Build Overview

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This page presents a high level overview and instructions for building the various components of the OCAP Reference Implementation as well as supporting tools, which include:

- PC Platform Emulator
- OCAP Stack
- Common Source
- ATE Emulator
- TWB SDK

You should always compile changes to the RI Platform before compiling changes to the OCAP stack.

Build Environment Summary

More detailed instructions on how to set up your complete build environment can be found at RI Build Environment.

From a build perspective the key environment variables to understand are

- PLATFORMROOT: directory from which to perform platform build commands
    - Subversion: https://community.cablelabs.com/svn/OCAPRI/trunk/ri/RI_Platform
- OCAPROOT: directory from which to perform stack build commands
    - Subversion: https://community.cablelabs.com/svn/OCAPRI/trunk/ri/RI_Stack
- RICOMMONROOT: must be defined correctly ri to execute.
    - Subversion: https://community.cablelabs.com/svn/OCAPRI/trunk/common
- PLATFORMTC: extension from $PLATFORMROOT/target (such as Win32/debug)
- PLATFORMHOST: either "Linux" or "Win32-Cygwin" (child dir of $PLATFORMROOT/hostconfig)

Building the Various RI Components

Platform Build

- cd $PLATFORMROOT
- make clean purge build
    - does not give success response, last line says "make[1]: Leaving directory '/cygdrive/.../RI_Platform/launcher'

For more details about platform make targets see $PLATFORMROOT/Makefile.

OCAP Stack Build

- cd $OCAPROOT
- ant clean purge build

TWB SDK

See Building a bundled SDK and RI Installer.

ATE Emulator (a.k.a. atelite)

See ATE Emulator (Automated Test Environment).