



Abstract

This application note provides an overview of the build environment for the syn1588® PTP Stack source code and is also applicable for the syn1588 API and shared memory API sources.

With release v1.13 the custom Makefile/Visual Studio Project based build environment was replaced by a general CMake build environment. The structure of the source code has not changed in comparison to the setup for v1.12 and older Releases. The compile-time configuration has changed slightly and has been integrated into a standard CMake flow.

This document shall provide help when switching from the old setup to the new CMake setup.

Directory Structure

The syn1588® PTP Stack repository has the following top level directories and basic configuration files:

`cmake/config/default.cmake`:

Base compile-time configuration of the syn1588® PTP Stack, can be overruled as described below.

`cmake/config/customer.cmake`:

When this compile-time configuration file is present it provides an additional layer of configurations and will be applied automatically on-top of the default.cmake file.

`doc`: Documentation of the syn1588® PTP Stack

`resources`:

Example configuration files for run-time operation of the syn1588® PTP Stack. These files were part of the `bin/` directory (which has been removed for the current setup)

`src`:

The source code of the syn1588® PTP Stack itself

Building the syn1588[®] PTP Stack

The syn1588[®] PTP Stack can be built via a standard CMake buildflow with the following prerequisites:

- CMake, minimum Version: v3.5
- C++ Compiler supporting C++ 2011

You can overrule compile-time settings by providing your own configuration file which can be loaded on-top of the default.cmake and the customer.cmake file.

Note that the same set of compile-time configuration has to be applied also to projects that utilize the shared memory API and syn1588 API.

For example:

Add and use cmake/config/project.cmake similar to the following example for the Linux build flow:

```
> cmake -DPTP_COMPILE_CONFIG=project ..
```

Building for Windows

Visual Studio

The CMake build environment supports Visual Studio 2017 and 2019, different versions can be added on-demand and availability.

Please use “File→Open→CMake” in Visual Studio to import the PTP Stack Sources to Visual Studio.

Take a look at the main directory file `CMakeSettings.json`, here you can setup the different build targets and specify these accordingly, e.g., the output directory. You can also add your own compile-time configurations, e.g., by adding them to the `cmake/config/windows.cmake` file or replacing this file with your own configuration file. In this case you will have to modify the entry in the `CMakeSettings.json` file accordingly.

Generated files will be stored in the `out/build/<target-name>` directory by default.

Other

Generated files will be stored in the `build` directory by default. For example the ptp binary can be found in `build\src\apps\ptp\Debug`, when the build has been run for the Debug target or `build\src\apps\ptp\Release`, when the build has been run for the Release target.

Building for Linux

Create a “build” sub-directory in the PTP stack main directory.


```
> cd build  
> cmake ..  
> make
```

This will build the PTP Stack for the default compilation options (set via `cmake/config/default.cmake`).

Generated files will be stored in the build directory. For example the ptp binary can be found in `build\src\apps\ptp\` for all build targets, e.g., Debug, Release).

Further Information

Oregano Systems is always happy to support its customers. In case you have any other questions, please contact us: support@oregano.at.

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