



Yocto Project® devtool Overview and Hands-On

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devtool

- Collection of tools for working on *recipes*:
 - `devtool add`
 - `devtool edit-recipe`
 - `devtool upgrade`
 - `devtool finish`
 - *etc...*

devtool

- *...and more!*
 - `devtool modify`
 - `devtool deploy-target`
 - `devtool undeploy-target`
 - `devtool build`
 - `devtool build-image`
 - *etc...*

devtool – why it exists

- Our build system is great for repeatable builds from source
- Working with the source itself was hard
 - Tempting to just edit sources under tmp/work/...
 - But workflow is painful after that (forced builds, manual patch generation, lost work...)
- Help newer users add new software (alongside regular build and within eSDK)

devtool – past presentations

- ELC 2017
 - Using Devtool To Streamline Your Yocto Project Workflow - Tim Orling
 - <https://www.youtube.com/watch?v=CiD7rB35CRE>
- ELC 2017
 - Yocto Project Extensible SDK: Simplifying the Workflow for Application Developers - Henry Bruce
 - <https://www.youtube.com/watch?v=d3xanDJuXRA&t=57s>

devtool – past presentations

- ELC 2018
 - Working with the Linux Kernel in the Yocto Project - Sean Hudson
 - <https://www.youtube.com/watch?v=tZACGS5nQxw>

devtool – past presentations

- YPDD 2018 - ELC
 - Session 3, Devtool 1 - Tim Orling
 - <https://www.youtube.com/watch?v=C-usM6gFVSY>
- YPDD 2018 - ELC
 - Session 7, Devtool 2 - Tim Orling & Henry Bruce
 - https://www.youtube.com/watch?v=UYsqlP_Qt_Q

devtool – documentation

- Yocto Project Reference Manual
 - chapter 8 - *devtool* Quick Reference
 - <https://www.yoctoproject.org/docs/current/ref-manual/ref-manual.html#ref-devtool-reference>
- Yocto Project Application Development and the Extensible Software Development Kit (eSDK)
 - chapter 2 - Using the Extensible SDK
 - <https://www.yoctoproject.org/docs/current/sdk-manual/sdk-manual.html#sdk-extensible>

devtool – documentation

- Yocto Project Linux Kernel Development Manual
 - section 2.4 - Using *devtool* to Patch the Kernel
 - <https://www.yoctoproject.org/docs/current/kernel-dev/kernel-dev.html#using-devtool-to-patch-the-kernel>

devtool – documentation

```
$ devtool --help
```

```
usage: devtool [--basepath BASEPATH] [--bbpath BBPATH] [-d] [-q]
           [--color COLOR] [-h]
           <subcommand> ...
```

OpenEmbedded development tool

options:

```
--basepath BASEPATH  Base directory of SDK / build directory
--bbpath BBPATH      Explicitly specify the BBPATH, rather than getting it
                    from the metadata
-d, --debug          Enable debug output
-q, --quiet          Print only errors
--color COLOR        Colorize output (where COLOR is auto, always, never)
-h, --help           show this help message and exit
```

subcommands:

Beginning work on a recipe:

```
add                  Add a new recipe
```

...

devtool – documentation

```
$ devtool add --help
```

```
usage: devtool add [-h] [--same-dir | --no-same-dir] [--fetch URI]
                  [--fetch-dev] [--version VERSION] [--no-git]
                  [--srcrev SRCREV | --autorev] [--srcbranch SRCBRANCH]
                  [--binary] [--also-native] [--src-subdir SUBDIR]
                  [--mirrors] [--provides PROVIDES]
                  [recipeName] [srctree] [fetchuri]
```

Adds a new recipe to the workspace to build a specified source tree. Can optionally fetch a remote URI and unpack it to create the source tree.

arguments:

recipeName	Name for new recipe to add (just name - no version, path or extension). If not specified, will attempt to auto-detect it.
srctree	Path to external source tree. If not specified, a subdirectory of /z/ypdd/2018-10-devtool/my-class/poky/build/workspace/sources will be used.
fetchuri	Fetch the specified URI and extract it to create the source tree

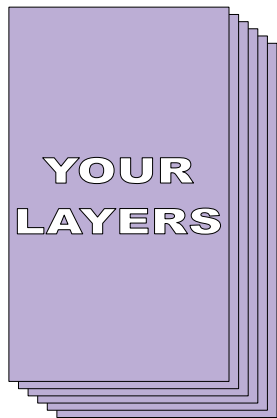
options:

-h, --help	show this help message and exit
------------	---------------------------------

...

