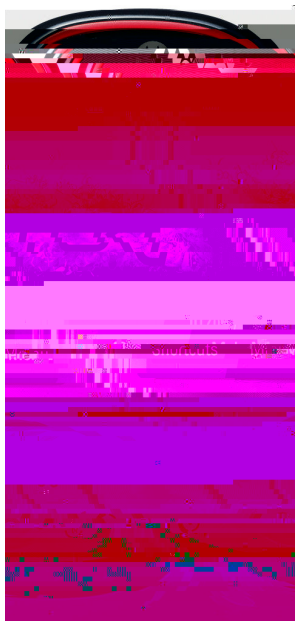


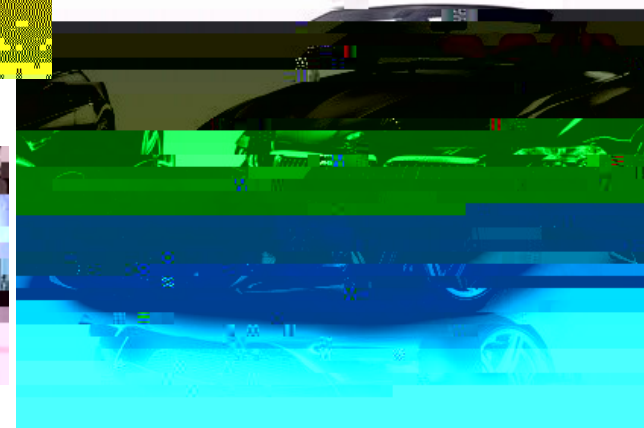
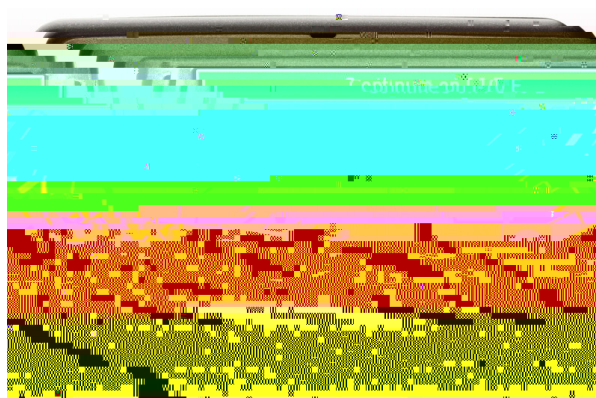
Building an Embedded Tools Standard Using Eclipse

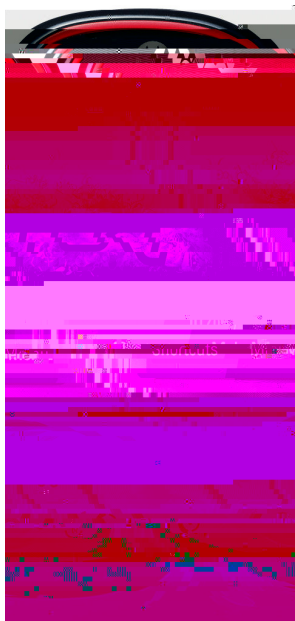


Eric Cloninger

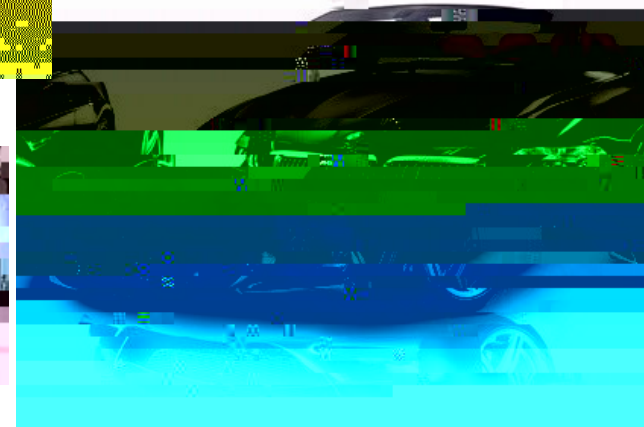
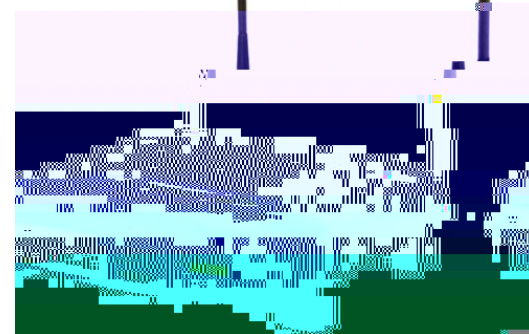
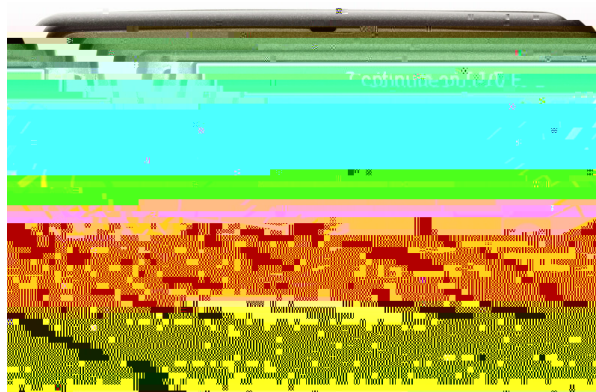


Linux?





