Chapter 1: Standard Qt Widgets
<table>
<thead>
<tr>
<th>Menu</th>
</tr>
</thead>
<tbody>
<tr>
<td>Item1</td>
</tr>
<tr>
<td>Item2</td>
</tr>
</tbody>
</table>
Chapter 2: Fluid UI with Qt Quick
Hands-On
Mobile
and Embedded
Hands-On Mobile and Embedded
Hands-On Mobile and Embedded
Hello Mobile!
Qt for Embedded devices to rule the world!

OK
Hands-On Mobile and Embedded
Hands-On Mobile and Embedded
Chapter 4: Input and Touch

Define Project Details

Location
Build System
Details
Kits
Summary

Minimal required Qt version: Qt 5.12

Use Qt Virtual Keyboard

< Back  Next >  Cancel
Enter something
Chapter 6: Connectivity with Qt Bluetooth LE

<table>
<thead>
<tr>
<th>Device Name</th>
<th>Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>Moto Z2 Play</td>
<td>38:80:DF:0C:DE:91</td>
</tr>
<tr>
<td>56-D5-59-7A-70-10</td>
<td>56:5D:59:7A:70:10</td>
</tr>
<tr>
<td>5C-9A-41-CA-B6-0A</td>
<td>5C:9A:41:CA:B6:0A</td>
</tr>
<tr>
<td>Bedroom Apple TV</td>
<td>60:03:08:C5:A0:6F</td>
</tr>
<tr>
<td>7D-D4-D5-50-04-78</td>
<td>7D:D4:D5:50:04:78</td>
</tr>
<tr>
<td>Lorn’s MacBook Pro</td>
<td>98:01:A7:9B:B5:B2</td>
</tr>
<tr>
<td>b2qt-raspberrypi3</td>
<td>B8:27:EB:5C:13:B3</td>
</tr>
</tbody>
</table>

Local address: FC:01:7C:72:9C:44
<table>
<thead>
<tr>
<th>Device Name</th>
<th>MAC Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>Moto Z2 Play</td>
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</tr>
<tr>
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</tr>
</tbody>
</table>
Chapter 7: Machines Talking

Connecting...
Connected
Subscribed
Qt Everywhere!
Chapter 8: Where Am I? Location and Positioning
<table>
<thead>
<tr>
<th>Number of satellites in view:</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>satelliteIdentifier15</td>
<td>signalStrength 14</td>
</tr>
<tr>
<td>Elevation 45 Azimuth 70</td>
<td>1</td>
</tr>
</tbody>
</table>

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</tr>
<tr>
<td>Elevation 45 Azimuth 70</td>
<td>1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Number of satellites in view:</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td>satelliteIdentifier15</td>
<td>signalStrength 13</td>
</tr>
<tr>
<td>Elevation 45 Azimuth 70</td>
<td>2</td>
</tr>
<tr>
<td>satelliteIdentifier65</td>
<td>signalStrength 12</td>
</tr>
<tr>
<td>Elevation 60 Azimuth 133</td>
<td>2</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Number of satellites in view:</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td>satelliteIdentifier15</td>
<td>signalStrength 13</td>
</tr>
<tr>
<td>Elevation 45 Azimuth 70</td>
<td>2</td>
</tr>
<tr>
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<td>signalStrength 12</td>
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<tr>
<td>Elevation 60 Azimuth 133</td>
<td>2</td>
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</tbody>
</table>

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</tr>
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<td>Elevation 60 Azimuth 133</td>
<td>2</td>
</tr>
</tbody>
</table>

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</tr>
<tr>
<td>satelliteIdentifier65</td>
<td>signalStrength 12</td>
</tr>
<tr>
<td>Elevation 60 Azimuth 133</td>
<td>2</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Number of satellites in view:</th>
<th>3</th>
</tr>
</thead>
<tbody>
<tr>
<td>satelliteIdentifier15</td>
<td>signalStrength 13</td>
</tr>
<tr>
<td>Elevation 45 Azimuth 70</td>
<td>3</td>
</tr>
<tr>
<td>satelliteIdentifier21</td>
<td>signalStrength 14</td>
</tr>
<tr>
<td>Elevation 46 Azimuth 216</td>
<td>3</td>
</tr>
<tr>
<td>satelliteIdentifier65</td>
<td>signalStrength 12</td>
</tr>
<tr>
<td>Elevation 60 Azimuth 133</td>
<td>3</td>
</tr>
</tbody>
</table>