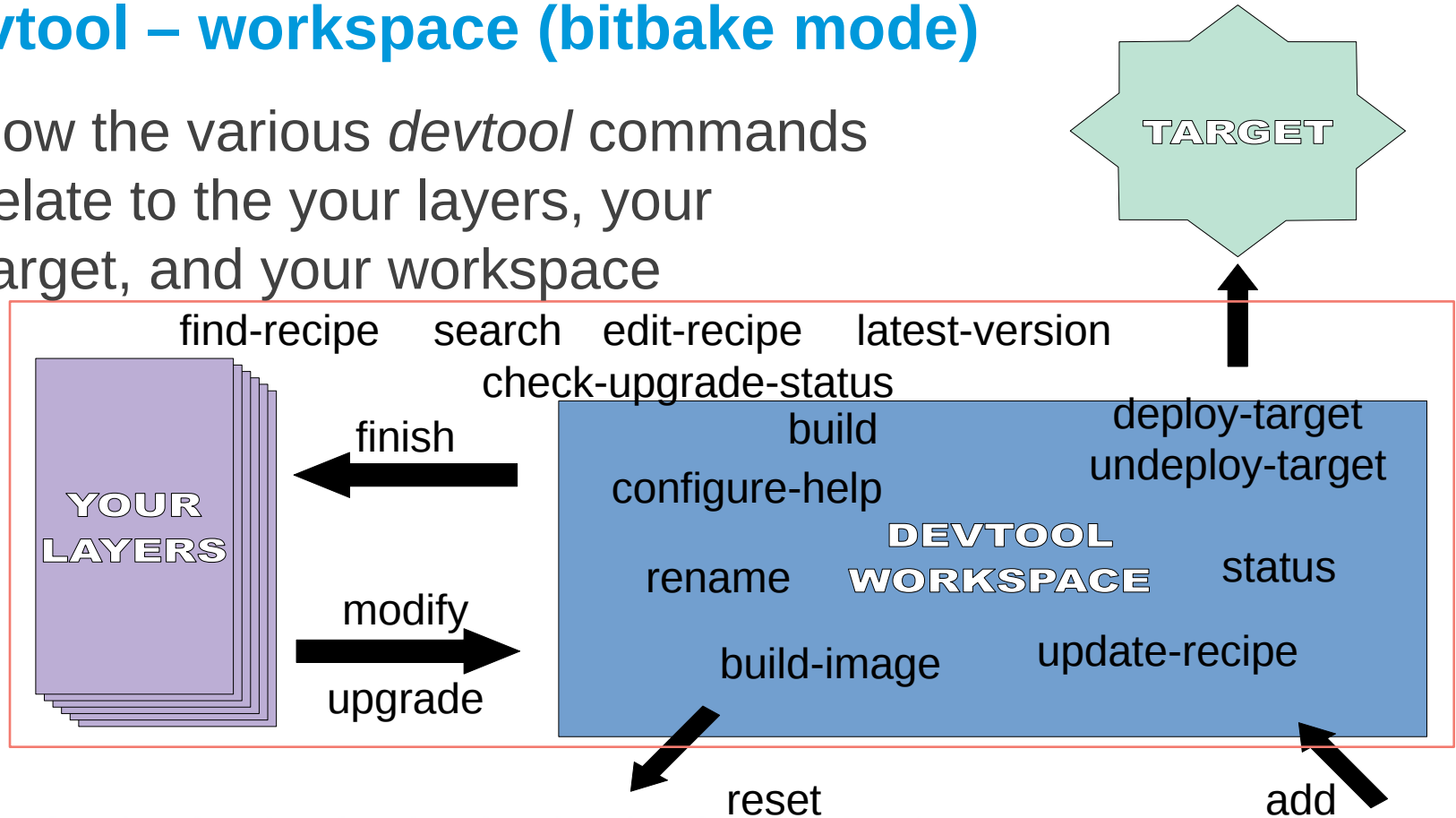
devtool – workspace

- a separate environment (layer) in which to work on recipes, sources, patches

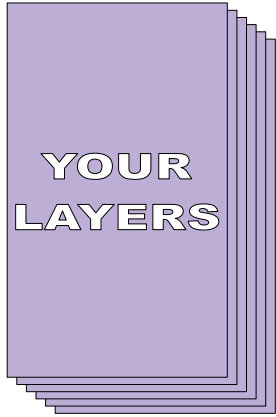
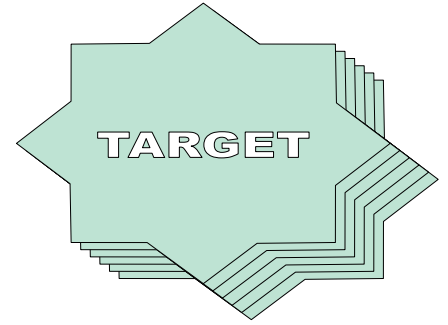


devtool – workspace (bitbake mode)

