



## Standard SDK directory structure



# Standard SDK directory structure

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

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

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



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Software development kit (A programming package that enables a programmer to develop applications for a specific platform.)