Linux!



Problems in Device Development

- Availability of pre-production hardware
- Debugging over the wire
- Reliable diagnostics
- Automated testing
- Geographically distributed teams

Eclipse can Help (maybe)

- <http://www.eclipse.org>
- Large, diverse, and active development community
- Wide-spread commercial adoption by OS

Working with Eclipse Projects

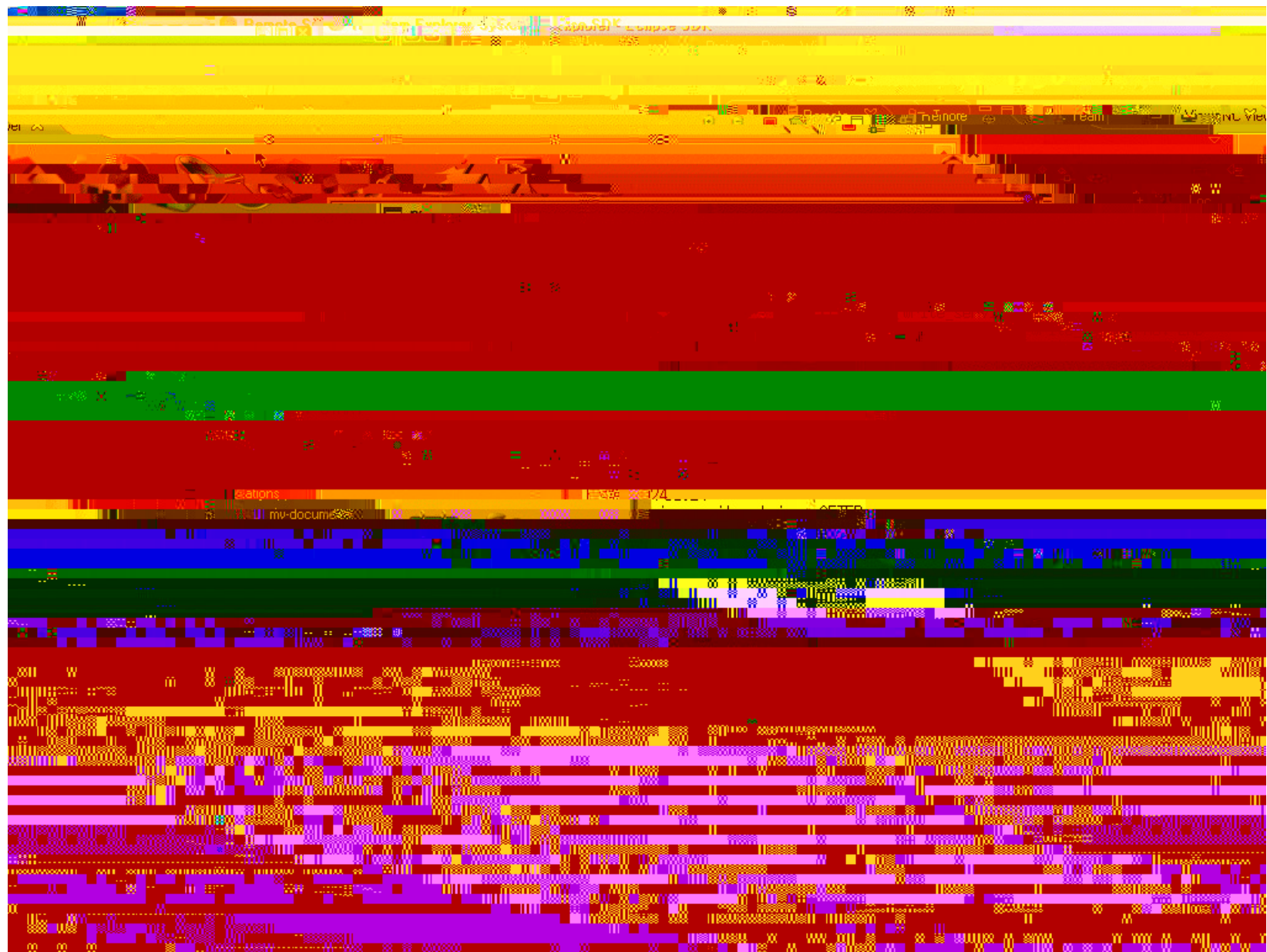
- Be comfortable working in the open
- Understand how the EPL is different from other licenses
- Bugzilla and mailing lists are principal means of collaboration and communication
- Submit bugs and patches as a means of gaining trust and respect
- No surprises
 - API stability expected from mature projects
 - Community processes reduce integration headaches
- Docs and testing are always welcome

