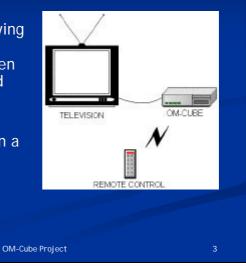


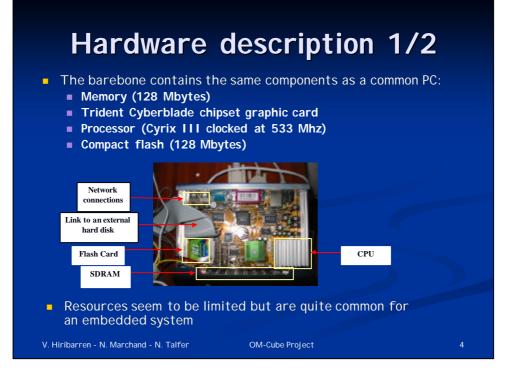
### **Project Overview**

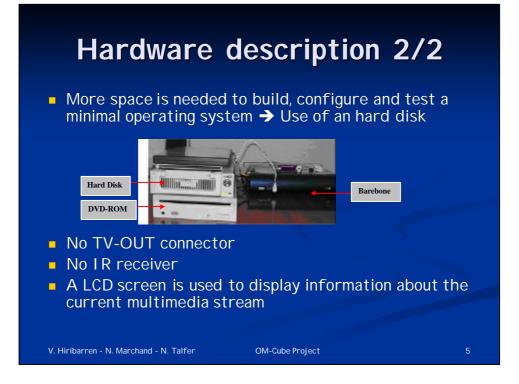
 Project aim: building an embedded multimedia machine displaying multimedia streams (DVD, MP3, JPEG...) on a TV screen with IR remote control and LCD display

 Embedded system based on a minimal GNU/Linux distribution and an open source multimedia player

V. Hiribarren - N. Marchand - N. Talfer







### Building a minimal GNU/Linux OS

- Main components of the minimal OS:
  - a bootloader (LILO)
  - a 2.4 Linux kernel recompiled and patched
  - a C library (glibc or µClibc)
  - system utilities (init, busybox...) and libraries (Idd command is helpful!)
- Building process:
  - Create a temporary directory with current Linux directories (boot, bin, sbin, usr, lib...) and filling it with the needed files
  - Transfer the distribution on the CF card in an ext3 partition
  - Install the bootloader on the CF card
  - Boot on the CF card

# A distribution generator

#### Features

- Allows easy choosing and testing of different software configurations
- Set of main script files and tiny scripts linked to each package

#### Process

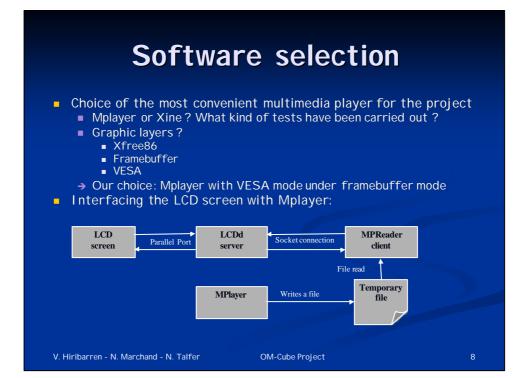
- Uses a compilation scenario to choose which programs are included
- Checks some software configuration changes to compile only what is necessary
- Decompresses the tarballs if needed
- The tiny scripts configure and compile the packages
- Fills the destination file system with the useful files

### Conclusion

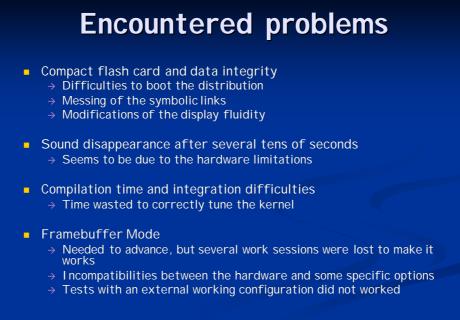
- Painful to create, all packages are to be carefully studied
- A first version works, but it had not be used

V. Hiribarren - N. Marchand - N. Talfer

OM-Cube Project







OM-Cube Project

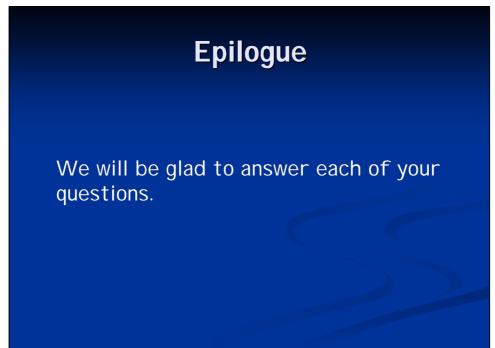
# Conclusion

- The project keeps taking shape
- A first working distribution has been created
- We were slow down because of limited ressources and a specific hardware
- An infrared control, a TV output and a file navigator are lacking
- A more efficient hardware is needed to continue
- The project is not entirely completed, but it was a very profitable experience:
  - Playing with source compilation
  - Creation of a Linux distribution
  - Adapting to the hardware
  - Driving of a LCD screen
  - Modification of existing source code

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