<table>
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<th>3</th>
</tr>
</thead>
<tbody>
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</tr>
<tr>
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</tr>
<tr>
<td>Elevation 46 Azimuth 216</td>
<td>3</td>
</tr>
<tr>
<td>satelliteIdentifier65</td>
<td>signalStrength 12</td>
</tr>
<tr>
<td>Elevation 60 Azimuth 133</td>
<td>3</td>
</tr>
</tbody>
</table>
Chapter 9: Sounds and Visions - Qt Multimedia

Device name: Onyx-i (0137)
  Supported Codecs: audio/pcm
  Supported channel count: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16
  Supported bit depth b/s: 8, 16, 24, 32, 64
  Supported sample rates Hz: 96000, 44100, 48000, 88200

Device name: AudioFuse
  Supported Codecs: audio/pcm
  Supported channel count: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16
  Supported bit depth b/s: 8, 16, 24, 32, 64
  Supported sample rates Hz: 96000, 44100, 48000, 176400, 192000, 88200

Device name: eqMac2
  Supported Codecs: audio/pcm
  Supported channel count: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16
  Supported bit depth b/s: 8, 16, 24, 32, 64
  Supported sample rates Hz: 96000, 44100, 48000, 176400, 192000, 88200
Device name: default
Supported Codecs: audio/pcm
Supported channel count: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16
Supported bit depth b/s: 8, 16, 24, 32, 64
Supported sample rates Hz: 48000, 11025, 22050, 44100, 8000
### Chapter 10: Remote Databases with Qt SQL

<table>
<thead>
<tr>
<th>id</th>
<th>device</th>
<th>model</th>
<th>version</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>iPhone</td>
<td>6SE</td>
<td>12.1.2</td>
</tr>
<tr>
<td>1</td>
<td>Moto</td>
<td>XT1710-09</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>rpi</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>rpi</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>5</td>
<td>rpi</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>
Chapter 11: Enabling In-App Purchases with Qt Purchasing

No managed products found matching your search term.
New managed product

Product ID *

Starts with number or lowercase letter and can contain only numbers (0-9), lowercase letters (a-z), underscores (_) & periods (.).
You can't modify a product ID after the item is created, and you can't reuse a product ID within an app.
Learn more

Managed product details

**ENGLISH (UNITED STATES) - en-US**

Title *
English (United States) - en-US

Description *
English (United States) - en-US

Status

INACTIVE  ACTIVE
Select the in-app purchase you want to create.

- **Consumable**
  A product that is used once, after which it becomes depleted and must be purchased again.
  **Example**: Fish food for a fishing app.

- **Non-Consumable**
  A product that is purchased once and does not expire or decrease with use.
  **Example**: Race track for a game app.

- **Auto-Renewable Subscription**
  A product that allows users to purchase dynamic content for a set period. This type of subscription renews automatically unless cancelled by the user.
  **Example**: Monthly subscription for an app offering a streaming service.

- **Non-Renewing Subscription**
  A product that allows users to purchase a service with a limited duration. The content of this in-app purchase can be static. This type of subscription does not renew automatically.
  **Example**: One-year subscription to a catalog of archived articles.
Pick a color to purchase

Hue

Cancel  OK

Purchase color  Colors
Pick a color to purchase

Payment successful
Chapter 12: Cross Compiling and Remote Debugging
Devices

Java Settings

- JDK location: /usr/lib/jvm/jdk1.8.0_181
- Java Settings are OK.