- how the various *devtool* commands relate to the your layers, your target, and your workspace

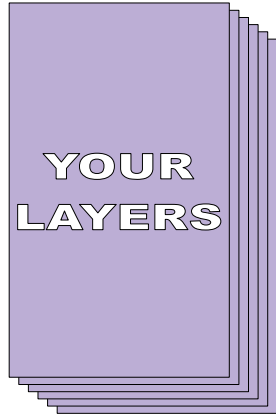
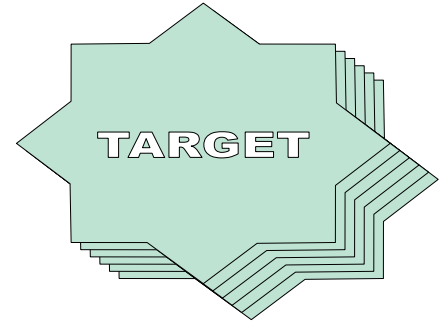


devtool – multiple targets?



devtool – multiple targets?

- yes
- specify target's IP with un/deploy-target



Sidebar: recipetool

- Extra set of tools for working on recipes
- Contains logic for creating recipes (used by **devtool add**)
- Can also create/update bbappends, programmatically set variables in recipes, etc.

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Questions?

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Hands On

devtool – setup

```
$ nano ~/.ssh/config
```

```
Host gemu
  User root
  Hostname localhost
  Port 2222
  StrictHostKeyChecking no
  UserKnownHostsFile /dev/null
```

```
$ git clone -b honister git://git.yoctoproject.org/poky # (already done in devday host)
$ source ./yp-summit-nov-21/poky/oe-init-build-env ~/yp-summit-nov-21/poky/build-devtool
$ edit conf/local.conf
  MACHINE = "qemuarm64"
  IMAGE_INSTALL_append = " openssh"
  EXTRA_IMAGE_FEATURES ?= "debug-tweaks"
$ bitbake core-image-base
```

devtool – setup

```
$ bitbake-layers create-layer ../meta-foo  
$ bitbake-layers add-layer ../meta-foo  
$ git config --global user.name "name"  
$ git config --global user.email "name@example.com"
```

- open a second ssh connection to the build machine

```
2$ source ../yp-summit-nov-21/poky/oe-init-build-env ~/yp-summit-nov-21/poky/build-devtool  
2$ runqemu slirp nographic serial
```

- do the exercises in the first connection, work on the target in the second connection
- login as "root", no password (thanks to "[debug-tweaks](#)")

devtool – getting started

```
$ devtool add \  
  https://nano-editor.org/dist/v5/nano-5.8.tar.xz
```

- implicitly creates workspace (if it doesn't already exist)
- guesses the recipe name *nano* (correctly!)
- looks at the source and determines it's an *autotooled* project (true! and *pkgconfig* and *gettext*)
- guesses at DEPENDS (correctly! *ncurses* and *zlib*)
- creates a “rough” recipe

```
$ devtool status  
$ devtool find-recipe nano  
$ devtool edit-recipe nano
```

devtool – getting started

- let's see if it builds

```
$ devtool build nano
```

- it works!

devtool – what goes in a workspace?

- the things on which you are working:
 - recipes
 - patches
 - sources
 - etc...

```
$ tree -d workspace
```

- ...except sources can be, optionally, outside the workspace

devtool – let's see nano run

- examine

`tmp/deploy/images/qemuarm64/core-image-base-qemuarm64.manifest`

- verify there's no “nano” package

- in the terminal running qemu, log in and verify there's no nano

```
root@qemuarm64# nano  
-sh: nano: command not found
```

- send nano to target

```
$ devtool deploy-target nano qemu
```

- now nano runs

sidebar – SLIRP versus TUN/TAP

- Yocto Project supports several connection technologies for QEMU
- **SLIRP**: advantage is no root access required, disadvantages are minimal documentation, requires SSH knowledge, ICMP (e.g. ping) not available by default

qemu is defined in
~/.ssh/config
(see earlier slide)

```
2$ runqemu slirp nographic serial  
$ devtool deploy-target nano qemu
```

- **TAP**: advantage is simpler setup, disadvantage is that it requires sudo access

```
2$ sudo runqemu nographic serial  
$ devtool deploy-target nano root@192.168.7.2
```

devtool – let's see nano run

- build an entire image

```
$ devtool build-image core-image-base
...
NOTE: Building image core-image-base with the following additional
packages: nano
...
```

