

In this document, we'll port an existing app to MutekH. We'll choose a standard publicly available application: `bc`.

`bc` is a command-line arbitrary precision calculator well known in the unix world. It uses standard APIs, makes reasonable use of I/O, and has a quite verifiable result.

## Getting the source tree

Let's begin getting the source, and unpack it:

```
$ wget http://ftp.gnu.org/pub/gnu/bc/bc-1.06.tar.gz
$ tar xzvf bc-1.06.tar.gz
```

## Creating our source tree

Now create another directory, and extract the meaningful sources

```
$ mkdir mutekh_port
$ cd mutekh_port
$ mkdir src lib h
$ cp ../bc-1.06/bc/*.c[sh] bc
$ cp ../bc-1.06/lib/*.c[sh] lib
$ cp ../bc-1.06/h/*.h src
```

Let's create the Makefiles:

- `bc/Makefile`

```
objs = bc.o execute.o global.o load.o main.o scan.o storage.o util.o

DIR_CFLAGS=-I$(srcdir)/../lib -I$(srcdir)/../h -I$(srcdir)/.. -U__MUTEK__
scan.o_CFLAGS=-DEINTR=-1024
```

- `lib/Makefile`

```
objs = getopt.o getopt1.o number.o glue.o

DIR_CFLAGS=-I$(srcdir)/../lib -I$(srcdir)/../h -I$(srcdir)/.. -U__MUTEK__ -DHAVE_CONFIG_H
```

- `Makefile`

```
subdirs = bc lib
```

## Providing glue code

Now let's create some glue code:

- As this is userland-specific, MutekH does not define
  - ◆ `getenv()`
  - ◆ `signal()`
  - ◆ `sys/types.h`
- As it is unix and user-specific, MutekH starts with `app_start()`, not `main()`. We need a wrapper that calls `main()`.

We will have to provide them.

Add a `lib/glue.c` file:

```

#include <hexo/types.h>

char *getenv(const char *env)
{
    return NULL;
}

int main(int, char**);

void app_start()
{
    char *argv[] = {"bc"};
    main(1, argv);
}

```

Add a `signal.h` file:

```

#define SIGINT 0

static inline int signal(int sig, void *handler)
{
    return -1;
}

```

Create a `sys` directory, and a `sys/types.h` file containing:

```

#define isatty(x) 1
#define fileno(x) 0
#define fopen(x,y) NULL

#include <hexo/types.h>

```

## The MutekH configuration file

Finally, let's create a configuration file. For instance, with the `mutekh_tutorial` soclib platform, we may use the following config:

```

# Application license
CONFIG_LICENSE_APP_GPL

# Platform types
CONFIG_ARCH_SOCLIB

# Processor types
CONFIG_CPU_ARM
CONFIG_CPU_ARM_SOCLIB

# Mutek features
CONFIG_PTHREAD
CONFIG_MUTEK_CONSOLE

CONFIG_LIBC_STREAM
CONFIG_LIBC_STREAM_STD

CONFIG_HEXO_INTTYPES_DEPRECATED undefined

# Device drivers
CONFIG_DRIVER_CHAR_SOCLIBTTY
CONFIG_DRIVER_ICU_SOCLIB

# Code compilation options
CONFIG_COMPILE_DEBUG

```

```
CONFIG_COMPILE_OPTIMIZE 2

# New source code module to be compiled
CONFIG_MODULES bc:%CONFIGPATH
```

That's all, we finished porting our app !

## Compiling and running

```
user@host ... caba-vgmn-mutekh_tutorial $ make CONFIG=config_soclib_arm APP=/path/to/mutek_port/
...
LD o    ../caba-vgmn-mutekh_tutorial/mutekh/kernel-soclib-arm.o
LD out  ../caba-vgmn-mutekh_tutorial/mutekh/kernel-soclib-arm.out
soclib-cc -P -p ../caba-vgmn-mutekh_tutorial/platform_desc -o system.x
[-----] 0 left
user@host ? caba-vgmn-mutekh_tutorial $ ./simulation.x
```