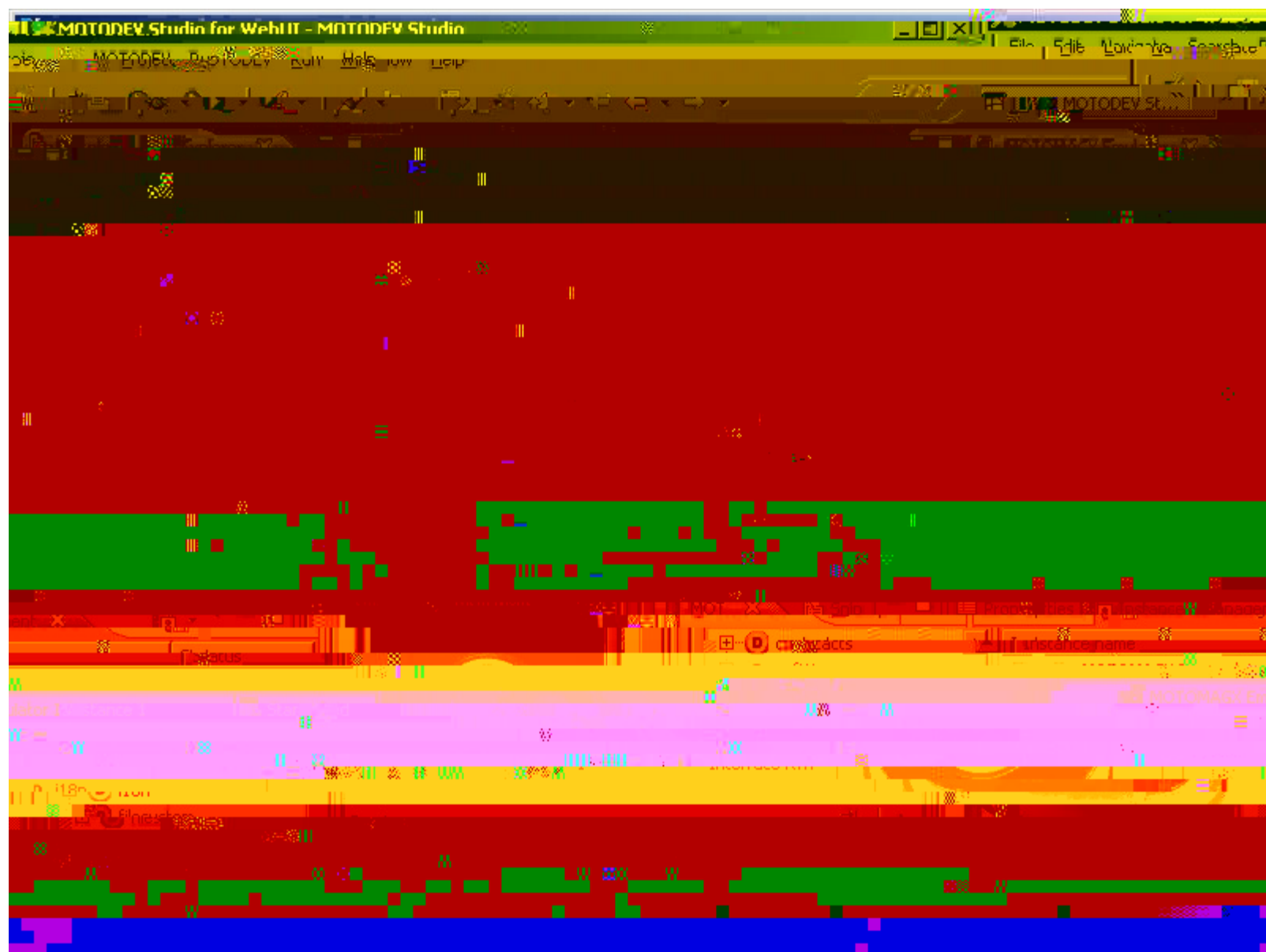
Problems in Device Development

- Availability of pre-production hardware
- Debugging over the wire
- Reliable diagnostics
- Automated testing
- Geographically distributed teams
- Variety of development tools and styles
- Third-party developers

More Than Mobile

While TmL is focused on enabling mobile developers targeting Linux, the tools and frameworks can be used by all developers and end users





Task Management

- Mylyn

Creating a Tools Standard

- Start with a package, add what you need

Pre-defined packages

- Eclipse Packaging Project (EPP)
 - Focused versions of IDE + Tools

Linux Tools Project

- <http://www.eclipse.org/linuxtools/>
- Ongoing effort, d.9412(u)-2.9412(x)5. 0 11.47065. 4.04507(e)n.0

Tools for Third-Party Developers

- “It’s the apps, stupid”

Forward Looking Statements

- Eclipse 3.5 (Galileo) synchronous release
 - Participation is voluntary, but beneficial
 - Tentatively planned June 24, 2009

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Q&A