- examine `tmp/dep/lay/images/qemuarm64/core-image-base-qemuarm64.manifest`
 - now there is a *nano* package
- why not just use “`bitbake core-image-base`”?
 - *nano* package not automatically added

devtool – upgrade

- try upgrading nano

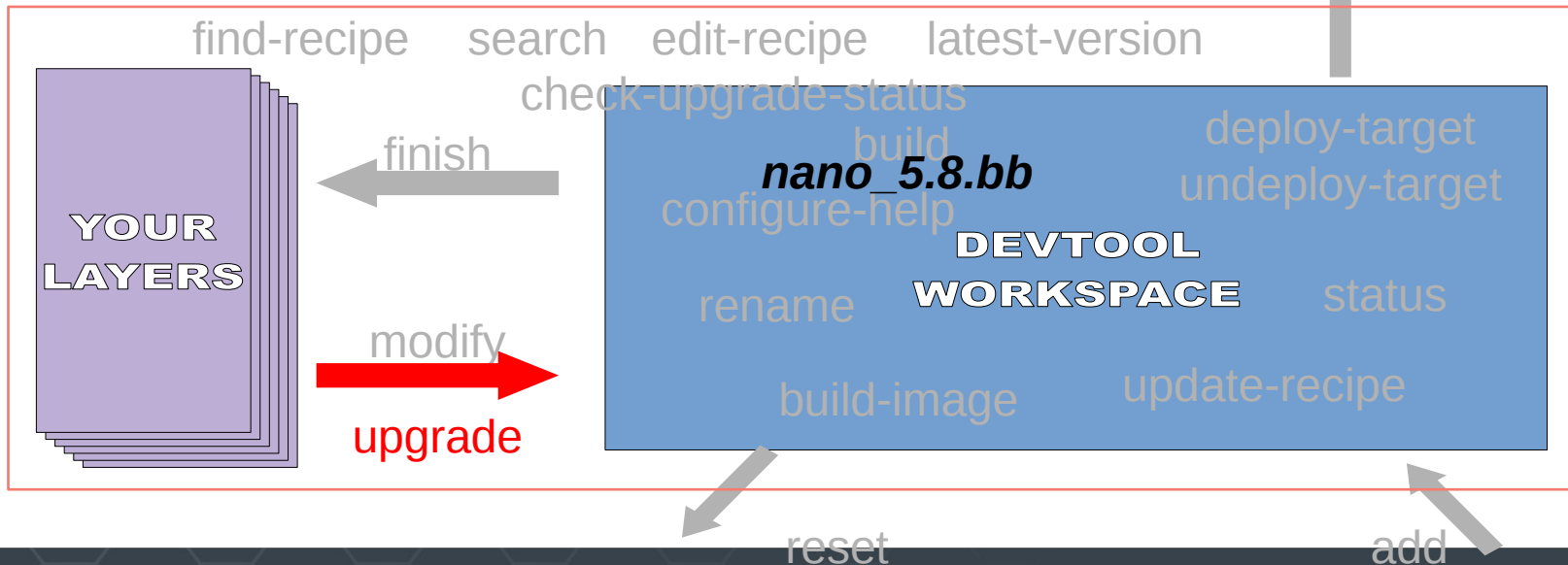
```
$ devtool upgrade nano
```

```
ERROR: recipe nano is already in your workspace
```

- we need to move the *nano* recipe to *Your Layers* before we can *upgrade*
 - preferably our own (meta-foo)
- this is only an issue because nano is in the workspace already – normally **devtool upgrade** is where you start an upgrade for an existing recipe