Android Settings

- Android SDK location: /home/potter/Android.Sdk
- Android NDK location: /home/potter/Android/Sdk/android-ndk-r10e
- Android settings are OK. (SDK Version: 26.1.1, NDK Version: 10.4.0)

Automatically create kits for Android tool chains

AVD Manager

<table>
<thead>
<tr>
<th>AVD Name</th>
<th>AVD Target</th>
<th>CPU/ABI</th>
<th>System/data partition size:</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>API 28</td>
<td>x86</td>
<td>1024 Mb</td>
</tr>
<tr>
<td>Nexus_5x_API_28_x86</td>
<td>API 28</td>
<td>x86</td>
<td>1024 Mb</td>
</tr>
</tbody>
</table>
```cpp
c23
QString a("crab");
QString b("Apple");
c24
```
<table>
<thead>
<tr>
<th>Name</th>
<th>Value</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>a</td>
<td>&quot;crab&quot;</td>
<td>QString</td>
</tr>
<tr>
<td>b</td>
<td>&quot;&quot;</td>
<td>QString</td>
</tr>
<tr>
<td>this</td>
<td>&quot;MainWindow&quot;</td>
<td>MainWindow</td>
</tr>
</tbody>
</table>

```cpp
QString a("crab");
QString b("Apple");
qDebug() << a << b;
```

```cpp
for (int i = 0; i < 20; i++) {
    qDebug() << i;
}
```
The inferior stopped because it received a signal from the operating system.

Signal name: SIGFPE
Signal meaning: Arithmetic exception
Chapter 13: Deploying to Mobile and Embedded

Build Settings

Edit build configuration: Release ▼ ▼ Add Remove Rename...
**Build Steps**

- **qmake**: `qmake cp11-1.pro -spec android-g++ CONFIG+=qtquick`
  - Details

- **Make**: `make -j12 in /home/potter/src/book/build-cp11-1-Andrc`
  - Details

**Make install**

**Build Android APK**

- **Application**
  - **Android build SDK**: `android-28`

- **Sign package**
  - **Keystore**: [Browse... Create...]
  - **Sign package**
  - **Certificate alias**:

- **Advanced Actions**
  - Open package location after build
  - Verbose output
  - **Add debug server**
  - Use Ministiro service to install Qt

**Android**

- **Create Templates**

**Additional Libraries**

- [Add... Remove...]
Release: cp11_1.1.0  Edit
seconds ago: Full rollout.

Rollout history
seconds ago: Full rollout.

What's new in this release?
Default – English (United States) – en-US
new first alpha

1 language translation  Edit release notes

Android App Bundles and APKs

<table>
<thead>
<tr>
<th>Type</th>
<th>Version code</th>
<th>Uploaded</th>
<th>APK download size</th>
<th>Installs on active devices</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 APK added</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>APK</td>
<td>1</td>
<td>Today, 7:03 AM</td>
<td>12.75 MB</td>
<td>No data</td>
</tr>
</tbody>
</table>

Manage testers

Choose how to run your testing program. Learn more

Choose a testing method
Closed Alpha Testing

Users

CREATE LIST

After you create a list, you can reuse the list for Closed Testing with any of your published apps.

<table>
<thead>
<tr>
<th>ActiveList name</th>
<th>Number of users</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>llkor internal</td>
<td>1 tester</td>
<td>EDIT</td>
</tr>
</tbody>
</table>

Feedback Channel
Email address or URL

Opt-in URL
https://play.google.com/apps/testing/com.llornkcor.cp11_1  

REMOVE TESTERS  SAVED
Mobile and Embedded Development with Qt 5
llorncor

Books & Reference

UNINSTALL
OPEN

In-app purchases

What's new
Last updated Mar 6, 2019
new first alpha

Developer contact

Website

Email
lorn.potter@gmail.com

You might also like
Certificates, Identifiers & Profiles
Manage the certificates, identifiers, profiles, and devices you need to develop and distribute apps.

App Store Connect
Publish and manage your apps on the App Store with App Store Connect.
Development

- **iOS App Development**
  Sign development versions of your iOS app.

- **Apple Push Notification service SSL (Sandbox)**
  Establish connectivity between your notification server and the Apple Push Notification service sandbox environment to deliver remote notifications to your app. A separate certificate is required for each app you develop.

Production

- **App Store and Ad Hoc**
  Sign your iOS app for submission to the App Store or for Ad Hoc distribution.

- **Apple Push Notification service SSL (Sandbox & Production)**
  Establish connectivity between your notification server, the Apple Push Notification service sandbox, and production environments to deliver remote notifications to your app. When utilizing HTTP/2, the same certificate can be used to deliver app notifications, update ClockKit complication data, and alert background VoIP apps of incoming activity. A separate certificate is required for each app you distribute.

