

# Yocto Linux User Guide

REV. January 2024

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## Swordtail (VL-EPC-2702)

Arm\* i.MX6 Single Board Computer  
with Gigabit Ethernet, Video, USB,  
Bluetooth, Wi-Fi, Cellular, Digital  
I/O, CAN Bus and I<sup>2</sup>C





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## Product Release Notes

- Rev 1.0** Initial Release  
Updated Figure 1 to include the U42-J1
- Updated “Setting up Swordtail for the first time” section to include the Wi-Fi/BT antenna at U42-J1
- Updated “USB Support” section to indicate “V1 pins 3-4” as the jumper location
- Rev 1.5** Updated “Video Support” section to remove the “1” from the “Sharp LQ150X1LG91\*” part number
- Updated the “Integrated Wi-Fi / Bluetooth” section for clarity
- Updated “Cellular Modem Socket” section with product description
- Added NXP i.MX6 ARM Cortex-A9\* DualLite link to the “References” section
- Rev 1.6** Added Table 2 – GPIO Pinouts
- Rev 1.7** Added Section *Building Kernel 5.4.3 with Yocto’s Zeus Release* (Page 34)
- Rev 1.8** Updated primary build example steps to Yocto Kirkstone

## Support Page

The [Swordtail Product Page](#) contains additional information and resources for this product including:

- Operating system information and software drivers
- Data sheets and manufacturers’ links for chips used in this product
- U-Boot information and upgrades

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- A detailed description of the problem

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**Note:** Mark the RMA number clearly on the outside of the box before returning.

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# Introduction

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# 1

The VersaLogic EPC-2702 Swordtail is an ARM based Single Board Computer (SBC). It consists of a NXP i.MX6 ARM Cortex-A9\* dualLite or quad core processor and many standard components, which will be described in more detail later. The recommended OS is Yocto Linux which is an open-source collaboration focused on embedded Linux OS development.

The purpose of this guide is to provide an overview of the Swordtail product, as well as to help the user to configure the system to boot for the first time. It also provides instructions on how to set up a Yocto Linux development environment and to build the OS image, develop a simple application, and deploy the OS and applications to the Swordtail for execution.

However, this guide is not intended to provide significant amount of background information on the NXP i.MX6 ARM Cortex-A9 processor or Yocto Linux. The commands used are intended as examples; it is possible that there are also other Linux commands which will accomplish the same result. The user is encouraged to follow the links in the reference section to learn more.

This guide assumes the user has basic knowledge of the Linux Operating System and is able to obtain the necessary hardware and software required to complete the tasks outlined in this guide.

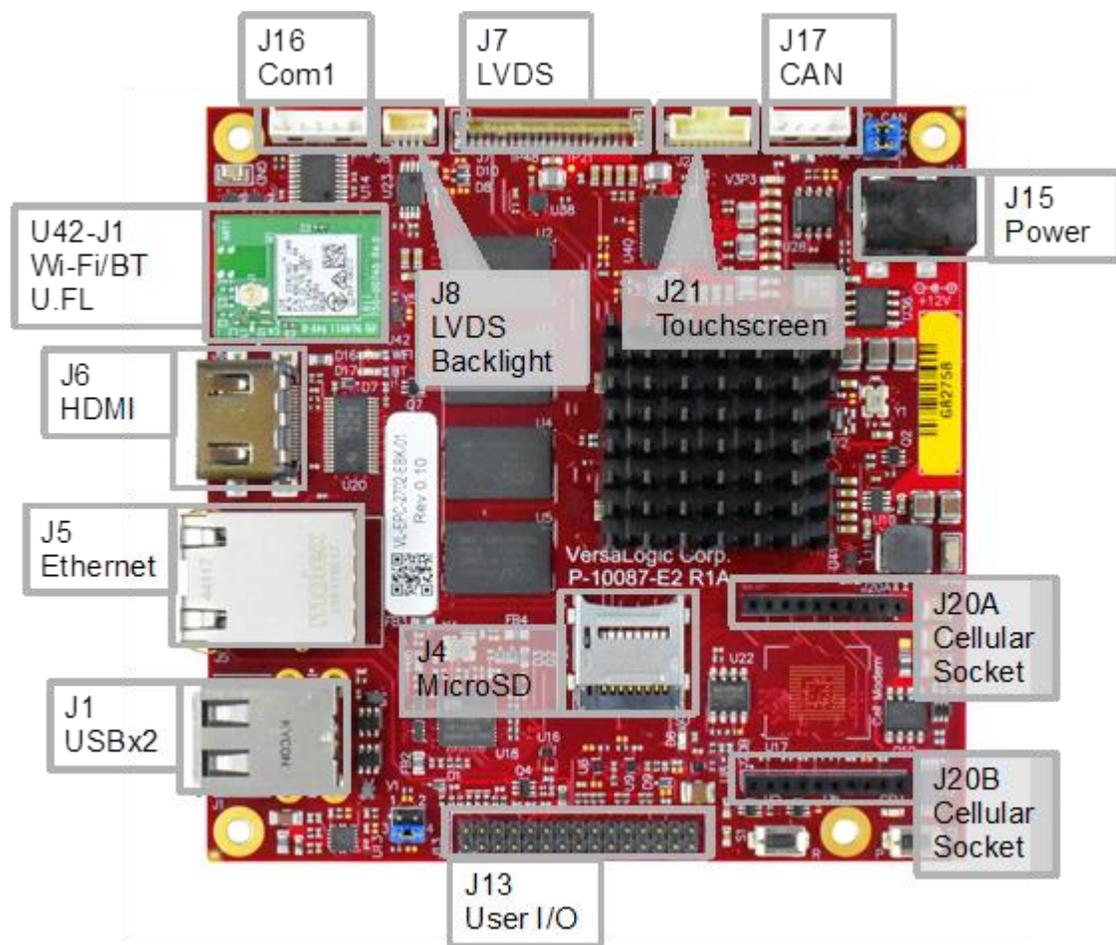
**Note:** The NXP i.MX6 ARM Cortex-A9 processor was originally made by Freescale. Freescale was purchased by NXP, but much of the documentation retains the name Freescale.

## EPC-2702 Swordtail Hardware Introduction

A detailed hardware description is available in the Swordtail Hardware Reference Manual, but here is some essential information required to quickly set up the board.

The following diagram shows the major components of a Swordtail:

Figure 1. Major Components and Connectors



## Setting up Swordtail for the First Time

At a minimum, the following ports and devices should be connected before booting up Swordtail for the first time:

J1 – USBx2: connect USB mouse and keyboard to the USB ports. There are two options to do this: Option one is to connect a USB hub to the bottom port, then connect both mouse and keyboard to the hub. Option two is to set the top USB port to host mode and then use both on board ports for mouse and keyboard.

J4 – MicroSD socket: install the MicroSD card in this socket. The space is tight so be careful not to bend the pins or cause other damage.

J5 – Ethernet: connect the network cable to the Ethernet port.

U42-J1 – Attach the CBR-ANT04 to the CBR-0205 cable, and then attach the U.FL end to the Wi-Fi / Bluetooth module U42's U.FL connector. This cable and antenna combination provides the approved wireless communications interface for both Wi-Fi and Bluetooth simultaneously at 2.4 GHz

J6 – HDMI: connect an HDMI monitor to this port. If an HDMI monitor is not available, then a HDMI to VGA adapter can be used to connect to a VGA monitor. Note that the current limit for the HDMI 5V power is 55mA, so when choosing an adapter make sure it draws less than that.

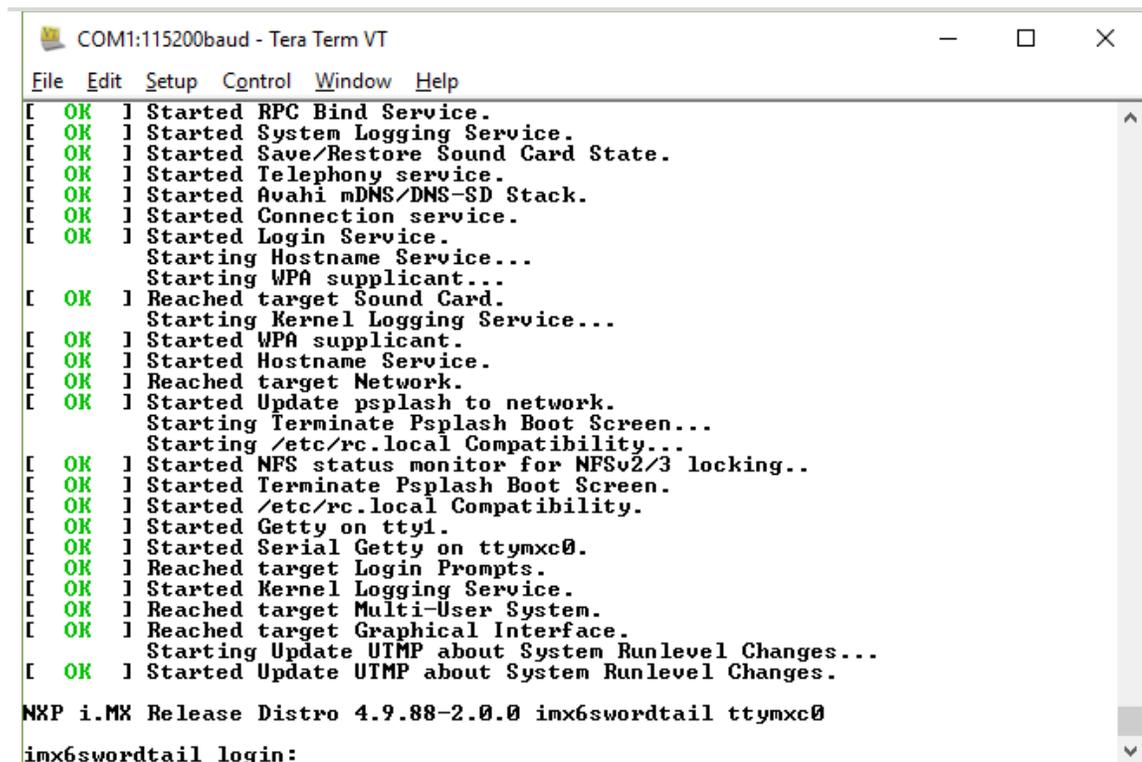
J15 – Power: connect the power cable from the adapter when instructed below, after all other connections and jumper changes have been made.

