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Subject: Re: Can Ultimate++ be installed on Beaglebone Black running on Debian OS?

Posted by [Didier](#) on Tue, 29 Nov 2016 22:41:38 GMT

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Well, as a matter of fact, I have already written a tutorial (but it's in French) and is specialised for the RPI2 with a RASPBIAN image.

I will try to find time to translate it.

The approach I took is quite different from the ones usually seen.

I started from the following points I remarked :

I don't have time to rebuild the whole tool-chain or even less the whole linux !! To long and always changing and their is always a library missing Trying to keep my cross-compilation environnement up-to-date with the boards config is not fun at all Using a running board to install all the librairies needed and compilation tools is very easy (using yum or aptget) Installing a cross-compiler on my Linux PC is very easy, download it or install it through

So I decided to :

Prepare the compilation environnement (libs, lib headers, verify that all compiles) directly on the board Once the board is ready : extract the content of the sdcard and generate a cross-compilation environnement from it's content I also generate the '.bm' file

So when I need to update the board, all I have to do is regenerate a new cross-compilation environnement : I don't need to know what changed !!!

This also has the benefit of making it easy to use several cross-compilation environnements at the same time ==> it's only another .BM file

Will try to find time to translate

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