- **Pass Type ID Certificate**
  Sign and send updates to passes in Wallet.
Identifiers

- App IDs
- Pass Type IDs
- Website Push IDs
- iCloud Containers
- App Groups
- Merchant IDs
- Music IDs
- Maps IDs
What type of provisioning profile do you need?

Development

- **iOS App Development**
  Create a provisioning profile to install development apps on test devices.

- **tvOS App Development**
  Create a provisioning profile to install development apps on tvOS test devices.

Distribution

- **App Store**
  Create a distribution provisioning profile to submit your app to the App Store.

- **tvOS App Store**
  Create a distribution provisioning profile to submit your tvOS app to the App Store.

- **Ad Hoc**
  Create a distribution provisioning profile to install your app on a limited number of registered devices.

- **tvOS Ad Hoc**
  Create a distribution provisioning profile to install your app on a limited number of registered tvOS devices.
- **Signing**

  - **Automatically manage signing**
    
    Xcode will create and update profiles, app IDs, and certificates.

- **Signing (Debug)**

  - **Provisioning Profile**
    
    cp11
  
  - **Team**
    
    LornkcorSE
  
  - **Signing Certificate**
    
    iPhone Distribution: Lorn Potter (46U23456Q8)

- **Signing (Release)**

  - **Provisioning Profile**
    
    None
  
  - **Team**
    
    None
  
  - **Signing Certificate**
    
    None

  - **Status**
    
    "cp11-1" requires a provisioning profile.
    Select a provisioning profile for the "Release" build configuration in the project editor.
Signing

- Automatically manage signing
  Xcode will create and update profiles, app IDs, and certificates.

Signing (Debug)

- Provisioning Profile: cp11
- Team: Lorn Potter
- Signing Certificate: iPhone Distribution: Lorn Potter

Signing (Release)

- Provisioning Profile: cp11
- Team: Lorn Potter
- Signing Certificate: iPhone Distribution: Lorn Potter
Select a destination:

- **Upload**
  Send app to App Store Connect.

- **Export**
  Sign and export without uploading.

[Options: Cancel, Previous, Next]
Welcome to Jolla Harbour
Dry dock and slipway for Jolla developers - Jolla Harbour is home for developers with all the engineering tools needed to launch apps to Jolla Store.

Sign up OR Sign in

Sailfish OS apps
When your app is ready bring it to the Harbour and we’ll make sure it’s working, compatible with Sailfish OS and help you launch it for Jolla device. After that you can follow the development on your dashboard and make any corrections.

Android™ apps
Your existing Android™ apps can dock here too and will work on SailfishOS. Join the Jolla developer fleet and submit your app to Jolla Store today for free.
Dashboard

Active installs

 nợ 6144

Total downloads

 nợ 9016

Total likes

נה 315

Total reviews

נה 52

Estimated hours for approval

יא N/A

Notifications

✔️ Compass approved 5 years ago
✔️ Compass submitted 5 years ago
✔️ Compass rejected 5 years ago
✔️ Compass submitted 5 years ago
✔️ Compass approved 5 years ago
✔️ Compass submitted 5 years ago

Submit a new app

Congratulations! You've worked hard and have an app that you hope is seaworthy. Tell us all about it and Harbour QA will inspect it to make sure there are no obvious problems - like a big hole in the hull! When we're happy it's all watertight, we'll let you know and you'll be ready for a launch party.

Start here
Compass is a simple compass app that shows the degrees from magnetic north.

A simple compass app, showing the degrees from magnetic north the top of the phone is pointing.
Completing the Sailfish OS SDK Wizard

You can launch the IDE from the command line: /home/potter/SailfishOS/bin/qtcreator or search for Sailfish OS IDE in the application manager.

Launch Sailfish OS SDK now

Finish
The Build Engine is not Running

Start the build engine!

