

Rockchip PX30 Linux SDK Release Note

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Rockchip Electronics Co., Ltd.

No.18 Building, A District, No.89, software Boulevard Fuzhou, Fujian, PRC

Website: www.rock-chips.com

Customer service Tel: +86-4007-700-590

Customer service Fax: +86-591-83951833

Customer service e-Mail: fae@rock-chips.com

Preface

Overview

The document presents Rockchip PX30 Linux SDK release notes, aiming to help engineers get started with PX30 Linux SDK development and debugging faster.

Intended Audience

This document (this guide) is mainly intended for:

Technical support engineers

Software development engineers

Chipset and System Support

| Chipset | Buildroot Version | Debian Version | Yocto Version |
|-------------|-------------------|----------------|---------------|
| PX30/PX30-S | 2018.02-rc3 | 10 | 3.4 |

Revision History

| Date | Version | Author | Revision History |
|------------|---------|-------------|-------------------------------------------------------------------------------------------------------------------------------------|
| 2019-04-25 | V1.0.0 | Ziyuan Xu | Initial version |
| 2019-09-17 | V1.2.0 | Ziyuan Xu | Update Linux_SDK_V1.2.0 description Update application compile instruction Add the instruction to get source code from github |
| 2020-02-24 | V1.3.0 | Ziyuan Xu | Improve description for ROS Add description for Debian10 |
| 2020-12-03 | V1.4.0 | Caesar Wang | SDK update to V1.4.0 |
| 2021-05-20 | V1.5.0 | Caesar Wang | Update Hardware/Software Development Guide Add precaution of GPIO power design |
| 2022-06-20 | V1.8.0 | WJL | SDK update to V1.8.0 |

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1. Overview

This SDK is based on Buildroot 2018.02-rc3, Yocto 3.4, and Debian 10 or later version with kernel 4.4 and U-boot v2017.09. It is suitable for PX30 EVB development boards and all other Linux products developed based on it.

2. How to Get the SDK

The SDK is released by Rockchip server. Please refer to Chapter 3 [Software Development Guide](#) to build a development environment.

2.1 General PX30 Linux SDK Obtain

2.1.1 Get Source Code from Rockchip Code Server

To get PX30 Linux software package, customers need an account to access the source code repository provided by Rockchip. In order to be able to obtain code synchronization, please provide SSH public key for server authentication and authorization when apply for SDK from Rockchip technical window. About Rockchip server SSH public key authorization, please refer to Chapter 5 [SSH Public Key Operation Introduction](#).

PX30_Linux_SDK download command is as follows:

```
repo init --repo-url ssh://git@www.rockchip.com.cn/repo/rk/tools/repo -u \
ssh://git@www.rockchip.com.cn/linux/rockchip/platform/manifests -b linux -m \
px30_linux_release.xml
```

Repo, a tool built on Python script by Google to help manage git repositories, is mainly used to download and manage software repository of projects. The download address is as follows:

```
git clone ssh://git@www.rockchip.com.cn/repo/rk/tools/repo
```

2.1.2 Get Source Code from Local Compression Package

For quick access to SDK source code, Rockchip Technical Window usually provides corresponding version of SDK initial compression package. In this way, developers can get SDK source code through decompressing the initial compression package, which is the same as the one downloaded by repo.

Take PX30_LINUX_SDK_RELEASE_V1.8.0_20220620.tgz as an example. After getting a initialization package, you can get source code by running the following command:

```
mkdir px30
tar xvf PX30_LINUX_SDK_RELEASE_V1.8.0_20220620.tgz -C px30
cd px30
.repo/repo/repo sync -l
.repo/repo/repo sync -c
```

Developers can update via `.repo/repo/repo sync -c` command according to update instructions that are regularly released by FAE window.

3. Software Development Guide

```
<SDK>/docs/PX30/Quick-start/Rockchip_PX30_Quick_Start_Linux_EN.pdf
```

4. Hardware Development Guide

```
<SDK>/docs/PX30/Hardware/Rockchip_PX30_Hardware_Design_Guide_V1.3_20191206_EN.pdf
<SDK>/docs/PX30/Hardware/Rockchip_PX30_User_Manual_EVB_V1.1_EN.pdf
```

5. SSH Public Key Operation Introduction

Please follow the introduction in the “/docs/Others/Rockchip_User_Guide_SDK_Application_And_Synchronization_CN.pdf” to generate an SSH public key and send the email to fae@rock-chips.com, to get the SDK code.

This document will be released to customers during the process of applying for permission.

5.1 Multiple Machines Use the Same SSH Public Key

If the same SSH public key should be used in different machines, you can copy the SSH private key file `id_rsa` to “~/ssh/id_rsa” of the machine you want to use.

The following prompt will appear when using a wrong private key, please be careful to replace it with the correct private key.

After adding the correct private key, you can use git to clone code, as shown below.

Adding ssh private key may result in the following error.

```
Agent admitted failure to sign using the key
```

Enter the following command in console to solve:

```
ssh-add ~/.ssh/id_rsa
```

5.2 One Machine Switches Different SSH Public Keys

You can configure SSH by referring to `ssh_config` documentation.

```
~$ man ssh_config
```

Run the following command to configure SSH configuration of current user.

```
~$ cp /etc/ssh/ssh_config ~/.ssh/config  
~$ vi .ssh/config
```

As shown in the figure, SSH uses the file “`~/.ssh1/id_rsa`” of another directory as an authentication private key. In this way, different keys can be switched.

5.3 Key Authority Management

Server can monitor download times and IP information of a key in real time. If an abnormality is found, download permission of the corresponding key will be disabled.

Keep the private key file properly. Do not grant second authorization to third parties.

5.4 Reference Documents

For more details, please refer to document

“`/docs/Others/Rockchip_User_Guide_SDK_Application_And_Synchronization_CN.pdf`”.