



Standard SDK directory structure



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This article describes the structure of the OpenSTLinux standard SDK installation directory:

```

SDK
  âââ environment-setup-<target>-<distro>-linux-gnueabi
  âââ site-config-<target>-<distro>-linux-gnueabi
  âââ sysroots
    â  âââ <target>-<distro>-linux-gnueabi
    â  â  âââ bin
    â  â  âââ boot
    â  â  âââ config
    â  â  âââ dev
    â  â  âââ etc
    â  â  âââ home
    â  â  âââ lib
    â  â  âââ media
    â  â  âââ mnt
    â  â  âââ proc
    â  â  âââ run
    â  â  âââ sbin
    â  â  âââ sys
    â  â  âââ tmp
    â  â  âââ usr
    â  â  âââ var
    â  âââ <host machine>-<distro>_sdk-linux
    â  âââ bin
    â  âââ environment-setup.d
    â  âââ etc
    â  âââ lib
    â  âââ sbin
    â  âââ usr
    â  âââ var
  âââ version-<target>-<distro>-linux-gnueabi

```

Environment setup script
Configuration file for the target
Root file systems
Target sysroot (libraries, headers, ...)

Native sysroot (libraries, headers, ...)

Version file for the target

Where:

<target>	Target architecture for cross-toolchain; examples (non exhaustive list): <ul style="list-style-type: none"> cortexa7hf-neon-vfpv4
<distro>	Distribution; examples (non-exhaustive list): <ul style="list-style-type: none"> openstlinux_weston
<host machine>	Host machine on which the SDK is installed; examples (non-exhaustive list): <ul style="list-style-type: none"> x86_64 (64-bit host machine)

The installed SDK consists of:

- an environment setup script for the SDK
- a configuration file for the target
- a version file for the target
- the root file systems (sysroots) needed to develop objects for the target system