J16 – COM1: connect the VL-CBR-0504 cable adapter for RS-232 serial port, and then connect serial cable to a PC COM port. Use a terminal emulator such as PuTTY or Tera Term for console access to the Swordtail.

## Booting up Swordtail for the First Time

At this point, the Swordtail is ready to boot up for the first time. Connect the power cable to the board and watch the serial console and you should see the boot messages displayed. Please note that instead of BIOS, Swordtail uses a different boot loader called U-Boot. Unless stopped by pressing a key on the keyboard, U-Boot will load Yocto Linux from the microSD.

Figure 2. Booting the System



```

COM1:115200baud - Tera Term VT
File Edit Setup Control Window Help
[ OK ] Started RPC Bind Service.
[ OK ] Started System Logging Service.
[ OK ] Started Save/Restore Sound Card State.
[ OK ] Started Telephony service.
[ OK ] Started Avahi mDNS/DNS-SD Stack.
[ OK ] Started Connection service.
[ OK ] Started Login Service.
      Starting Hostname Service...
      Starting WPA supplicant...
[ OK ] Reached target Sound Card.
      Starting Kernel Logging Service...
[ OK ] Started WPA supplicant.
[ OK ] Started Hostname Service.
[ OK ] Reached target Network.
[ OK ] Started Update psplash to network.
      Starting Terminate Psplash Boot Screen...
      Starting /etc/rc.local Compatibility...
[ OK ] Started NPS status monitor for NFSv2/3 locking..
[ OK ] Started Terminate Psplash Boot Screen.
[ OK ] Started /etc/rc.local Compatibility.
[ OK ] Started Getty on tty1.
[ OK ] Started Serial Getty on ttymxc0.
[ OK ] Reached target Login Prompts.
[ OK ] Started Kernel Logging Service.
[ OK ] Reached target Multi-User System.
[ OK ] Reached target Graphical Interface.
      Starting Update UTMP about System Runlevel Changes...
[ OK ] Started Update UTMP about System Runlevel Changes.

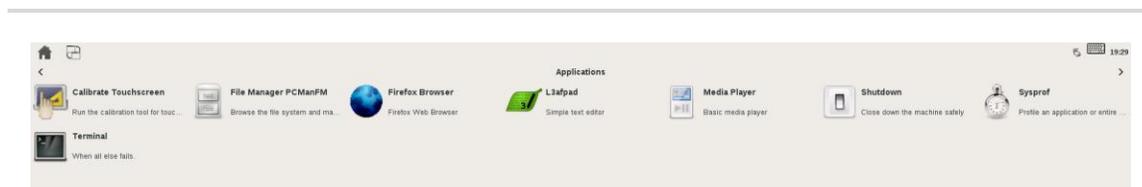
NXP i.MX Release Distro 4.9.88-2.0.0 imx6swordtail ttymxc0
imx6swordtail login:

```

Once the system starts, a login prompt will be displayed. Login as root; no password is required.

If a monitor is connected to the HDMI port, then a basic X11 Desktop as shown below will be displayed on the monitor.

Figure 3. X11 Desktop



# Basic Swordtail Features and Commands

# 3

This section describes some of the built-in features on the Swordtail board and Yocto Linux commands to utilize these features.

## USB Support

There are two USB ports on the Swordtail that support standard USB 2.0 devices. The bottom USB port is set to host mode, but the top USB OTG port is set to device mode by default. To change the top USB port to host mode, install the V1 jumper pins 3-4 per the Swordtail Hardware Reference Manual.

## Video Support

Swordtail provides a HDMI output and a LVDS output. Most standard monitors can use the HDMI port. The LVDS port supports LVDS panels or standard VGA monitors via a LVDS to VGA adapter. Currently only the Sharp LQ150X1LG9\* panel is configured in the Linux device tree in the demo OS shipped with the board. VersaLogic can configure additional panels for the demo OS if needed. However, it is expected that the users will configure their own panel as part of their OS development.

## Integrated Wi-Fi/Bluetooth

The Swordtail includes an integrated Wi-Fi adapter with Bluetooth support through the Laird Connectivity Sterling-LWB module. The setup for Wi-Fi and Bluetooth use are covered in Advanced Features and Commands.

## Cellular Modem Socket

The Swordtail includes a 20-pin NimbeLink Skywire socket for use with compatible Cellular Modems. Add-on board compatibility should be determined by the pinout information in the Swordtail Hardware Reference Manual.

## Storage Support

Swordtail supports onboard storage devices such as MicroSD and optional eMMC. The `fdisk` command will list all the storage devices that are currently attached, as shown in the example below.

```
root@imx6swordtailimx6swordtail:~# fdisk -l
```

```
...
```

[This is the MicroSD card installed in the onboard socket.]

```
/dev/mmcblk1p1      8192   24575   16384    8M  c W95 FAT32 (LBA)
/dev/mmcblk1p2      24576 2834431 2809856  1.3G 83 Linux
```

# Setting up the Development Host

# 4

This chapter begins the discussion on how to build and customize the Yocto Linux OS to run on Swordtail.

A host PC or build server is required to setup the Yocto Linux development environment, which will be used to create an Operating System that will run on the VersaLogic Swordtail board.

There are a few minimum requirements for this system:

1. Hardware – a server machine will provide the best performance, but at least a mid-range desktop PC is needed. Specifically, at least the following configuration:
  - A. 2 GHz dual core processor
  - B. 2 GB RAM (system memory)
  - C. 120 GB of free disk space is required in order to install the OS and required packages, and to build the target image. However, more disk space is highly recommended as multiple builds during typical development cycle can consume the disk space quickly.
  - D. VGA monitor capable of 1024x768 screen resolution
  - E. A CD/DVD drive or a USB port for the installer media
  - F. A static IP address is recommended but not required
  - G. Internet access to download additional required software
2. Operating System – the recommended OS for the host PC is Ubuntu 14.04, which is the version currently verified and supported for Swordtail by VersaLogic. If the user decides to try a different version or Linux distribution, then it is up to the user to get the Yocto Linux Project expected behavior on the host PC, as well as making sure the packages and utilities described below are compatible and can be installed correctly.

## Host Packages

A Yocto Linux Project build requires that some prerequisite software packages to be installed. Please use the commands below to install these packages. Note that in Ubuntu, the command `sudo` is used to execute other commands with root privileges.

Install essential Yocto Project host packages:

```
$ sudo apt-get install gawk wget git-core diffstat unzip texinfo gcc-multilib build-essential  
chrpath socat cpio python python3 python3-pip python3-pexpect xz-utils debianutils iputils-  
ping python3-git python3-jinja2 libegl1-mesa libsdl1.2-dev pylint3 xterm rsync curl zstd lz4  
libssl-dev
```

## Setting up the Repo Utility

Git is a version control system for tracking changes in source code files and coordinating work on those files among multiple developers. Repo is a tool built on top of Git that makes it easier to manage projects that contain multiple repositories, which do not need to be on the same server. Repo complements the layered nature of the Yocto Project, making it easier for users to add their own layers to the BSP.

To install the “repo” utility, follow these steps:

1. Create a bin folder in the home directory.

```
$ mkdir ~/bin
$ curl http://commondatastorage.googleapis.com/git-repo-downloads/repo > ~/bin/repo
$ sudo chmod a+x ~/bin/repo
```

2. Add the following line to the .bashrc file to ensure that the ~/bin folder is in your PATH variable.

```
export PATH=~/bin:$PATH
```

3. Apply the new path to the current login session.

```
$ . ~/.bashrc
```

# Yocto Project Setup

---

# 5

For Yocto Project, files used to build an image are stored in layers. Layers contain different types of customizations and come from different sources. Some of the files in a layer are called recipes. Yocto Project recipes contain the mechanism to retrieve source code, and to build and package a component. The following list shows some of the layers used to build the `Swordtail` image:

VersaLogic release layer

- `meta-versallogic`

Yocto Project and NXP community layers

- `meta-freescale`: provides support for the base and for i.MX ARM® reference boards.
- `meta-freescale-3rdparty`: provides support for 3rd party and partner boards.
- `meta-freescale-distro`: additional items to aid in development and exercise board capabilities.
- `meta-imx`: NXP current and up to date support layer
- `meta-openembedded`: Collection of layers for the OE-core universe. See [layers.openembedded.org/](http://layers.openembedded.org/).
- `poky`: basic Yocto Project items in Poky. See the Poky README for details.
- `meta-browser`: provides several browsers.
- `meta-qt6`: provides Qt6.

In order to download all the necessary files, first make sure that Git is setup properly with the commands below, which only needs to run once on the host PC.

```
$ git config --global user.name "Your Name"
```

(For example: `git config --global user.name "John Doe"`)

```
$ git config --global user.email "Your Email"
```

(For example: `git config --global user.email "John.Doe@acme.com"`)

```
$ git config --list
```

The NXP Yocto Project BSP Release directory contains a "sources" directory holding the recipes used to build the image, as well as one or more build directories, and a set of scripts used to set up the environment.