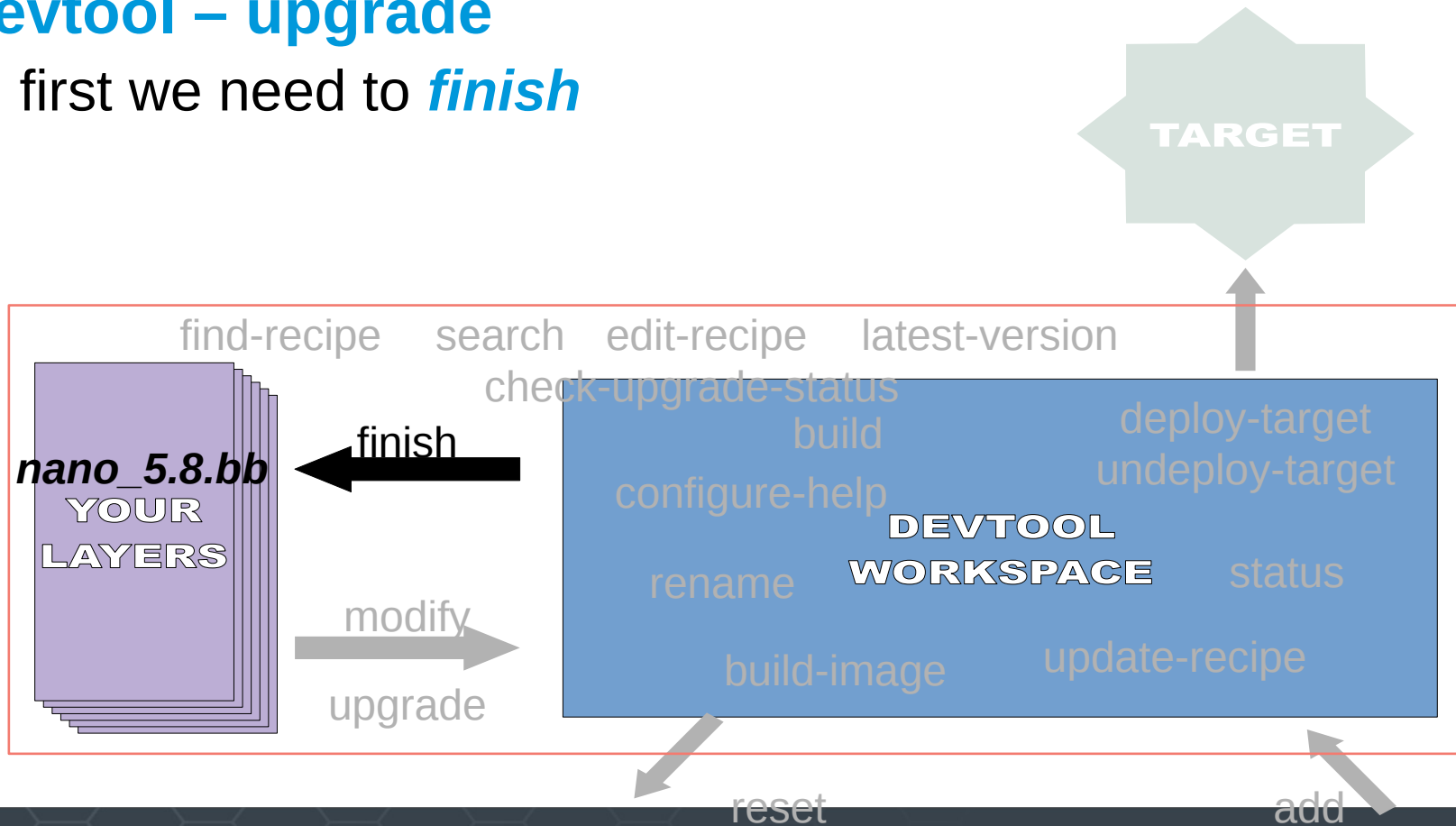
devtool – upgrade

- we can't **upgrade** a recipe that is already in the workspace
- an **upgrade** must come from **your layers**



