

FreeBSD on the Raspberry Pi - Pt 2: Crosscompiling ARMV6 packages for FreeBSD

Hi again. [My last post](#) covered the installation of FreeBSD on the Raspberry Pi.

Here's part 2 of my series on that topic.

As I pointed out last time there's currently only few experimental packages around, and yet, those few repositories out there are far from being complete.

So it's about time to see how to build packages for the Raspberry Pi on FreeBSD.
As the Pi isn't very fast, it's a good thing to look into cross-compiling packages.

I'm using a VM which runs FreeBSD 10.2 amd64 to achieve this. The VM has 4 cores and 8 GiB RAM, which should be more than enough for compile runs at decent speed.

As we're using a dedicated build machine, our whole build dependencies will be compiled from scratch as well. This is required anyway because we need `poudriere-devel`, which has cross-compile support. `poudriere-devel` is available as pre-compiled package for x86 platforms, but does not include `qemu` build support.

So that's why we gonna build it ourselves, along with other tools.

Enable and Prepare ZFS

First you'll need to enable ZFS as `poudriere` demands it.

Add this line to `/etc/rc.conf`:

```
zfs_enable="YES"
```

Then restart ZFS daemon:

```
service zfs start
```

Afterwards a ZFS pool should be initialized. I decided to call mine **build** and mount it beneath `/build` because I don't like cluttering `/usr/local` with my `poudriere` stuff.

Nedless to say that you need to have plenty of free space. I gave it some 250 GiB as a start.

```
zpool create -m /build build /dev/da1
```

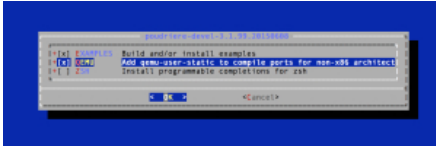
Software Dependencies

```
portsnap fetch extract
```

Then install `poudriere-devel` like this. Make sure to check the **qemu** option once the config dialog is shown.

Additionally you should install `subversion`. I'm not in the need for it as I use an existing snapshot, but it comes to good use later on if we should need to update the sources.

```
cd /usr/ports/ports-mgmt/poudriere-devel
make config install clean
cd /usr/ports/devel/subversion
make install clean
```



Configure poudriere

To use poudriere, edit the configuration file at **/usr/local/etc/poudriere.conf** and set these values:

```
ZPOOL=build
FREEBSD_HOST=ftp://ftp.freebsd.org # you should use the nearest local mirror here!
BASEFS=/build/poudriere/
```

Now let poudriere fetch the ports tree and give it a proper name.

I used the name of **p09_2015**.

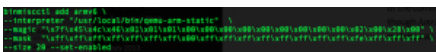
You're free to call it whatever you like. Since I usually have multiple ports tree for several releases around, I make them bear a date-specific name.

```
poudriere ports -c -p p09_2015
```

Before you can actually start building the ports, we must register a handler for ARMv6 binaries. This is done using the `binmiscctl` utility. Be sure to check out the manpage for the proper syntax, which in our case should be:

```
binmiscctl add armv6
--interpreter "/usr/local/bin/qemu-arm-static"
--magic "x7fx45x4cx46x01x01x01x00x00x00x00x00x00x00x00x02x00x28x00"
--mask "xffxffxffxffxffxffxff00xffxffxffxffxffxffxffxffxff"
--size 20 --set-enabled
```

Same once again as an image, just in case Wordpress would rip my code apart ;-)



To keep the change persistent, copy the above line to the file **/etc/rc.local**. Create it if necessary. If you don't register the handler properly, poudriere will produce an error.

```
[00:00:00] =====>> Cross-building ports for armv6 on i386 requires QEMU  
[00:00:00] =====>> Error: You need to setup an emulator with binmiscctl(8) for armv6
```

Building a Jail from a Snapshot

Right, you can use a snapshot, extract it and then feed it to `poudriere` in order to create the jail.

```
cd /tmp  
fetch ftp://ftp.freebsd.org/pub/FreeBSD/releases/ISO-IMAGES/10.2/FreeBSD-10.2-RELEASE-arm-armv6-RPI-B.img.xz  
unxz FreeBSD-10.2-RELEASE-arm-armv6-RPI-B.img.xz
```

Now attach it to a `md` loopback device in order to mount it.

```
mdconfig -a -t vnode -f FreeBSD-10.2-RELEASE-arm-armv6-RPI-B.img
```

`mdconfig` will return a device name, ie. **md0**.