As an example, a directory called imx-yocto-bsp is created for our project. Any name can be used.

```
$ mkdir imx-yocto-bsp
$ cd imx-yocto-bsp
$ repo init -u https://github.com/nxp-imx/imx-manifest -b imx-linux-kirkstone -m
imx-5.15.32-2.0.0.xml
$ repo sync
```

When this process completes, the source code is checked out into the directory imx-yocto-bsp/sources. You can perform repo synchronization periodically with the command repo sync to update to the latest code. If errors occur during repo initialization, try deleting the .repo directory and running the repo initialization command again.

Last, download the VersaLogic release layer and recipes for the Swordtail board:

```
$ cd sources
$ git clone git@github.com:versalogsic/meta-versalogsic -b kirkstone
```

The recipes used to build the Swordtail image come from VersaLogic, the Yocto community and NXP/Freescale. The Yocto Project layers are downloaded to the sources directory. This sets up the recipes that are used to build the project.

The VersaLogic layer provides U-boot 2022.04 and Linux ARM Kernel 5.15.32 forked from NXP's repository, and configured for the Swordtail. NPX maintains their primary repository at the time of this writing at:

<https://github.com/nxp-imx/>

# Building the Swordtail Image

# 6

This section describes the necessary steps to building a Yocto Linux image that will run on the VersaLogic Swordtail board.

## Setting up the Build Configurations

NXP provides a script (`imx-setup-release.sh`) that simplifies the build process. To use the script, the name of the target machine needs to be specified, as well as the graphical backend desired. The script sets up a build directory and pulls in necessary configuration files for the specified machine and backend.

The syntax for the `fsl-setup-release` script is shown below:

```
$ DISTRO=<distro name> MACHINE=<machine name> source imx-setup-release.sh -b <build dir>
```

Whereas

- `<distro name>` specifies the graphical backend to be built, which configures the build environment and it is stored in `meta-fsl-bsp-release/imx/meta-sdk/conf/distro`.

Here is a list of available DISTRO configurations:

- `fsl-imx-wayland` - Wayland weston graphics
- `fsl-imx-xwayland` - Wayland graphics and X11. X11 applications using EGL are not supported
- `fsl-imx-fb` - Frame Buffer graphics - no X11 or Wayland
- `<machine name>` specifies the name of the target machine. For the Swordtail, this should be `imx6swordtail`.
- `<build dir>` specifies the name of the build directory created by the `imx-setup-release.sh` script. It can be any name that the user chooses.

Below is an example of a complete command:

```
DISTRO=fsl-imx-wayland MACHINE=imx6swordtail source imx-setup-release.sh -b testbuild
```

When the script runs, it prompts the user to accept an EULA. Once the EULA is accepted, the acceptance is stored in `local.conf` inside each build directory and the EULA acceptance query will no longer be displayed for that directory. After the script completes, the working directory is changed to the one just created by the script, specified with the `-b` option. A `conf` directory is created containing the files `bblayers.conf` and `local.conf`.

Keep in mind that the environment setup created by the `imx-setup-release.sh` script needs is specific to only one terminal session at a time. If this session is closed or a new one is created, then one can restart the environment simply by using the `setup-environment` script. Run in the same directory as the script, in these instructions that is `fsl-release-bsp`:

```
$ source setup-environment <build dir>
```

## Patching the Build Configuration

The `<build dir>/conf/bblayers.conf` file contains all the metalayers used in the NXP Yocto Project release. Edit this file to tell the build process where to find the VersaLogic layer and how many CPU threads to run for the build. The number of threads depends on the CPU hardware in the host PC. Utilizing the maximum number of supported threads will minimize the length of time required to build the image.

To find out how many threads to use, first run the `lscpu` command:

```
$ sudo lscpu
Architecture:          x86_64
CPU op-mode(s):      32-bit, 64-bit
Byte Order:           Little Endian
CPU(s) :              8
...
```

There are 8 CPU cores, so the same number of 8 threads should be used. Now add the following two lines to `bblayers.conf`

```
`${BSPDIR}/sources/meta-versallogic \
BB_NUMBER_THREADS = "8"
```

The resulting file should look like this:

```
$ cat bblayers.conf
LCONF_VERSION = "7"

BBPATH = "${TOPDIR}"
BSPDIR := "${@os.path.abspath(os.path.dirname(d.getVar('FILE', True)) +
'../../..')}"

BBFILES ?= ""
BBLAYERS = " \
    `${BSPDIR}/sources/poky/meta \
    `${BSPDIR}/sources/poky/meta-poky \
    \
    `${BSPDIR}/sources/meta-openembedded/meta-oe \
    `${BSPDIR}/sources/meta-openembedded/meta-multimedia \
    `${BSPDIR}/sources/meta-openembedded/meta-python \
    \
    `${BSPDIR}/sources/meta-freescale \
    `${BSPDIR}/sources/meta-freescale-3rdparty \
    `${BSPDIR}/sources/meta-freescale-distro \
    `${BSPDIR}/sources/meta-versallogic \
"

# i.MX Yocto Project Release layers
BBLAYERS += "${BSPDIR}/sources/meta-imx/meta-bsp"
BBLAYERS += "${BSPDIR}/sources/meta-imx/meta-sdk"
BBLAYERS += "${BSPDIR}/sources/meta-imx/meta-ml"
BBLAYERS += "${BSPDIR}/sources/meta-imx/meta-v2x"
BBLAYERS += "${BSPDIR}/sources/meta-nxp-demo-experience"

BBLAYERS += "${BSPDIR}/sources/meta-browser/meta-chromium"
BBLAYERS += "${BSPDIR}/sources/meta-clang"
BBLAYERS += "${BSPDIR}/sources/meta-openembedded/meta-gnome"
BBLAYERS += "${BSPDIR}/sources/meta-openembedded/meta-networking"
BBLAYERS += "${BSPDIR}/sources/meta-openembedded/meta-fileystems"
```

```

BBLAYERS += "${BSPDIR}/sources/meta-qt6"
BBLAYERS += "${BSPDIR}/sources/meta-virtualization"
BBLAYERS += "${BSPDIR}/sources/meta-versallogic/meta-summit-radio/meta-
summit-radio"
BB_NUMBER_THREADS = "8"
PARALLEL_MAKE = "-j 8"

```

**Note:** meta-summit-radio is added for the Laird LWB Bluetooth/Wi-fi device layer recipe

## Creating the Target Image

The Yocto Project provides some images available on different layers. Poky provides some images, meta-fsl-arm and meta-fsl-demos provide others, additional image recipes are provided in the meta-fsl-bsp-release layer. The following table lists various key images, their contents, and the layers that provide the image recipes.

**Table 1. Image Details**

| Image Name           | Target                                                                                                                                                                                                                                                        | Provided by Layer |
|----------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------|
| core-image-minimal   | A small image that only allows a device to boot.                                                                                                                                                                                                              | poky              |
| core-image-base      | A console-only image that fully supports the target device hardware.                                                                                                                                                                                          | poky              |
| core-image-sato      | An image with Sato, a mobile environment and visual style for mobile devices. The image supports X11 with a Sato theme and uses Pimlico applications. It contains a terminal, an editor and a file manager.                                                   | poky              |
| lmx-image-core       | An i.MX image with i.MX test applications to be used for Wayland backends. This image is used by our daily core testing.                                                                                                                                      | meta-imx/meta-sdk |
| lmx-image-multimedia | Builds an i.MX image with a GUI without any Qt content.                                                                                                                                                                                                       | meta-imx/meta-sdk |
| lmx-image-full       | Builds an opensource Qt 6 image with Machine Learning features. These images are only supported for i.MX SoC with hardware graphics. They are not supported on the i.MX 6UltraLite, i.MX 6UltraLiteLite, i.MX 6SLL, i.MX 7Dual, i.MX 8MNanoLite, or i.MX 8DXL | meta-imx/meta-sdk |

The Yocto Project build uses the `bitbake` command to create an image. For example, `bitbake <Image Name>` builds the named image. Each image build has multiple tasks, such as fetching, configuration, compilation, packaging, and deploying to the target rootfs. The `bitbake image` build gathers all the components required by the image and build in order of the dependency per task.

The following is an example command to build an image. Depending on the development host hardware, it may take several hours to create the image. Be sure to always execute this command from the build directory:

```
$ bitbake lmx-image-multimedia
```

After the build completes, the image created resides in `<build dir>/tmp/deploy/images`.

# Deploying the Image to Swordtail

# 7

This chapter describes several different methods to deploy the image just created to the Swordtail board used to boot up the system.

## Deploying the MicroSD Card

The simplest method to deploy the image is by using a MicroSD card. The MicroSD card image (with the extension .wic) contains the Linux image and device trees, and the rootfs for a 4 GB MicroSD card. Use an internal or external SD card reader to mount the target MicroSD card to the host PC, and then flash the image onto the card with the following command:

```
$ bzcat <image name>.wic.bz2 | sudo dd of=/dev/<Device Name> bs=1M && sync
```

Here is an example of a complete command:

```
$ bzcat ./tmp/deploy/images/imx6swordtail/imx-image-multimedia-imx6swordtail.wic.bz2 | sudo dd of=/dev/sdb bs=1M && sync
```

After the image is successfully flashed onto the MicroSD card, the card can then be inserted into the Swordtail board to boot it up, as described in the Quick Start section of this guide.

## Booting from the Network

Another method to deploy the image is through the network. The Swordtail will download the kernel image and DTB file via TFTP protocol to boot up, but will mount its root file system on the host PC over the network. This method is beneficial for developing and debugging Linux applications, as it allows applications to be easily loaded and run without having to reboot the kernel each time. There are a few setup steps described in the following sections.

### Configuring the Host PC

The development host PC needs to be set up as the file server for network booting.