A Sailfish OS build engine can be controlled with the button – available on the lower left side when a Sailfish OS project is open.
Compass

App submitted for QA

Back to the dashboard
Chapter 14: Universal Platform for Mobiles and Embedded Devices

This is Qt for WebAssembly.
I am a Qml app running in a web browser!
The background here is a squircle rendered with raw OpenGL using the 'beforeRender()' signal in QQuickWindow. This text label and its border is rendered using QML.
qtloader.js:352:17
qtloader.js:352:17
qtloader.js:352:17

exception thrown: Error: FS error
http://10.0.0.4:6931/qtloader.js line 411 → eval:1:76340

exception thrown: Error: FS error
http://10.0.0.4:6931/qtloader.js line 411 → eval:1:76340

exception thrown: Error: FS error
http://10.0.0.4:6931/qtloader.js line 411 → eval:1:76340

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http://10.0.0.4:6931/qtloader.js line 411 → eval:1:76340

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http://10.0.0.4:6931/qtloader.js line 411 → eval:1:76340

exception thrown: Error: FS error
http://10.0.0.4:6931/qtloader.js line 411 → eval:1:76340
Chapter 15: Building a Linux System

```
$ ./development/builds/boot2qt $> $~/Qt-comm/5.11.2/Boot2Qt/sources/meta-boot2qt/b2qt-init-build-env list-devices
Available device configurations:
am335x-evm
apalis-imx6
apalis-imx8
beagleboard
beaglebone
colibri-imx6
colibri-imx7
colibri-vf
emulator
h3ulcb
imx6dlsabresd
imx6qsabresd
imx7dsabresd
imx7e-warp
imx8mlpddr4arm2
intel-core17-64
jetson-tx1
jetson-tx2
n3ulcb
nitrogen6x
nitrogen7
raspberrypi0
raspberrypi2
raspberrypi3
raspberrypi1
salvator-x
smarc-samx6i
tegra-t18x
```
usage: devtool [--basepath BASEPATH] [--bbpath BBPATH] [-d] [-q]
          [--color COLOR] [-h]
          <subcommand> ...

OpenEmbedded development tool

options:
  --basepath BASEPATH Base directory of SDK / build directory
  --bbpath BBPATH Explicitly specify the BBPATH, rather than getting it
                  from the metadata
  -d, --debug Enable debug output
  -q, --quiet Print only errors
  --color COLOR Colorize output (where COLOR is auto, always, never)
  -h, --help show this help message and exit

subcommands:
  Beginning work on a recipe:
    add            Add a new recipe
    modify         Modify the source for an existing recipe
    upgrade        Upgrade an existing recipe
  Getting information:
    status         Show workspace status
    search         Search available recipes
  Working on a recipe in the workspace:
    build          Build a recipe
    rename         Rename a recipe file in the workspace
    edit-recipe   Edit a recipe file in your workspace
    configure-help Get help on configure script options
    update-recipe Apply changes from external source tree to recipe
    reset          Remove a recipe from your workspace
    finish         Finish working on a recipe in your workspace
  Testing changes on target:
    deploy-target Deploy recipe output files to live target machine
    undeploy-target Undeploy recipe output files in live target machine
    build-image    Build image including workspace recipe packages
  Advanced:
    create-workspace Set up workspace in an alternative location
    extract         Extract the source for an existing recipe
    sync            Synchronize the source tree for an existing recipe

Use devtool <subcommand> --help to get help on a specific command
patching file src/plugins/plugin.pro
patching file src/plugins/sensors/sensehat/Sensors.conf
patching file src/plugins/sensors/sensehat/main.cpp
patching file src/plugins/sensors/sensehat/plugin.json
patching file src/plugins/sensors/sensehat/gpiosensors/sensehatplugin_private.h
patching file src/plugins/sensors/sensehat/sensehat.pro
patching file src/plugins/sensors/sensehat/sensehat.Blackberry.cpp
patching file src/plugins/sensors/sensehat/sensehat.Bluetooth.cpp
patching file src/plugins/sensors/sensehat/sensehat.Bluetooth.h
patching file src/plugins/sensors/sensehat/sensehat.BluetoothInterface.cpp
patching file src/plugins/sensors/sensehat/sensehat.BluetoothInterface.h
patching file src/plugins/sensors/sensehat/sensehat.Bluetooth.h
patching file src/plugins/sensors/sensehat/sensehat.Bluetooth.cpp
patching file src/plugins/sensors/sensehat/sensehat.BluetoothScanner.cpp
patching file src/plugins/sensors/sensors/sensors.pro

