



Standard SDK directory structure

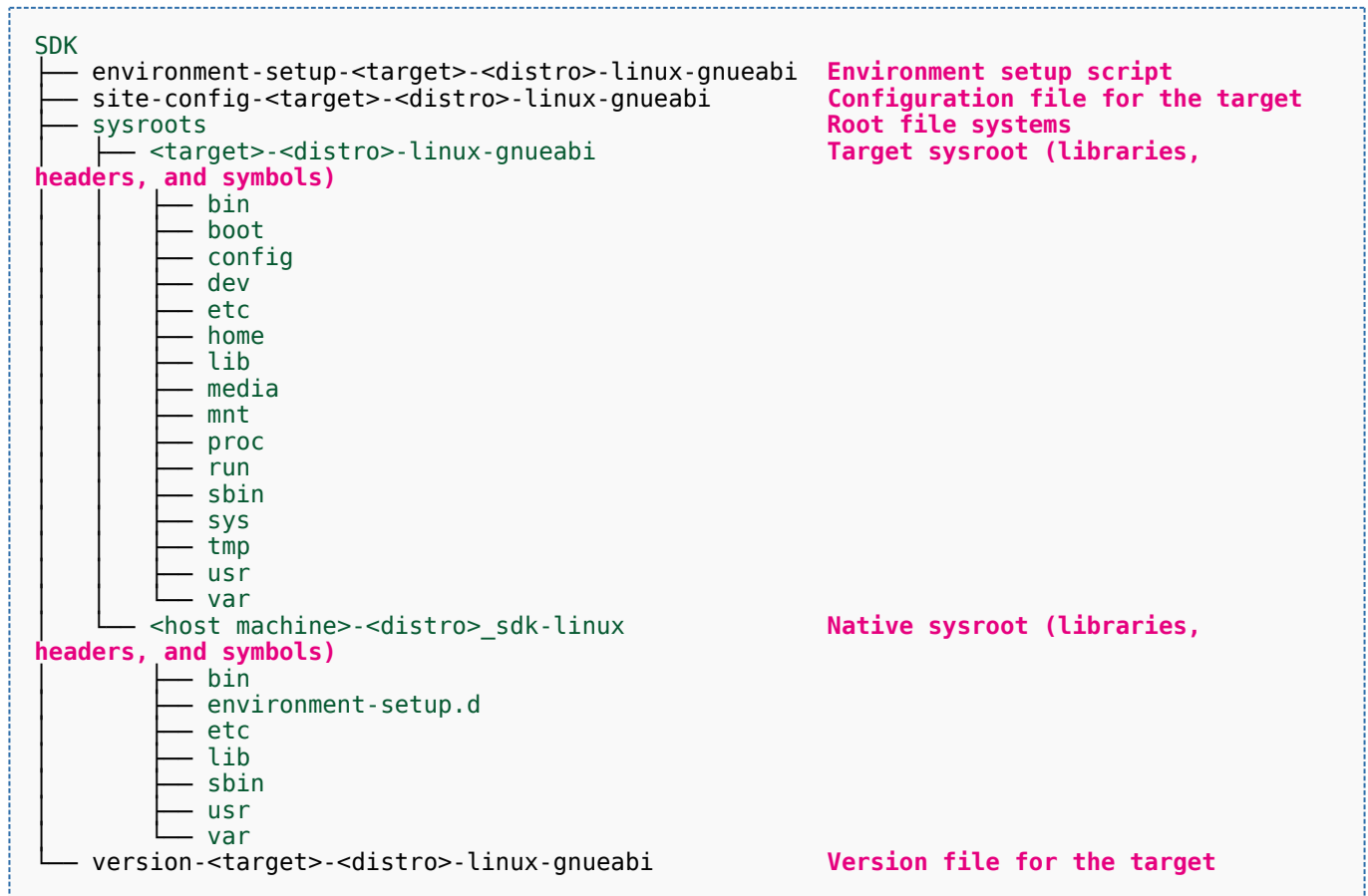


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A quality version of this page, approved on 15 April 2020, was based off this revision.

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



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

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