



Nerves Project

Tutorial projects

Pi Camera

```
git clone
```

```
https://fhunleth@bitbucket.org/fhunleth/nerves_cam.git
```

Official targets

Target	Nerves System	mix
Raspberry Pi Zero	nerves_system_rpi0	rpi0
Raspberry Pi A, B	nerves_system_rpi	rpi
Raspberry Pi 2	nerves_system_rpi2	rpi2
Raspberry Pi 3	nerves_system_rpi3	rpi3
All BeagleBones	nerves_system_bbb	bbb
Lego EV3	nerves_system_ev3	ev3
Linkit Smart	nerves_system_linkit	linkit

Nerves basics

Create a new project

```
$ mix nerves.new hello_nerves
```

Build firmware bundle

```
$ cd hello_nerves
```

```
$ export MIX_TARGET=<mix target>
```

```
$ mix deps.get
```

```
$ mix firmware
```

Burn a MicroSD card

```
$ mix firmware.burn
```

Update using nerves_firmware_http

```
$ mix firmware.push hostname [--target <mix target>]
```

Connecting to the target

Most Nerves systems provide an IEx prompt over a serial port or UART. TTY emulators like `screen` and `picocom` can access it. Check the system for baud rate (normally 115200).

screen

```
$ screen /dev/tty<device> 115200
```

Exit screen with CTRL+a, CTRL+\

picocom

```
$ picocom -b 115200 /dev/tty<device>
```

Exit picocom with CTRL+a, CTRL+x

Useful IEx commands

```
Run a Linux command :os.cmd('ps') |> IO.puts
```

```
Reboot Nerves.Runtime.reboot
```

```
Shell <CTRL+g>s sh<Enter>c 1
```

Terminology

host The computer on which you are editing source code, compiling, and assembling firmware

target The platform for which your firmware is built (for example, Raspberry Pi, Raspberry Pi 2, or Beaglebone Black)

toolchain The tools required to build code for the target, such as compilers, linkers, binutils, and C runtime

system A lean Buildroot-based Linux distribution that has been customized and cross-compiled for a particular target

assemble The process of combining system, application, and configuration into a firmware bundle

firmware bundle A single file that contains an assembled version of everything needed to burn firmware

firmware image Built from a firmware bundle and contains the partition table, partitions, bootloader, etc.

Installation

MacOS

```
$ brew update
```

```
$ brew install erlang elixir fwup squashfs coreutils
```

Linux

```
$ sudo apt-get install ssh-askpass squashfs-tools
```

All platforms

```
$ mix local.hex
```

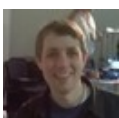
```
$ mix local.rebar
```

```
$ mix archive.install https://github.com/nerves-project/archives/raw/master/nerves_bootstrap.ez`
```

Updating

```
$ mix local.nerves
```

<https://hexdocs.pm/nerves/installation.html>



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