Subject: Banana PI
Posted by mirek on Mon, 15 Dec 2014 12:38:20 GMT
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I have decided it is time to have means to test U++ with ARM. In the end, Raspberry PI is perhaps too slow, so instead I have decided to get

http://www.bananapi.org/p/product.html

This thing has 2 CortexA7 cores at 1Ghz and 1GB RAM, plus 1G ethernet.

I have installed bananian (basically, Debian Wheezy) and after getting MATE desktop to work (it is quite usable), I simply downloaded U++ nightly, used its 'debian' script (worked without problem), then fired make. I had 2 issues: there was wrong __arm macro used in Core/Config.h (has to be __arm__ - already commited) and then I had some weird linker issue, which could be worked around. Then make gone through and create ./theide, which, to my surprise, immediately worked.

Overall, whole thing feels like slower version of my normal Linux desktop (while being absolutely silent and consuming about 2W of energy).

I plan to setup this 'station' for automated testing (to complement x86 tests).

Mirek

Subject: Re: Banana PI
Posted by mirek on Mon, 15 Dec 2014 19:16:02 GMT
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Funny facts: It takes 30 minutes to compile TheIDE in debug mode and 138 for release mode... :)

Subject: Re: Banana PI
Posted by Didier on Mon, 15 Dec 2014 19:33:35 GMT
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Hello Mirek,

I have already run Upp on a Gumstix Overo board with LCD touchscreen. It worked fine, I only had a few modifications to make.
The modifications are mainly aimed at good MT management : I had problems with it, I posted the info here : http://www.ultimatepp.org/forums/index.php?t=msg&th=7165&goto=38443&#msg_38443

The files modified are the following (diff today's svn version : 7977)
Core/Mt.cpp Core/Mt.h CtrlCore/CtrlCore.upp this modificaqtion works on my home Fedora linux

as well, but was needed by the linux angstrom

I joined the modified files

File Attachments

1) ArmModif.gz, downloaded 311 times

Subject: Re: Banana PI
Posted by koldo on Tue, 16 Dec 2014 07:06:45 GMT
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Very nice tests. It would be curious to see in how many different devices U++ is working :)

Subject: Re: Banana PI
Posted by mirek on Tue, 16 Dec 2014 14:23:30 GMT
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koldo wrote on Tue, 16 December 2014 08:06Very nice tests. It would be curious to see in how many different devices U++ is working :)

There are little reasons why it should NOT work, as long as target is capable of running X11.

At this moment, the only untested feature is big-endian mode. But those platform are increasingly difficult to find...

Subject: Re: Banana PI
Posted by Didier on Tue, 16 Dec 2014 19:04:17 GMT
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I have an A20-OLinuXino-MICRO-4GB board with a 10 inch touchscreen that I baught a few month ago which is waiting for Upp usage.

Subject: Re: Banana PI
Posted by Mindtraveller on Wed, 17 Dec 2014 07:46:36 GMT
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Actually U++ supports framebuffer-based rasterization and it is certainly one of biggest advantages among competitors (like qt). That is why, in my opinion, we must have framebuffer infrastructure working well. U++ is lightweight and effective which is the second big advantage on ARM and MIPS CPUs.
So we really have an opportunity to make U++ one of widespread frameworks for embedded

systems.
My experience with U++ on slow systems shows it's fully capable and robust. With its lightness, effective basic structures and standalone GUI, U++ is worth being leading embedded framework.

Subject: Re: Banana PI
Posted by Alboni on Tue, 17 Feb 2015 17:53:05 GMT
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There is a quadcore raspberry pi now:
http://www.cnet.com/news/raspberry-pi-2-model-b-is-a-quad-co re-upgrade-on-sale-today/

And a compatible Chinese alternative that is 50% faster: (but also just $35)
http://www.hardkernel.com/main/products/prdt_info.php?g_code =G141578608433
(they also have an 8 core version with 2gb ram, but that one costs a lot more)