1. First, appropriate software packages need to be installed to support TFTP and NFS services:
2. An export directory is created to store the kernel, device tree and rootfs. These files are copied from the build directory.

```
$ sudo apt-get install xinetd tftp tftpd nfs-kernel-server  
  
$ sudo mkdir /tftpboot  
$ sudo mkdir /tftpboot/rootfs  
$ cd /tftpboot  
$ cp <image directory path>/zImage .  
$ cp <image directory path>/zImage-imx6dl-Swordtail.dtb .  
$ cd rootfs  
$ sudo tar xvf <image directory path>/fsl-image-validation-imx-imx6swordtail.tar.bz2
```

3. TFTP and NFS services need to be configured on the host PC.
  - Edit `/etc/xinetd.d/tftp` and add the following lines. If the file and/or directory do not exist, then create them first.

```
service tftp
{
protocol = udp
port = 69
socket_type = dgram
wait = yes
user = nobody
server = /usr/sbin/in.tftpd
server_args = /tftpboot
disable = no
}
```
  - Edit `/etc/exports` and add the following line:

```
/tftpboot/rootfs
*(rw, sync, no_root_squash, no_all_squash, no_subtree_check)
```
4. Restart these services so new configurations can take effect.

```
$ sudo chmod -R 777 /tftpboot
$ sudo /etc/init.d/xinetd restart
$ sudo /etc/init.d/nfs-kernel-server restart
```

### Configuring U-Boot Environmental Variables

At this point, the host PC has been set up as a TFTP and NFS server, and Swordtail can now boot. There is one more step – U-Boot needs to use the network to boot Yocto Linux. U-Boot environment variables are used to configure the Yocto Linux system running on Swordtail; follow the steps below to modify them in order to boot the Swordtail from the network:

1. Power on the Swordtail board and stop auto boot by pressing any serial console key:

Figure 4. Stopping Auto Boot

A screenshot of a terminal window titled "COM1:115200baud - Tera Term VT". The window contains the following text:

```
U-Boot 2017.03-1.0.0-versalogic+g5386b20 <Jan 02 2019 - 17:07:50 -0800>
CPU: Freescale i.MX6Q rev1.5 at 792MHz
CPU: Industrial temperature grade (-40C to 105C) at 36C
Reset cause: POR
Model: Freescale i.MX6 Quad - Versalogic Swordtail
Board: MX6-Swordtail
DRAM: 2 GiB
PMIC: PFUZE100? DEU_ID=0x10 REV_ID=0x21
MMC: FSL_SDHC: 0, FSL_SDHC: 1, FSL_SDHC: 2
SF: Detected w25q16cl with page size 256 Bytes, erase size 64 KiB, total 2 MiB
In: serial
Out: serial
Err: serial
Net:
Warning: ethernet@02188000 using MAC address from ROM
eth0: ethernet@02188000 [PRIME]
Normal Boot
Hit any key to stop autoboot: 0
=>
```

2. Now use the `printenv` command to list all variables that are currently defined:

Figure 5. Printenv

```

=> printenv
baudrate=115200
board_name=SWORDTAIL
board_rev=MX6Q
boot_fdt=try
bootcmd=run findfdt;mmc dev ${mmcdev};if mmc rescan; then if run loadbootscrip
t; then run bootscrip; else if run loadimage; then run mmcboot; else run netboo
t; fi; fi; else run netboot; fi
bootdelay=3
bootscrip=echo Running bootscrip from mmc ...; source
console=ttymxc0
dfu_alt_info=spl raw 0x400
dfu_alt_info_img=u-boot raw 0x10000
dfu_alt_info_spl=spl raw 0x400
dfuspi=dfu 0 sf 0:0:10000000:0
emmcdev=2
epdc_waveform=epdc_splash.bin
ethact=ethernet@02188000
ethaddr=00:04:bf:92:6e:1b
ethprime=eth0
fdt_addr=0x18000000
fdt_high=0xffffffff
fdtcontroladdr=8ef4fb60
findfdt=if test $fdt_file = undefined; then if test $board_name = TETRA && test
$board_rev = MX6Q; then setenv fdt_file imx6q-tetra.dtb; fi; if test $board_na
me = ZEBRA && test $board_rev = MX6DL; then setenv fdt_file imx6dl-zebra.dtb; f
i; if test $board_name = ZEBRA && test $board_rev = MX6SOLO; then setenv fdt_fi
le imx6dl-zebra.dtb; fi; if test $board_name = SWORDTAIL && test $board_rev = M
X6Q; then setenv fdt_file imx6q-swordtail.dtb; fi; if test $board_name = SWORDT
AIL && test $board_rev = MX6DL; then setenv fdt_file imx6dl-swordtail.dtb; fi;
if test $fdt_file = undefined; then echo WARNING: Could not determine dtb to us
e; fi; fi;

```

3. In order to instruct the system to boot from the network, use the following commands to update the U-Boot environment variables:

```

=> setenv serverip <Host PC IP>
=> setenv nfsroot /tftpboot/rootfs
=> setenv image zImage
=> setenv fdt_file zImage-imx6dl-Swordtail.dtb
=> setenv netargs 'setenv bootargs console=${console},${baudrate}
${smp}root=/dev/nfs ip=${ipaddr}
nfsroot=${serverip}:${nfsroot},v3,tcp'
=> saveenv

```



2. Copy the SD card image onto the root file system:

```
root@imx6swordtail:~# scp <username>@<build machine IP>:<image
directory path>/ fsl-image-validation-imx-imx6swordtail.sdcard .
```

Alternatively, the image can be copied onto a USB flash drive and then mounted on the Swordtail board.

3. Write the image to the eMMC with the following command:

```
root@imx6swordtail:~# dd if= fsl-image-validation-imx-
imx6swordtail.sdcard of=/dev/mmcblk3 bs=1M && sync
```

4. Reboot Swordtail and stop in U-Boot.
5. Enter the following commands at the U-Boot prompt to switch the boot device to the eMMC:

```
=> setenv mmcdev 1
=> setenv mmcroot /dev/mmcblk3p2 rootwait rw
=> saveenv
=> boot
```

**Note:** If the boot device needs to be switched to the SD card, use the commands below:

```
=> setenv mmcdev 0
=> setenv mmcroot /dev/mmcblk1p2 rootwait rw
=> saveenv
=> boot
```

# Creating a Simple Application

# 8

This chapter explains how to compile a simple application program and execute it on the Swordtail.

## Standalone Application

1. To create a standalone executable file, first we need to build the Yocto Toolchain before we can use it to compile any application. To do this, continue from the previous section and run the following commands in the build directory:

```
$ bitbake meta-ide-support
$ bitbake meta-toolchain
```

2. The output will be located in `tmp/deploy/sdk/`. Run the script to install the toolchain.

```
$ tmp/deploy/sdk/<Script Name>
```

Where `<Script Name>` is the name of the `.sh` file just created, for example, `fsl-imx-x11-glibc-x86_64-meta-toolchain-cortexa9hf-neon-toolchain-4.9.88-1.0.0.sh`.

3. When prompted, choose default or “Y” as response to all questions. At the end of the installation, you should see the following message:

```
SDK has been successfully set up and is ready to be used.
```

```
Each time you wish to use the SDK in a new shell session, you need to source the environment setup script e.g.
```

```
$ . /opt/fsl-imx-x11/4.9.88-1.0.0/environment-setup-cortexa9hf-neon-poky-linux-gnueabi
```

4. Follow the instruction to source the environment setup script.

```
$ . /opt/fsl-imx-x11/4.9.88-1.0.0/environment-setup-cortexa9hf-neon-poky-linux-gnueabi
```

5. Create a simple program. Here is a sample `helloworld.c` program:

```
#include <stdio.h>

int main(int argc, char **argv)
{
    printf("Hello World!\n");
    printf("Thank you for choosing VersaLogic!\n");

    return 0;
}
```

6. Compile this program:

```
$ $CC helloworld.c -o helloworld
```

- The output of this command is an executable binary file named `helloworld`. If `Swordtail` is running off the SD card, then SCP this file to the target board. For example, from the `Swordtail` login,

```
root@imx6swordtailimx6swordtail:~# scp <username>@<build machine
IP>:/home/<username>/fsl-release-bsp/helloworld .
```

If `Swordtail` is network booted, then simply copy the executable to the rootfs on the host PC:

```
$ cp helloworld /tftpboot/rootfs/
```

- Make sure the file has been copied over and run it with the following commands:

```
root@imx6swordtail:~# ls
helloworld
root@imx6swordtail:~# ./helloworld
Hello World!
Thank you for choosing VersaLogic!
```

## Adding the Application to the Image

Instead of creating an application as a standalone executable, it can be added to the Linux image. The primary benefit of including an application in the image is that it is deployed along with the OS, so there will be no need to copy it separately.

The procedure for integrating an application into the Linux image is quite different from building a standalone executable and is explained below.

- First, the necessary Yocto layer and recipe have to be created. The easiest way is to use the build-in tool `yocto-layer`. From the build directory,

```
$ cd sources/
$ yocto-layer create helloworld
Please enter the layer priority you'd like to use for the layer:
[default: 6]
Would you like to have an example recipe created? (y/n) [default:
n] y
Please enter the name you'd like to use for your example recipe:
[default: example] helloworld
Would you like to have an example bbappend file created? (y/n)
[default: n] y
Please enter the name you'd like to use for your bbappend file:
[default: example] helloworld
Please enter the version number you'd like to use for your
bbappend file (this should match the recipe you're appending to):
[default: 0.1]
New layer created in meta-helloworld.
```

Don't forget to add it to your BBLAYERS (for details see meta-helloworld/README).

Per response above, the `yocto-layer` tool sets up a complete layer and recipe directory structure called `meta-helloworld` in the sources directory for developing a new application. Please refer to Yocto documentation for detailed description of the structure. We only need to make a few modifications to build our sample application.