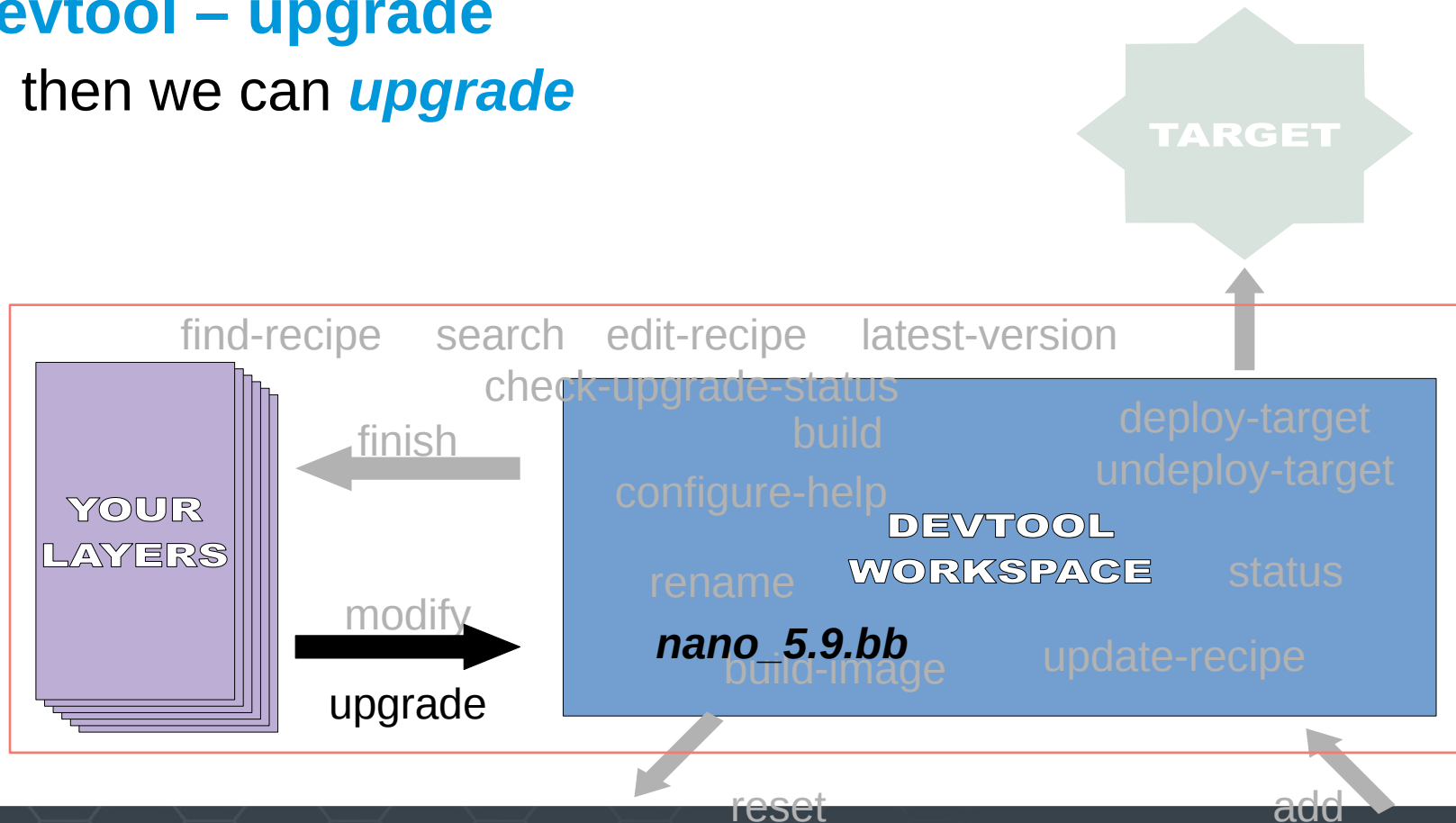
devtool – upgrade

- first we need to *finish*



devtool – upgrade

- then we can *upgrade*



devtool – upgrade

```
$ devtool finish nano ../meta-foo
ERROR: Source tree is not clean:
...
```

- this error is *not* a problem we introduced; it is a nano-specific issue – but we need to tell devtool it's OK with **-f**

```
$ devtool finish -f nano ../meta-foo
INFO: No patches or files need updating
INFO: Moving recipe file to ../meta-foo/recipes-nano/nano
INFO: Leaving source tree ../poky/build-devtool/workspace/sources/nano as-is; if
you no longer need it then please delete it manually
```

- it is worth noting that it will not remove the sources; we need to do it explicitly

```
$ rm -fr workspace/sources/nano
```

devtool – upgrade

```
$ devtool upgrade nano
```

```
...
```

- In some cases devtool can't figure out how to find and upgrade tarballs (this information is not obvious from the URL)

devtool – upgrade

- we need to give devtool more help

```
$ devtool upgrade -V 5.9 nano
```

- it works!

```
$ devtool build nano
```

- it works!

devtool deploy-target - dive in

- is it okay to re-deploy a second time without cleaning up the first deploy?
 - yes... usually
- on the target

```
root@qemuarm64# cd /
root@qemuarm64# ls -a
...
.devtool
...
root@qemuarm64# cd .devtool
root@qemuarm64# ls -l
-rw-r--r--    1 root    root          4969 Oct 20 06:03 nano.list
```

devtool deploy-target - dive in

- *nano.list* is created by devtool, per package, when it deploys to the target
- examine *poky/scripts/lib/devtool/deploy.py* for all the answers
 - it creates a script that is copied to target
 - preserves any files that would be clobbered
 - generates a list of files being deployed, so they can be undeployed
 - deploying starts by undeploying (same recipe name)

devtool deploy-target - dive in

- undeploy, and verify nano is removed from target, and the plumbing is also removed

```
$ devtool undeploy-target nano qemu
```

```
root@qemuarm64# ls -a /
```

