to point to your target file system
- Make sure the PATH environment variable contains the tool chain path
- For Debug Build, uncomment the line that contains 'make BUILD=debug' and comment the line that has 'make'

3. Perform the build by executing the following command

```
host $ ./build_gfx_kernelmodules
```

4. The kernel modules are built under

```
/home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_/GFX_Linux_KM/eurasiacon/binary
_omap3430_linux_release Or
/home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_/GFX_Linux_KM/eurasiacon/binary
_omap3430_linux_debug depending upon the release or debug build performed
```

5. Copy the kernel modules to the <your\_graphics\_install\_dir>/gfx\_rel or <your\_graphics\_install\_dir>/gfx\_dbg based on the build performed.

For example,

```
host $ cp
/home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_/GFX_Linux_KM/eurasiacon/binary
_omap3430_linux_release/*.ko
/home/<user_account>/OMAP35x_Graphics_SDK_#_##_##_##_/gfx_rel
```