2. Because we agreed to have an example recipe created, the `yocto-layer` tool also copied a sample `helloworld.c` program. Edit the file `sources/meta-helloworld/recipes-example/example/helloworld-0.1/helloworld.c` as needed.
3. Follow instructions in `meta-helloworld/README`, add `meta-helloworld` to the file `conf/bblayers.conf` in the build directory. The file should now look similar to the following example:

```
$ cat conf/bblayers.conf
POKY_BBLAYERS_CONF_VERSION = "2"

BBPATH = "${TOPDIR}"
BSPDIR := "${@os.path.abspath(os.path.dirname(d.getVar('FILE',
True)) + '/../..')}"

BBFILES ?= ""
BBLAYERS = " \
    ${BSPDIR}/sources/poky/meta \
    ${BSPDIR}/sources/poky/meta-poky \
    \
    ${BSPDIR}/sources/meta-openembedded/meta-oe \
    ${BSPDIR}/sources/meta-openembedded/meta-multimedia \
    \
    ${BSPDIR}/sources/meta-fsl-arm \
    ${BSPDIR}/sources/meta-fsl-arm-extra \
    ${BSPDIR}/sources/meta-fsl-demos \
    ${BSPDIR}/sources/meta-versallogic \
    ${BSPDIR}/sources/meta-helloworld \
"
##Freescale Yocto Project Release layer
BBLAYERS += " ${BSPDIR}/sources/meta-fsl-bsp-release/imx/meta-bsp
"
BBLAYERS += " ${BSPDIR}/sources/meta-fsl-bsp-release/imx/meta-sdk
"
BBLAYERS += " ${BSPDIR}/sources/meta-browser "
BBLAYERS += " ${BSPDIR}/sources/meta-openembedded/meta-gnome "
```

```

BBLAYERS += " ${BSPDIR}/sources/meta-openembedded/meta-networking
"
BBLAYERS += " ${BSPDIR}/sources/meta-openembedded/meta-python "
BBLAYERS += " ${BSPDIR}/sources/meta-openembedded/meta-filessystems
"
BBLAYERS += " ${BSPDIR}/sources/meta-qt5 "
BB_NUMBER_THREADS = "8"

```

4. We also need to tell bitbake to include `helloworld` in the new Linux image by modifying `conf/local.conf` to include the line highlighted.

```

MACHINE ??= 'imx6swordtail'
DISTRO ?= 'fsl-imx-x11'
PACKAGE_CLASSES ?= "package_rpm"
EXTRA_IMAGE_FEATURES ?= "debug-tweaks"
USER_CLASSES ?= "buildstats image-mklibs"
PATCHRESOLVE = "noop"
BB_DISKMON_DIRS = "\
    STOPTASKS,${TMPDIR},1G,100K \
    STOPTASKS,${DL_DIR},1G,100K \
    STOPTASKS,${SSTATE_DIR},1G,100K \
    STOPTASKS,/tmp,100M,100K \
    ABORT,${TMPDIR},100M,1K \
    ABORT,${DL_DIR},100M,1K \
    ABORT,${SSTATE_DIR},100M,1K \
    ABORT,/tmp,10M,1K"
PACKAGECONFIG_append_pn-qemu-native = " sdl"
PACKAGECONFIG_append_pn-nativesdk-qemu = " sdl"
CONF_VERSION = "1"
IMAGE_INSTALL_append = "helloworld"

```

```

DL_DIR ?= "${BSPDIR}/downloads/"
ACCEPT_FSL_EULA = "1"

```

5. Now it is time to build the Linux image again.
- ```
$ bitbake fsl-image-validation-imx
```

Once the new image is built, deploy it to the Swordtail using one of the methods already discussed. On the Swordtail, run the application by typing the name of the executable.

```

root@imx6swordtail:~# helloworld
Hello World!
Thank you for choosing VersaLogic!

```

# Customizing the Image

# 9

This chapter provides an overview on how to customize the Yocto Linux image to suit the user's particular needs. These tasks require advanced Linux knowledge therefore are included only as reference.

## Adding or Removing Packages

In the previous section, we have already discussed how to add a new application to the image. Now let us look at another example by adding the Firefox browser to the Linux image.

1. In the build directory, edit the `conf/local.conf` file again to add the following line:

```
CORE_IMAGE_EXTRA_INSTALL += "firefox"
```

2. In the source code directory, edit the file `sources/meta-browser/recipes-mozilla/firefox/firefox_38.8.0esr.bb` and comment out the last line if it exists:

```
#PNBLACKLIST[firefox] ?= "BROKEN: fails to build with gcc-6"
```

3. Now rebuild the Linux image with Firefox.

```
$ bitbake fsl-image-validation-imx
```

After the build completes, deploy the new image to Swordtail. Once the system boots up, an icon for the Firefox browser should appear in the Applications screen, on the X11 desktop displayed on the monitor.

Figure 7. Firefox Icon



**Note:** The new packages defined in `local.conf` will be added to all subsequent builds of the Linux image. If any of them is no longer needed, simply remove it from `local.conf`.

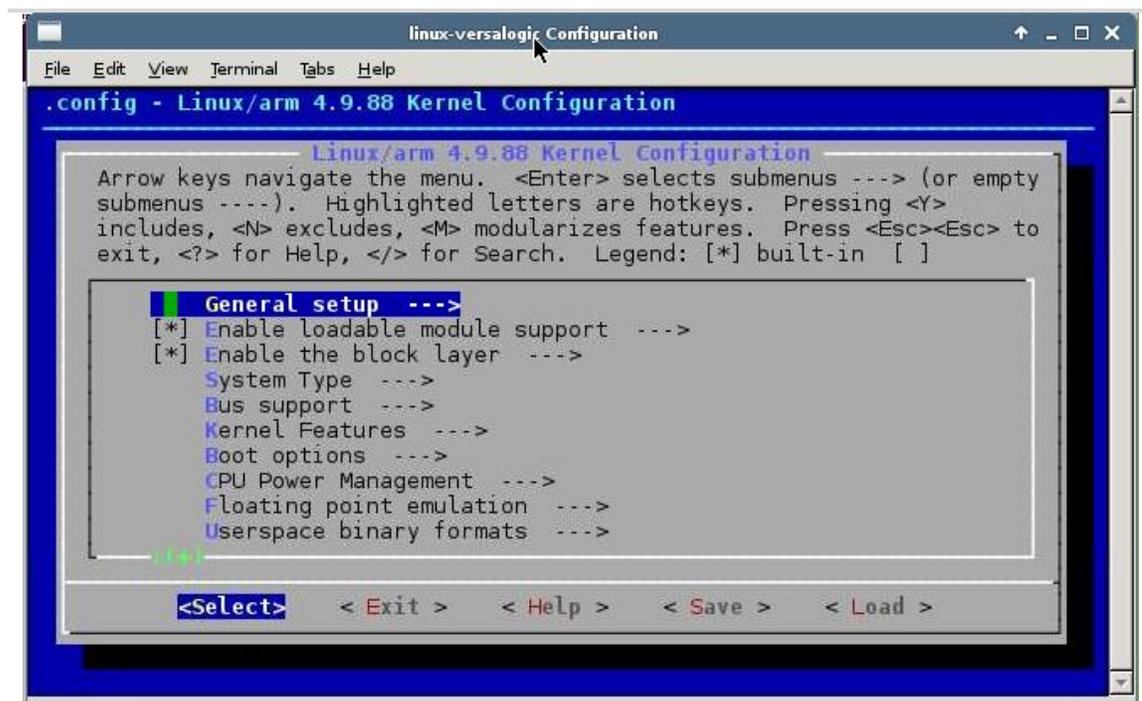
## Modifying Linux Kernel Configuration

Modifying the kernel configuration requires an in-depth understanding of the Linux kernel, which is beyond the scope of this guide. However, as an introduction, here is an example of how to add a device driver to the Linux kernel.

1. In the build directory, use the following command to bring up the Kernel Configuration GUI:

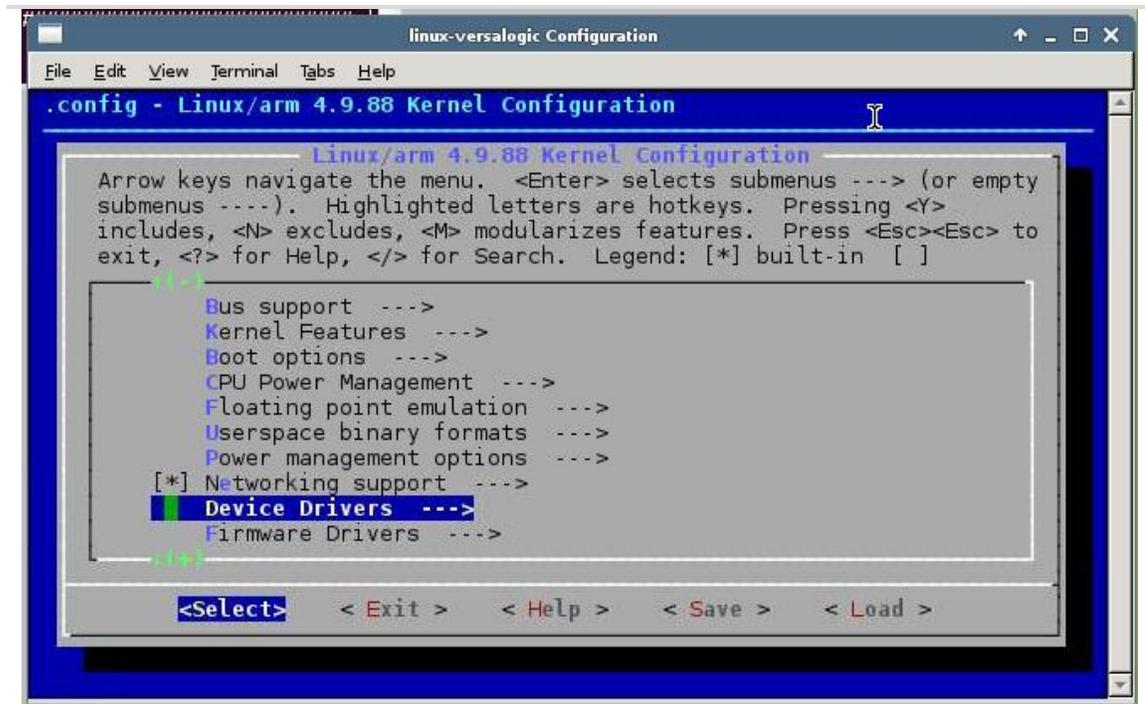
```
$ bitbake -c menuconfig linux-versalogic
```