- remember to finish and cleanup

```
$ devtool finish -f nano ../meta-foo  
$ rm -fr workspace/sources/nano
```

devtool - floating devtool commands

- some devtool commands don't care whether the recipe is in the workspace or the layers

```
$ devtool status
```

```
NOTE: No recipes currently in your workspace
```

```
$ devtool edit-recipe ethtool
```

```
(works)
```

```
$ devtool latest-version ethtool
```

```
NOTE: Current version: 5.10
```

```
NOTE: Latest version: 5.10
```

```
$ devtool find-recipe ethtool
```

```
$ devtool search ethtool
```

devtool - creating a patch

- use-case? patches can be needed to
 - add/remove functionality
 - reduce size on target
 - remove dependency/dependencies
 - allow code to be (cross-)compiled

devtool - creating a patch

```
$ devtool add https://github.com/twoerner/autotool-devtool-  
example/archive/v1.0.0.tar.gz  
$ devtool build autotool-devtool-example  
$ devtool deploy-target autotool-devtool-example qemu
```

```
root@qemuarm64# autotool-devtool-example  
Hello, world!  
version: 1.0.0  
Hello from the library
```

devtool - creating a patch

- edit the code

```
$ pushd workspace/sources/autotool-devtool-example  
$ nano src/autotool-devtool-example.c
```

- change from

```
printf("Hello, world!\n");
```

- to

```
printf("Hello, devtool!\n");
```


devtool - creating a patch

- build, deploy, verify

```
$ popd
$ devtool build autotool-devtool-example
$ devtool deploy-target autotool-devtool-example qemu
```

```
root@qemuarm64# autotool-devtool-example
Hello, devtool!
version: 1.0.0
Hello from the library
```

devtool - creating a patch

- cleanup

```
$ devtool finish autotool-devtool-example ../meta-foo
ERROR: Source tree is not clean:
M src/autotool-devtool-example.c
```

- oops! but it's nice it didn't clobber or lose my work

```
$ pushd workspace/sources/autotool-devtool-example
$ git commit -avs
...
$ popd
$ devtool finish autotool-devtool-example ../meta-foo
...
INFO: Adding new patch 0001-update-salutation.patch
...
$ rm -fr workspace/sources/autotool-devtool-example
```

devtool - creating conflict

- now we'll update to a newer release, but the newer release will conflict with our patch

```
$ devtool upgrade autotool-devtool-example
...
Connecting to github.com (github.com)|192.30.253.113|:443...
connected.
HTTP request sent, awaiting response... 404 Not Found
2018-10-20 12:16:11 ERROR 404: Not Found.

ERROR: Automatic discovery of latest version/revision failed - you
must provide a version using the --version/-V option, or for
recipes that fetch from an SCM such as git, the --srcrev/-S option.
```

- devtool can't figure it out, we need to help it

devtool - creating conflict

```
$ devtool upgrade -V 1.0.1 autotool-devtool-example
```

```
...  
WARNING: Command 'git rebase cdb5e8e1d76e5022ae754ea95dc5e4cf85af7670' failed:  
First, rewinding head to replay your work on top of it...  
Applying: update salutation  
Using index info to reconstruct a base tree...  
M       src/autotool-devtool-example.c  
Falling back to patching base and 3-way merge...  
Auto-merging src/autotool-devtool-example.c  
CONFLICT (content): Merge conflict in src/autotool-devtool-example.c  
error: Failed to merge in the changes.  
Patch failed at 0001 update salutation  
The copy of the patch that failed is found in: .git/rebase-apply/patch
```

When you have resolved this problem, run "git rebase --continue".
If you prefer to skip this patch, run "git rebase --skip" instead.
To check out the original branch and stop rebasing, run "git rebase --abort".

You will need to resolve conflicts in order to complete the upgrade.

devtool - resolving conflict

- keep the new, or keep the old?
 - keep the new

```
$ pushd workspace/sources/autotool-devtool-example  
$ nano src/autotool-devtool-example.c
```

devtool - resolving conflict

- from

```
...
13 <<<<<<< HEAD
14          /* a meaningful comment */
15          printf("Hello, world!\n");
16 |||       merged common ancestors
17          printf("Hello, world!\n");
18 =====
19          printf("Hello, devtool!\n");
20 >>>>>>> update salutation
...
```

- to

```
...
13          /* a meaningful comment */
14          printf("Hello, devtool!\n");
...
```

devtool - resolving conflict

```
$ git add src/autotool-devtool-example.c
$ git rebase --continue
Applying: update salutation
$ popd
```

- This time, let's inspect recipe updates first with **-N** :

```
$ devtool finish autotool-devtool-example ../meta-foo -N
```

