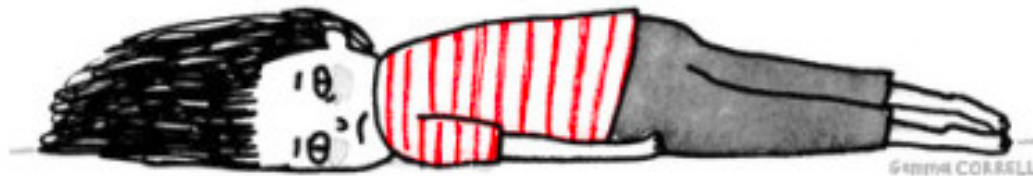


Modifying the Kernel

A brief how-to

This talk will not:

NOPE.

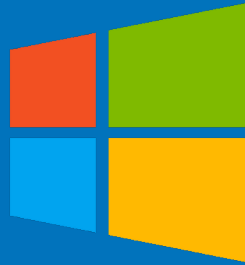
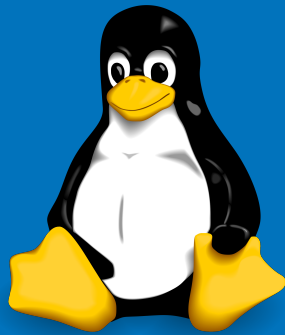


This talk will:



Your Environment:

Build Appliance



<static/apple-logo.gif>

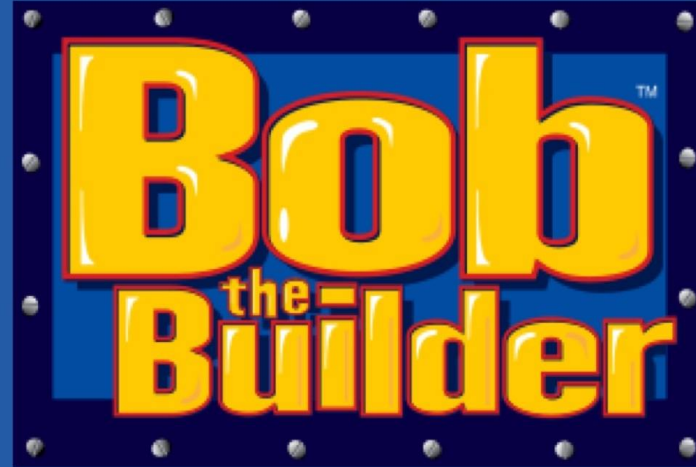
Yocto



Quick EMUlator



Building the Kernel



// To Install

git

```
git clone git://git.yoctoproject.org/linux-  
yocto-3.14
```

The qemu you need (if not sure, `uname -m`)

make, gcc,

// TODO

```
make defconfig (options)
```

```
make
```

Boot the VM using your compiled kernel

```
qemu-system-x86_64 qemu-system-x86_64  
-nographic -kernel ./arch/x86_64/boot/bzImage  
-enable-kvm -net none -usb -localtime  
--no-reboot --append "root=/dev/vda rw  
console=ttyS0 debug".
```

Demo Time

Making your changes



Make yo' changes

Add `$name.o` to the appropriate Makefile

Add to appropriate config file (ie. `Kconfig.iosched`)

Recompile and boot VM

Do that Demo

Testing



Bill Sempf
@sempf



 Follow

QA Engineer walks into a bar. Orders a beer. Orders 0 beers. Orders 999999999 beers. Orders a lizard. Orders -1 beers. Orders a sfdeljknesv.



RETWEETS
16,259

FAVORITES
9,223



Damn, dat Demo

Creating a patch

```
git diff origin/master > mypatch.patch
```



Resources

[Yocto Kernel download](#)

[Yocto project documentation](#)

[Qemu booting options](#)

Questions



Thank you!