Figure 8. Kernel Configuration GUI



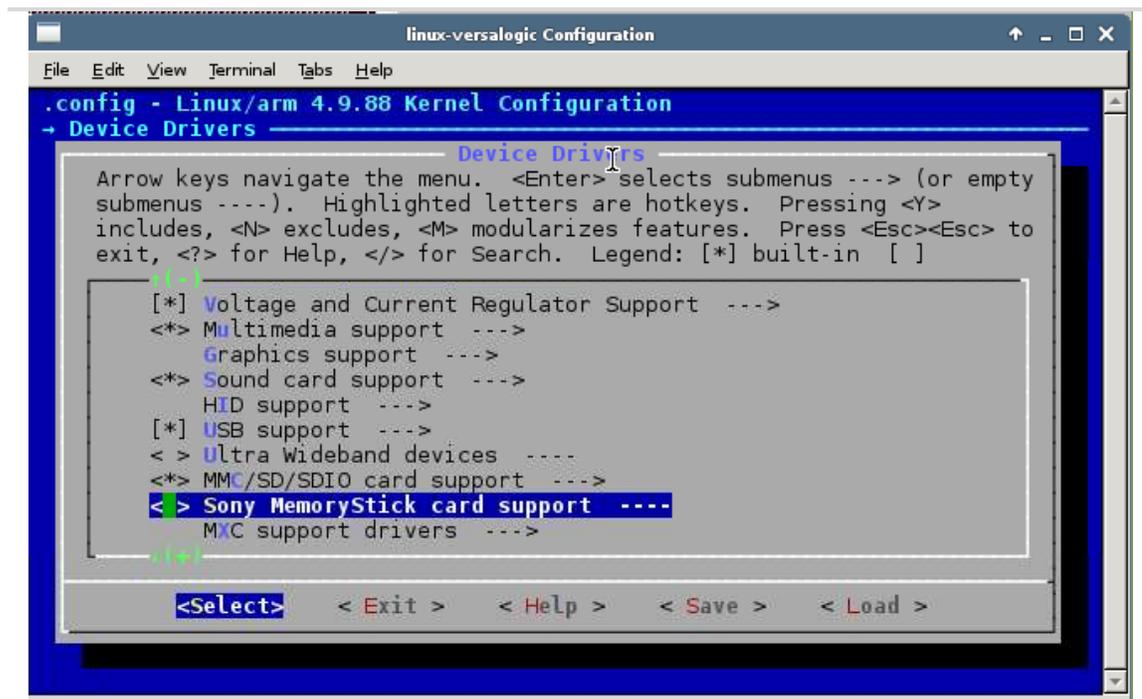
2. Look for “Device Drivers” in the list

Figure 9. Device Drivers



3. Press <Return> to enter the Device Drivers submenu and find “Sony MemoryStick card support.” Highlight the item and type “y”. Now an “\*” is shown to indicate support will be included in the kernel.

Figure 10. Sony MemoryStick



4. Before saving the new kernel configuration, it is advisable to save a copy of the current working configuration in case the new configuration does not work.

```
$ cd <build directory> / tmp/work/imx6swordtail-poky-linux-gnueabi/linux-versallogic/4.9.88-r0/build
```

```
$ cp .config .config.save
```

5. At the bottom of the Kernel Configuration GUI, use the arrow keys to highlight <Save> and press <Return> to save the new kernel configuration, then <Exit> the GUI.

6. Rebuild the Linux kernel with the following command:

```
$ bitbake -c compile linux-versallogic -f; bitbake -c deploy linux-versallogic
```

7. If needed, rebuild the SD card image as discussed previously. The new image will now include support for the Sony MemoryStick.

```
$ bitbake fsl-image-validation-imx
```

## Updating U-Boot

VersaLogic has customized U-boot to specifically support the Swordtail board. During the manufacturing process, this customized version is burned onto the SPI flash, which is the default U-boot device. The user can further customize U-boot behavior using the environmental variables, as described in the previous sections. If the user needs any particular customization beyond these, then please contact VersaLogic for support.

Just for information purpose, the U-Boot images for DualLite and Quad Swordtail boards are different in order to support the different RAM installed on these boards. A Swordtail board will have the appropriate version burned onto the SPI flash during manufacturing. In case the user wants to rebuild the U-Boot image, the correct version can be selected by editing the file `sources/meta-versallogic/conf/machine/imx6swordtail.conf` and comment out the board version that is not used.

For example, to build a DualLite image, the file should look like this:

```
...
# Change these value to build either a dual lite or a quad
# mx6dlswordtail is default. mx6qswordtail is for quad

UBOOT_CONFIG ??= "spinor"

UBOOT_CONFIG[spinor] = "mx6dlswordtail_config"
UBOOT_CONFIG[sd] = "mx6dlswordtail_config,sdcard"
UBOOT_CONFIG[sata] = "mx6dlswordtail_sata_config"
UBOOT_CONFIG[mfgtool] = "mx6dlswordtail_config"

#UBOOT_CONFIG[spinor] = "mx6qswordtail_config"
#UBOOT_CONFIG[sd] = "mx6qswordtail_config,sdcard"
#UBOOT_CONFIG[sata] = "mx6qswordtail_sata_config"
#UBOOT_CONFIG[mfgtool] = "mx6qswordtail_config"

SERIAL_CONSOLE = "115200 ttymxc0"
```

If a newer version of U-boot is available, then the Swordtail can be updated following these steps:

1. Copy the new U-boot file to a TFTP server. For example, copy the file to `/tftpboot` on the host PC
2. Power on Swordtail and stop U-boot auto boot. Execute the following commands to update it:

```
=> dhcp
=> setenv serverip <Host PC IP>
=> tftp 0x10800000 <U-boot file name>
=> sf probe
=> sf erase 0 0xc0000
=> sf write 10800000 0x400 $filesize
```
3. Reboot the Swordtail and verify that the U-boot version number has been updated.

There is also an alternative method to update U-boot.

1. Boot the Swordtail using one of the methods described in the previous sections, MicroSD or network boot.
2. Copy the new U-boot file to the Swordtail.

```
root@imx6swordtail:~# scp <username>@<Host PC IP>:<image directory
path>/<U-boot file name> .
```

Alternatively, the file can be copied onto a USB flash drive and then mounted on the Swordtail board.

3. Determine the device name for the SPI flash.

```
root@imx6swordtail:~# mtdinfo -a
Count of MTD devices:          1
Present MTD devices:          mtd0
Sysfs interface supported:     yes
mtd0
Name:                          spi0.0
Type:                          nor
Eraseblock size:               4096 bytes, 4.0 KiB
Amount of eraseblocks:        512 (2097152 bytes, 2.0 MiB)
Minimum input/output unit size: 1 byte
Sub-page size:                 1 byte
Character device major/minor:  90:2
Bad blocks are allowed:        false
Device is writable:            true
```

4. Erase the SPI flash.

```
root@imx6swordtail:~# flash_erase /dev/mtd0 0 0
Erasing 4 Kibyte @ 1ff000 -- 100 % complete
```

5. Write the new U-boot file to the SPI flash.

```
root@imx6swordtail:~# dd if=<U-boot file name> of=/dev/mtd0 bs=1k
seek=1
439+0 records in
439+0 records out
449536 bytes (450 kB, 439 KiB) copied, 1.41179 s, 318 kB/s
```

6. Reboot the Swordtail and verify that the U-boot version number has been updated.

## Building Kernel 5.4.3 with Yocto's Zeus Release

VersaLogic has uploaded the most recent (as of this writing) stable kernel from the Yocto Project and NXP to our github page. This latest build has been tested with Ubuntu 18.04 only. The steps are the same as outlined in the preceding chapters “Setting up the Development Host” and “Building the Tetra Image” but with some minor changes as follows:

Host packages to be installed:

```
$ sudo apt install gawk wget git-core diffstat unzip texinfo
gcc-multilib \
build-essential chrpath socat cpio python3 python3-pip
python3-pexpect \
xz-utils debianutils iputils-ping python3-git python3-jinja2
libegl1-mesa libsdl1.2-dev \
pylint3 xterm device-tree-compiler
```

Local repository initialization for Zeus and kernel 5.4.3:

```
$ repo init -u https://source.codeaurora.org/external/imx/imx-manifest -b
imx-linux-zeus -m imx-5.4.3-1.0.0.xml
$ repo sync
```

Clone VersaLogic's Yocto Layer to sources directory created from NXP's manifest:

```
$ git clone git://github.com/versalogic/meta-versalogic.git
-b zeus
```

Previously the images built would utilize the Sato GUI (Matchbox) but this has been removed from the demo images and now will default to Weston-Wayland. Newest demo images are:

```
imx-image-core - core image with basic graphics and no
multimedia
imx-image-multimedia - image with multimedia and graphics
imx-image-full - image with multimedia and machine learning
and Qt
```