- If we're happy with the proposed changes, apply them:

```
$ devtool finish autotool-devtool-example ../meta-foo
```

devtool - resolving conflict

```
$ devtool finish autotool-devtool-example ../meta-foo
$ tree ../meta-foo
../meta-foo/
...
├── recipes-nano
│   └── nano
│       └── nano_4.3.bb
├── recipes-autotool-devtool-example
│   └── autotool-devtool-example
│       ├── autotool-devtool-example
│       │   └── 0001-update-salutation.patch
│       └── autotool-devtool-example_1.0.1.bb
```


devtool - modify

- 1) takes an existing recipe from layers
- 2) unpacks sources into workspace
- 3) edit recipe or sources
- 4) ... (same as **devtool add / devtool upgrade** workflow)

devtool modify example

```
$ devtool modify bc
INFO: Source tree extracted to /home/ilab01/yp-summit-may-21/poky/build-devtool/workspace/sources/bc
INFO: Recipe bc now set up to build from
/home/ilab01/yp-summit-may-21/poky/build-devtool/workspace/sources/bc
$ devtool edit-recipe bc
```

- Take a note of **file://libmath.h** in **SRC_URI**, then exit and continue

```
$ pushd /home/ilab01/yp-summit-may-21/poky/build-devtool/workspace/sources/bc
$ ls
aclocal.m4  compile          COPYING.LIB  FAQ            Makefile.am   README
ar-lib     config.h.in     dc           h              Makefile.in   Test
AUTHORS    configure       depcomp     INSTALL        missing       ylwrap
bc         configure.ac    doc         install-sh    NEWS
ChangeLog  COPYING        Examples    lib            oe-local-files
$ ls oe-local-files
libmath.h
```

devtool modify example

- Edit `bc/main.c` and make a trivial change to the help text printed in `usage()` (line 69)

```
$ nano bc/main.c
```

- Commit changes and run `devtool finish`

```
$ git add bc/main.c
```

```
$ git commit -s
```

```
...
```

```
$ popd
```

```
$ devtool finish bc ../meta-foo
```

```
...
```

```
NOTE: Writing append file /home/ilab01/yp-summit-may-21/poky/meta-foo/recipes-extended/bc/bc_%.bbappend
```

```
NOTE: Copying 0001-Change-help-text.patch to /home/ilab01/yp-summit-may-21/poky/meta-foo/recipes-extended/bc/bc/0001-Change-help-text.patch
```

```
...
```

devtool modify example

- **devtool finish** realised the bc recipe is not in meta-foo
 - Thus it created a bbappend and placed the patch next to it
 - Naturally if we had passed the path to **poky/meta** it would have modified the original recipe



Wrap up

devtool - eSDK Mode

- the eSDK includes many improvements over the standard SDK
- everything the standard SDK can do, plus all of the functionality we've been looking at that is provided by devtool

devtool – mode commands

- bitbake mode

- add
- build
- build-image
- configure-help
- check-upgrade-status
- **create-workspace**
- deploy-target
- edit-recipe
- export
- extract
- find-recipe
- finish
- import
- latest-version
- menuconfig
- modify
- rename
- reset
- search
- status
- sync
- undeploy-target
- update-recipe
- upgrade

- eSDK mode

- add
- build
- build-image
- **build-sdk**
- configure-help
- check-upgrade-status
- deploy-target
- edit-recipe
- export
- extract
- find-recipe
- finish
- import
- latest-version
- menuconfig
- modify
- **package**
- rename
- reset
- **runqemu**
- **sdk-install**
- **sdk-update**
- search
- status
- sync
- undeploy-target
- update-recipe
- upgrade

devtool – mode commands

- why does eSDK mode get extra features?
 - because an eSDK doesn't have *bitbake* or *scripts/*
 - *devtool* is the cornerstone of the eSDK

Future

- Multiconfig support
- Recipe modification fixes
- recipetool enhancements (make **devtool add** smarter)
- Your idea here :)
 - Help very much welcome!

Conclusion

- Try it out on your own sources / recipes:
 - **devtool add** on a source tree / tarball / URL
 - **devtool modify** and work on an existing recipe
 - **devtool upgrade** existing recipe to a new upstream version
- See documentation links & other presentations (earlier slide)

Conclusion

- Please send feedback!
 - Yocto Project mailing list
 - <https://lists.yoctoproject.org/g/yocto>
 - IRC (#yocto on [irc.libera.chat](https://libera.chat))
 - Email: saul.wold@windriver.com

A decorative graphic in the top-left corner consisting of a cluster of overlapping, semi-transparent grey hexagons.

Questions?

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A decorative pattern of semi-transparent grey hexagons is located in the upper-left corner of the slide.

Thanks for your time

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