Then mount the root filesystem into `/mnt`.

It is utterly important to copy over the `qemu-arm-static` binary from your host's `/usr/local/bin` directory into `/mnt/usr/local/bin`. Yes, it's true, your `x86` static binary belongs in there, otherwise the jail will terribly fail at startup. The emulator must exist within the jail in order for the emulation to work!

Afterwards the contents of `/mnt` is to be tar'ed up.

```
mount /dev/md0s2a /mnt/  
rm /mnt/firstboot  
mkdir -p /mnt/usr/local/bin/  
cp /usr/local/bin/qemu-arm-static /mnt/usr/local/bin/  
cd /mnt  
tar -cpf /build/fbsd10_2_release_armv6.tar .  
umount /mnt  
mdconfig -d -u 0
```

Now let `poudriere` create the jail from the previously created tar file:

```
# poudriere jail -c -j fbsd10armv6 -m tar=/build/fbsd10_2_release_armv6.tar -a armv6 -v 10.2-RELEASE  
[00:00:00] =====>> Cross-building ports for armv6 on amd64 requires QEMU  
[00:00:00] =====>> Creating fbsd10armv6 fs... done  
[00:00:01] =====>> Installing 10.2-RELEASE armv6 from /build/fbsd10_2_release_armv6.tar ... done  
[00:00:32] =====>> Recording filesystem state for clean... done  
[00:00:32] =====>> Jail fbsd10armv6 10.2-RELEASE armv6 is ready to be used
```

Finally, have `poudriere` build a port, `shells/bash` in this example, to see if it works.

```
poudriere bulk -j fbsd10armv6 -p p09_2015 shells/bash
```

If everything goes smooth, you should see something like this:



Check out **top**, which should expose may child processes for qemu indicating that it actually works.

```
last pid: 36214; load averages:  2.02,  0.92,  0.47                up 0+06:55:35  02:50:03
66 processes:  3 running, 63 sleeping
CPU: 20.5% user,  0.0% nice, 78.5% system,  0.7% interrupt,  0.3% idle
Mem: 119M Active, 1067M Inact, 318M Wired, 1496K Cache, 9792K Buf, 1494M Free
ARC: 147M Total, 42M MFU, 72M MRU, 665K Anon, 1204K Header, 31M Other
Swap: 1024M Total, 1024M Free
```

PID	USERNAME	THR	PRI	NICE	SIZE	RES	STATE	C	TIME	WCPU	COMMAND
36029	root	2	52	0	117M	35416K	uwait	2	0:05	43.46%	qemu-arm-static
36108	root	2	52	0	113M	31772K	uwait	0	0:04	43.46%	qemu-arm-static
36156	root	2	52	0	113M	25196K	uwait	0	0:03	37.45%	qemu-arm-static
36170	root	2	52	0	113M	27364K	uwait	2	0:03	36.52%	qemu-arm-static
36169	root	2	52	0	113M	10464K	uwait	2	0:00	10.25%	qemu-arm-static
36155	root	2	52	0	113M	10464K	uwait	0	0:00	9.13%	qemu-arm-static
36077	root	2	52	0	113M	10464K	uwait	0	0:00	8.94%	qemu-arm-static
36023	root	2	52	0	113M	10464K	uwait	0	0:00	8.15%	qemu-arm-static
36073	root	2	43	0	125M	6672K	uwait	2	0:01	5.37%	qemu-arm-static
36026	root	2	52	0	125M	6676K	uwait	2	0:01	4.83%	qemu-arm-static
36042	root	2	48	0	125M	6672K	uwait	3	0:01	4.74%	qemu-arm-static
35941	root	2	47	0	125M	6676K	uwait	3	0:01	4.44%	qemu-arm-static

So this is it on how to build packages for armv6 via cross-compiling.

Of course this is not yet the end of the story, since we're building a single package here.

There's two more ways on how to invoke poudriere.

You can have poudriere build from a list of ports listed in a file.

The file has the basic format of **category/portname**, i.e.

```
editors/vim-lite
shells/bash
devel/subversion
www/apache22
lang/php5
```

Run poudriere like this to process all ports in the file:

device.

If you want to get faster results, you'll need to install a cross-compile toolchain into your poudriere jail.

Be sure to read how to [use host cross-compiler with poudriere](#) if you're interested in this.