Finally, there is a known error when bitbake is building the .wic image relating to where it will pull the Device Tree from for the Embedded Linux image it is creating. This can be manually patched from old to new in <builddir>/sources/meta-freescale/conf/machine/include/imx-base.inc :

```
:::OLD:::
IMAGE_BOOT_FILES ?= " \
    ${KERNEL_IMAGETYPE} \
    ${@make_dtb_boot_files(d)} \
    ${@bb.utils.contains('MACHINE_FEATURES', 'optee',
'${OPTEE_BOOT_IMAGE}', '', d)} \
"

:::NEW:::
IMAGE_BOOT_FILES ?= " \
    ${KERNEL_IMAGETYPE} \
    ${KERNEL_DEVICETREE} \
"
```

Reference patch

<https://www.yoctoproject.org/pipermail/meta-freescale/2018-July/022917.html>

## Wi-Fi

The Swordtail includes the Laird Sterling-LWB Wi-Fi adapter for wireless connectivity. The SD card image includes the drivers needed to use the Wi-Fi adapter. There are some recipes that need to be added when building a fresh image to support this adapter, a driver package and a utilities package. To accomplish this, add the following lines to your local.conf:

```
IMAGE_INSTALL:append = " lwb-fcc-firmware kernel-module-lwb-backports-summit sterling-suplicant-lwb python3 python3-pip brcm-patchram-plus bluez5"
```

```
PREFERRED_RPROVIDER_wpa-suplicant = "sterling-suplicant-lwb"
```

```
PREFERRED_RPROVIDER_wpa-suplicant-cli = "sterling-suplicant-lwb"
```

```
PREFERRED_RPROVIDER_wpa-suplicant-passphrase = "sterling-suplicant-lwb"
```

Below are instructions on how to bring up the Wi-Fi interface and connect to a wireless access point.

When the SD Card image is initially booted, the Wi-Fi is not yet connected to a network.

```
root@imx6swordtail:~# iw wlan0 link
Not connected.
```

To connect your device to a network, follow these steps:

1. Define the settings for connecting to the network. The wpa\_supplicant program manages the act of connecting to networks and its settings are contained in the `/etc/wpa_supplicant.conf` file. Edit this file.

```
root@imx6swordtail:~# cat /etc/wpa_supplicant.conf
```

2. The file should have similar contents:

```
ctrl_interface=/var/run/wpa_supplicant
ctrl_interface_group=0
update_config=1
```

```
network={
    key_mgmt=NONE
}
```

3. To add an SSID (Wi-fi network name) and accompanying password if needed:

```
root@imx6swordtail:~# wpa_passphrase VLTEST >
/etc/wpa_supplicant.conf
# reading passphrase from stdin
```

<type in password and press enter>

4. Wpa\_passphrase will populate the SSID, passphrase, and public key in the wpa\_supplicant.conf file.
5. Verify that your wireless router is on and ready. Its DHCP server should be enabled.
6. Start wpa\_supplicant as a process (Check syslog for additional messages):

```
root@imx6swordtail:~# wpa_supplicant -i wlan0 -c
/etc/wpa_supplicant.conf -B
Successfully initialized wpa_supplicant
rfkill: Cannot open RFKILL control device
IPv6: ADDRCONF(NETDEV_UP): wlan0: link is not ready
IPv6: ADDRCONF(NETDEV_CHANGE): wlan0: link becomes ready
  a. Note: in later builds it may be necessary to unblock with
    rfkill.
    root@imx6swordtail:~# wpa_supplicant -B -i wlan0 -c
    /etc/wpa_supplicant.conf
    Successfully initialized wpa_supplicant
    rfkill: WLAN soft blocked
    nl80211: kernel reports: Registration to specific type not
    supported
    rfkill: WLAN soft blocked
    root@imx6swordtail:~# rfkill unblock all
    IPv6: ADDRCONF(NETDEV_CHANGE): wlan0: link becomes ready
```

The status of wlan0's link now shows that wlan0 is connected to the VLTEST network.

```
root@imx6swordtail:~# iw wlan0 link
Connected to 00:18:e7:f9:ba:02 (on wlan0)
  SSID: VLTEST
  freq: 2432
  RX: 276 bytes (2 packets)
  TX: 3958 bytes (22 packets)
  signal: -40 dBm
  tx bitrate: 24.0 MBit/s

  bss flags: short-preamble short-slot-time
  dtim period: 1
```

## Configure Internet Protocol

Although your device is connected at the Wi-Fi level, it is not yet configured at the Internet Protocol networking level. It has no IP address and has no useful IP routes.

1. If connected to a network with a DHCP server, start your DHCP client to request your IP address and routing configuration from the network's DHCP server

```
root@imx6swordtail:~# udhcpc -i wlan0 -n -q
udhcpc (v1.24.1) started
Sending discover...
Sending select for 192.168.0.198...
Lease of 192.168.0.198 obtained, lease time 86400
/etc/udhcpc.d/50default: Adding DNS 192.168.0.1
```

2. Your wlan0 now has an IP address and will now communicate like other network interfaces.

## Bluetooth

The Swordtail board includes Bluetooth support provided by the Laird Sterling-LWB adapter. Below are steps to bring up the Bluetooth interface.

Notice that no Bluetooth interfaces are enumerated.

```
root@imx6swordtail:~# hciconfig
root@imx6swordtail:~#
```

The board's third UART, which connects the host processor to the LWB's Bluetooth subsystem, has so far transmitted 0 bytes and received 0 bytes.

```
root@imx6swordtail:~# cat /proc/tty/driver/IMX-uart
serinfo:1.0 driver revision:
0: uart:IMX mmio:0x02020000 irq:27 tx:287536 rx:1468
RTS|CTS|DTR|DSR|CD
1: uart:IMX mmio:0x021E8000 irq:71 tx:0 rx:0 DSR|CD|RI
2: uart:IMX mmio:0x021EC000 irq:72 tx:0 rx:0 DSR|CD|RI
```

Use the `brcm_patchram_plus` utility to load the LWB Bluetooth subsystem with its firmware image and initialize the host's Bluetooth stack.

```
root@imx6swordtail:~# brcm_patchram_plus -d \
--patchram /lib/firmware/brcm/4343w.hcd \
--enable_hci --no2bytes --tosleep 1000 \
/dev/ttymx2 &
```

This command returns a lot of output:

```
[...lots of hex dump scrolls past...]
```

```
received 7
04 0e 04 01 4e fc 00
writing
01 03 0c 00
writing
01 03 0c 00
received 7
04 0e 04 01 03 0c 00
```

**Note:** The arguments to `brcm_patchram_plus` reference the `*.hcd` (examples `4343w.hcd` or `BCM43430A1.hcd`) firmware file and `/dev/ttymx2`. `/dev/ttymx2` is the device file for the board's UART that we wired to the LWB's Bluetooth subsystem. Observe that Bluetooth interface `hci0` is now enumerated and that the associated UART has been transmitting and receiving bytes. Also notice that the Bluetooth device has MAC address starting with `00:25:CA`.

```
root@imx6swordtail:~# hciconfig
hci0:  Type: Primary  Bus: UART
      BD Address: 00:25:CA:33:51:46  ACL MTU: 1021:8  SCO MTU: 64:1
      DOWN
      RX bytes:668 acl:0 sco:0 events:34 errors:0
      TX bytes:423 acl:0 sco:0 commands:34 errors:0
```

Bring up the Bluetooth Interface:

```
root@imx6swordtail:~# hciconfig hci0 up
```

Use `hcitool` to scan for nearby visible Bluetooth devices. Ensure that you have another Bluetooth device nearby, powered on, and configured to be visible to other devices, then run the following command.

```
root@imx6swordtail:~# hcitool scan
Scanning ...
94:65:9C:A2:12:B8      n/a
04:76:6E:71:86:FF    Alice
00:17:23:E0:41:E9    Bob
00:16:A4:07:9F:6E    Charlie
```

Ping one of your remote devices.

```
root@imx6swordtail:~# l2ping -c 3 00:17:23:E0:41:E9
Ping: 00:17:23:E0:41:E9 from 00:25:CA:07:0C:D6 (data size 44) ...
44 bytes from 00:17:23:E0:41:E9 id 0 time 70.79ms
44 bytes from 00:17:23:E0:41:E9 id 1 time 41.90ms
```

```
44 bytes from 00:17:23:E0:41:E9 id 2 time 32.08ms
3 sent, 3 received, 0% loss
```

After verifying a connection, there are various methods to connect with the device such as Bluez. The communication methods depend on the type of Bluetooth device being connected.

## Cellular Data

The Swordtail contains a socket for use with compatible cellular devices such as the Nimbelink Skywire LTE CAT-M1 Modem. The connection to the modem is over UART. The UART used is ttymxc1 in the SD card Linux image. Refer to the documentation that is supplied with the modem being used.

## Video Output Selection

Video output is directed to the HDMI port by default, as the result of the default U-boot environment variable setting. For example, here is the default setting for booting from SD card:

```
=> printenv mmcargs
mmcargs=setenv bootargs console=${console},${baudrate} ${smp}
video=mxcfb0:dev=hdmi,1920x1080M@60,if=RGB24 root=${mmcrout}
```

To redirect video output to the LVDS port, stop U-boot auto boot, then make the following change:

```
=> setenv mmcargs 'setenv bootargs console=${console},${baudrate} ${smp}
video=mxcfb0:dev=ldb,1024x768@60,if=RGB666 root=${mmcrout}'
=> saveenv
```

For booting from other devices such as network, it would be necessary to modify the U-boot environment variable appropriate to the boot device type.

## LVDS Panel Backlight

Swordtail also supports LVDS panels with backlight. There are 7 brightness levels for the backlight, with level 7 being the brightest and level 0 being off. The current level exists in a system file and can be checked and adjusted according to the example below.