Hook #1 FAILED at 22.
Hook #2 completed at 29 with exit status 0.
1 out of 2 hooks FAILED --- saving rejects to file src/plugins/sensors/sensors.pro.rej
patching file src/sensors/configfile.json

Creates a new recipe from a source tree

Arguments:
source
Path or URL to source

Options:
-h, --help
  show this help message and exit
-o OUTFILE, --outfile OUTFILE
  Specify filename for recipe to create
-m, --machine
  Make recipe machine-specific as opposed to architecture-specific
-x EXTRACTPATH, --extract-to EXTRACTPATH
  Assuming source is a URL, fetch it and extract it to the directory specified as EXTRACTPATH
-N NAME, --name NAME
  Name to use within recipe (PN)
-V VERSION, --version VERSION
  Version to use within recipe (PV)
-b, --binary
  Treat the source tree as something that should be installed verbatim (no compilation, same directory structure)
--also-native
  Also add native variant (i.e. support building recipe for the build host as well as the target machine)
--src-subdir SUBDIR
  Specify subdirectory within source tree to use
-a, --autorev
  When fetching from a git repository, set SRCREV in the recipe to a floating revision instead of fixed
--keep-temp
  Keep temporary directory (for debugging)
--fetch-dev
  For npm, also fetch devDependencies
Warning: Host distribution "ubuntu-18.04" has not been validated with this version of the build system; you may possibly experience unexpected failures.

It is recommended that you use a tested distribution.

Warning: Host distribution "ubuntu-18.04" has not been validated with this version of the build system; you may possibly experience unexpected failures.

It is recommended that you use a tested distribution.

Summary: There was 1 WARNING message shown.

NOTE: Fetching git://github.com/lpotter/rotationray.git: protocol was https...

DEBUG: Fetcher accessed the network with the command git -c core.fuzzyobjectfiles=8 ls-remote https://github.com/lpotter/rotationray.git
Usage: bitbake-layers [-d] [-q] [--color COLOR] [-h] <subcommand> ...

BitBake layers utility

Optional arguments:
- `-d`, `--debug` Enable debug output
- `-q`, `--quiet` Print only errors
- `--color COLOR` Colorize output (where COLOR is auto, always, never)
- `-h`, `--help` show this help message and exit

Subcommands:

- `<subcommand>`
  - `add-layer` Add a layer to bblayers.conf.
  - `remove-layer` Remove a layer from bblayers.conf.
  - `flatten` Flatten layer configuration into a separate output directory.
  - `show-layers` Show current configured layers.
  - `show-overlayered` List overlayed recipes (where the same recipe exists in another layer)
  - `show-recipes` List available recipes, showing the layer they are provided by
  - `show-appends` List bbappend files and recipe files they apply to
  - `show-cross-depends` Show dependencies between recipes that cross layer boundaries.
  - `layerindex-fetch` Fetches a layer from a layer index along with its dependent layers, and adds them to conf/bblayers.conf.
  - `layerindex-show-depends` Find layer dependencies from layer index.

Use `bitbake-layers <subcommand> --help` to get help on a specific command

```
~/development/b2qt/build-raspberrypi3 $> $bitbake-layers --help
Usage: bitbake-layers [-d] [-q] [--color COLOR] [-h] <subcommand> ...

BitBake layers utility

Optional arguments:
- `-d`, `--debug` Enable debug output
- `-q`, `--quiet` Print only errors
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Use `bitbake-layers <subcommand> --help` to get help on a specific command
```

```
~/development/b2qt/build-raspberrypi3/workspace/sources $> $yorito-layer create mylayer
Please enter the layer priority you'd like to use for the layer: [default: 6] 98
Would you like to have an example recipe created? (y/n) [default: n] y
Please enter the name you'd like to use for your example recipe: [default: example] myexample
Would you like to have an example bbappend file created? (y/n) [default: n] y
Please enter the name you'd like to use for your bbappend file: [default: example] myexample
Please enter the version number you'd like to use for your bbappend file (this should match the recipe you're appending to): [default: 0.1]
New layer created in meta-mylayer.
Don't forget to add it to your BBLAYERS (for details see meta-mylayer/README).
```