

yocto-project: building an complete linux distribution (for urho3d)

MARKDOWN [urnenfeld from the urho3d-forums](https://discourse.urho3d.io/t/rfc-the-urhobox-was-embedding-urho3d/5601) has created a setup to create a complete linux distro for something like an urho3d-console called urhobox aka the fin,... The one he created is for the rpi0 and I try to create an rpi3 setup. All of this works with a project called yocto. It is huge. Honestly. urnenfeld did already all of the heavy lifting and also setup a [nice step by step-wiki](https://github.com/urnenfeld/meta-urho3D/wiki). I only have wrap my head around this yocto-way-of-life. Here some command for me to remember: Clear one 'target' (To remove temp and sstate cache): `` bitbake -c cleansstate gstreamer `` To increase the image-size. Add to conf/local.conf something like this: `` IMAGE_ROOTFS_EXTRA_SPACE = "9242880" `` More here: https://stackoverflow.com/questions/36452798/yocto-rebuild-part-of-project(https://stackoverflow.com ...what you need for this project is time. much time :D ****EDIT****: Well, I spent countless hours building, downloading, Gigabyte after Gigabyte...I can tell you one. This do have some learning curve...and it really drains lots of power out of you :D I also tried another project that does a similar job [buildroot](https://buildroot.org/). I'm now back an yocto and still working on it...kind of. This will be definitely one of those projects that you put countless hours and days into it, just to say:"Yeah it worked!" but without doing something with it afterwards. Still,...I have a lot of SingleBoardComputers and it still find it an apealing idea to have disc-images for all of those to start your game, your 'console'.... still I'm waiting for my RPI0 for which the whole setup seems to work already.... ****Memo to me****: *Plz, give this project low-priority. Work on it max 1-2h before ending the day..." ****EDIT2****: Still fiddling :D I can't help it

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