Enter the following commands in a terminal window:

```
sh-4.3# cat /sys/class/backlight/backlight/brightness
7
sh-4.3# echo 3 > /sys/class/backlight/backlight/brightness
sh-4.3# cat /sys/class/backlight/backlight/brightness
3
```

As the result, the brightness of the LVDS panel should now be dimmer.

## CAN Network

There is one CAN port on the Swordtail, which can be used to connect to other CAN capable devices. The CAN network device driver interface provides a generic interface to setup, configure and monitor CAN network devices.

To list the CAN interface, execute the `ifconfig` command in a terminal window:

```
sh-4.3# ifconfig -a
can0      Link encap:UNSPEC  HWaddr 00-00-00-00-00-00-00-00-00-00-
00-00-00-00-00-00
          NOARP  MTU:16  Metric:1
          RX packets:0 errors:0 dropped:0 overruns:0 frame:0
          TX packets:0 errors:0 dropped:0 overruns:0 carrier:0
          collisions:0 txqueuelen:10
          RX bytes:0 (0.0 B)  TX bytes:0 (0.0 B)
          Interrupt:32
```

The user is able to configure the CAN interface, like setting the bit-timing parameters, using the command "ip." A CAN network device is started or stopped with the command "ifconfig canX up/down" or "ip link set canX up/down." Be sure to define proper bit timing parameters for real CAN devices before starting it to avoid error-prone default settings. The following example is a test scenario illustrating the use of these commands.

1. Connect the CAN port to another system with a CAN interface.
2. Execute the following commands in a terminal to configure the `can0` interface:

```
sh-4.3# ip link set can0 up type can bitrate 125000
```

3. `ifconfig` command should now show that the CAN interface is up:

```
sh-4.3# ifconfig -a
can0      Link encap:UNSPEC  HWaddr 00-00-00-00-00-00-00-00-00-00-
00-00-00-00-00-00
          UP RUNNING NOARP  MTU:16  Metric:1
          RX packets:0 errors:0 dropped:0 overruns:0 frame:0
          TX packets:0 errors:0 dropped:0 overruns:0 carrier:0
          collisions:0 txqueuelen:10
          RX bytes:0 (0.0 B)  TX bytes:0 (0.0 B)
          Interrupt:32
```

4. In a terminal, run `cansend` on `can0` to send a CAN message:

```
sh-4.3# cansend can0 123#DEADBEEF
```

5. On the other system, verify the `candump` program sees the message that was sent:

```
can1 123 [4] DE AD BE EF
```

## I<sup>2</sup>C Commands

Here are a few I<sup>2</sup>C commands that may come in handy:

1. Verify that 2 I<sup>2</sup>C buses are seen:

```
sh-4.3# i2cdetect -l
i2c-1  i2c          21a4000.i2c      I2C adapter
i2c-2  i2c          21a8000.i2c      I2C adapter
```

2. For each bus (0,1,2), scan the bus for device with the command `i2cdetect -y <bus>`

```
sh-4.3# i2cdetect -y 2
   0  1  2  3  4  5  6  7  8  9  a  b  c  d  e  f
00:  --  --  --  --  --  --  UU  --  --  --  --  --  --  --
```

```

10: -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
20: -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
30: -- -- -- -- -- -- -- 37 -- -- 3a -- -- -- -- -- --
40: -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
50: UU -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
60: -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
70: -- -- -- -- -- -- -- -- -- --

```

### 3. Use the `i2cdump` command to dump device registers:

```

sh-4.3# i2cdump -y 2 0x30
No size specified (using byte-data access)
  0  1  2  3  4  5  6  7  8  9  a  b  c  d  e  f    0123456789abcdef
00: 00 01 02 03 04 05 06 07 08 09 0a 0b 0c 0d 0e 0f    .????????????????
10: 10 11 12 13 14 15 16 17 18 19 1a 1b 1c 1d 1e 1f    ??????????????????
20: 20 21 22 23 24 25 26 27 28 29 2a 2b 2c 2d 2e 2f    !"#$%&'()*+,-./
30: 30 31 32 33 34 35 36 37 38 39 3a 3b 3c 3d 3e 3f    0123456789:;<=>?
40: 40 41 42 43 44 45 46 47 48 49 4a 4b 4c 4d 4e 4f    @ABCDEFGHIJKLMNO
50: 50 51 52 53 54 55 56 57 58 59 5a 5b 5c 5d 5e 5f    PQRSTUVWXYZ[\]^_
60: 60 61 62 63 64 65 66 67 68 69 6a 6b 6c 6d 6e 6f    `abcdefghijklmno
70: 70 71 72 73 74 75 76 77 78 79 7a 7b 7c 7d 7e 7f    pqrstuvwxyz{|}~?
80: 80 81 82 83 84 85 86 87 88 89 8a 8b 8c 8d 8e 8f    ??????????????????
90: 90 91 92 93 94 95 96 97 98 99 9a 9b 9c 9d 9e 9f    ??????????????????
a0: a0 a1 a2 a3 a4 a5 a6 a7 a8 a9 aa ab ac ad ae af    ??????????????????
b0: b0 b1 b2 b3 b4 b5 b6 b7 b8 b9 ba bb bc bd be bf    ??????????????????
c0: c0 c1 c2 c3 c4 c5 c6 c7 c8 c9 ca cb cc cd ce cf    ??????????????????
d0: d0 d1 d2 d3 d4 d5 d6 d7 d8 d9 da db dc dd de df    ??????????????????
e0: e0 e1 e2 e3 e4 e5 e6 e7 e8 e9 ea eb ec ed ee ef    ??????????????????
f0: f0 f1 f2 f3 f4 f5 f6 f7 f8 f9 fa fb fc fd fe ff    ??????????????????

```

## GPIO

The following are some helpful notes on the use of J13 – User IO or General Purpose IO (GPIO):

- Prior to using a pin, make sure its GPIO number has been exported to the `/sys/class/gpio/export` file.
- The IO direction for a pin is set in the `/sys/class/gpio/gpio#/direction` file. Only valid values are “in” or “out.”
- Once the direction is set, you can only write to an “out” channel, i.e. `/sys/class/gpio/gpio#/value`. Writing to an “in” channel returns an error.
- You can only read the value of an “in” channel. Reading the value of an “out” channel always returns 0, but does not return any error.
- More information can be found at <https://www.kernel.org/doc/Documentation/gpio/sysfs.txt>
- Some of the GPIO pins can be repurposed as PWM pins in software. Contact VersaLogic for details.

**Table 2. GPIO Pinouts**

| <b>Pin</b> | <b>Sysfs</b> |
|------------|--------------|
| GPIO1      | gpio18       |
| GPIO2      | gpio16       |
| GPIO3      | gpio17       |
| GPIO4      | gpio19       |
| GPIO5      | gpio20       |
| GPIO6      | gpio127      |
| GPIO7      | gpio126      |
| GPIO8      | gpio125      |
| GPIO9      | Gpio35       |

- The Yocto Project is an open-source collaboration focused on embedded Linux OS development. For more information regarding the Yocto Project, see the Yocto Project homepage: [www.yoctoproject.org/](http://www.yoctoproject.org/).
- There are several documents on the Yocto Project homepage that describe in detail how to use the system. The basic Yocto Project, without the Freescale release layer, can be used by following the instructions in the Yocto Project Quick Start found at <http://www.yoctoproject.org/docs/current/yocto-project-qs/yocto-project-qs.html>
- The Freescale Yocto Project main page can be found at <https://community.nxp.com/docs/DOC-1616>
- Information on the NXP i.MX6 ARM Cortex-A9 Quad processor is available at <https://www.nxp.com/products/microcontrollers-and-processors/arm-based-processors-and-mcus/i.mx-applications-processors/i.mx-6-processors/i.mx-6quad-processors-high-performance-3d-graphics-hd-video-arm-cortex-a9-core:i.MX6Q>
- Information on the NXP i.MX6 ARM Cortex-A9 DualLite processor is available at <https://www.nxp.com/products/processors-and-microcontrollers/arm-based-processors-and-mcus/i.mx-applications-processors/i.mx-6-processors/i.mx-6duallite-processors-dual-core-3d-graphics-hd-video-arm-cortex-a9-core:i.MX6DL>
- NXP support page for Embedded Linux for i.MX Applications Processors: <https://www.nxp.com/support/developer-resources/software-development-tools/i.mx-developer-resources/embedded-linux-for-i.mx-applications-processors:IMXLINUX>
- Ubuntu 14.04 can be downloaded from <https://www.ubuntu.com/download/alternative-downloads>

# Known Issues

---

- At high temperatures, the thermal sensor sometimes cannot be read, resulting in the loss of thermal protection. The following command was found to allow completion of our verification testing.

```
echo enabled > /sys/class/thermal/thermal_zone0/mode
```

- The Ethernet controller and UFD intermittently do not show up during power cycle test.

This event is caused by systemd being used for initialization instead of the sysvinit method used in the previous Yocto versions. A new image can be built (fsl-image-validation-imx-imx6swordtail-20180406200450.rootfs.sdcard) which has systemd disabled. In order to disable systemd, edit a file in the NXP BSP (sources/meta-fsl-bsp-release/imx/meta-sdk/conf/distro/include/fsl-imx-preferred-env.inc) and comment out the following:

```
#VIRTUAL-RUNTIME_init_manager = "systemd"  
#PREFERRED_PROVIDER_udev = "systemd"  
#PREFERRED_PROVIDER_udev-utils = "systemd"  
#DISTRO_FEATURES_BACKFILL_CONSIDERED = "sysvinit"  
#IMX_DEFAULT_DISTRO_FEATURES += "systemd"
```