



**For customer**

WCP2OSS5/ST

Bo Shang

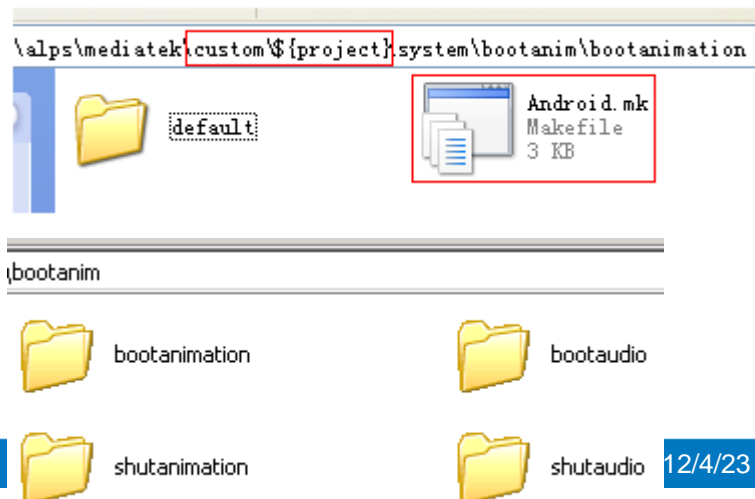


# For customer

- Customers have their own animation.
- It need do some configure settings and add their own animation resource by customers.
- It need use your project named replace the “\${PROJECT}” in the following demo to change your project settings.

# Use “\${PROJECT}” project as example

- Modify “OPTR\_SPEC\_SEG\_DEF = NONE” value to “OPTR\_SPEC\_SEG\_DEF = **NONE**” in the projectconfig.mk (alps\mediatek\config\\${project}\ projectconfig.mk)
- Add System property “**ro.operator.optr=CUST**” into system.prop file (alps\mediatek\config\\${project}\ system.prop)
- Write make file to copy Customer’s bootanimation.zip /shutanimation.zip files from the below path to system/media when build load. E.g place the resource under project(custom/ “\${PROJECT}” )



\bootanim\bootaudio



bootaudio.mp3

# Use “\${PROJECT}” project as example

- Make file for bootanimation.zip demo

```
# Android.mk in out will be enumerated in mediatek/build/android
LOCAL_PATH := $(call my-dir)

include $(CLEAR_VARS)

ifdef OPTR_SPEC_SEG_DEF
    ifeq ($(OPTR_SPEC_SEG_DEF),CUST)
        LOCAL_PATH := $(LOCAL_PATH)/default

        ifeq ($(LCM_HEIGHT), 800)
            LOCAL_PATH := $(LOCAL_PATH)/WVGA
        else
            LOCAL_PATH := $(LOCAL_PATH)/HVGA
        endif
    endif
endif

LOCAL_MODULE := bootanimation.zip
LOCAL_MODULE_TAGS := user
LOCAL_MODULE_CLASS := media
LOCAL_MODULE_PATH := $(TARGET_OUT)/media
LOCAL_SRC_FILES := $(LOCAL_MODULE)
include $(BUILD_PREBUILT)

endif
endif
```

- Change the “bootanimation.zip” to “shutanimation.zip” for shut animation make file.

# Use “\${PROJECT}” project as example

- Make file for bootaudio.mp3 demo

```
36 # barrier for searching Android.mk
37 # Android.mk in out will be enumerated in mediatek/
38
39 LOCAL_PATH := $(call my-dir)
40 include $(CLEAR_VARS)
41
42 LOCAL_MODULE := bootaudio.mp3
43 LOCAL_MODULE_TAGS := user
44 LOCAL_MODULE_CLASS := media
45 # your prebuilt file (must be relative directory )
46 LOCAL_SRC_FILES := $(LOCAL_MODULE)
47 # the path your prebuilt file will be installed
48 LOCAL_MODULE_PATH := $(TARGET_OUT)/media
49 LOCAL_CERTIFICATE := platform
50 include $(BUILD_PREBUILT)
```

- Change the “bootaudio.mp3 ” to “shutaudio.mp3 ” for shut audio make file.



# Boot & shut animation zip file

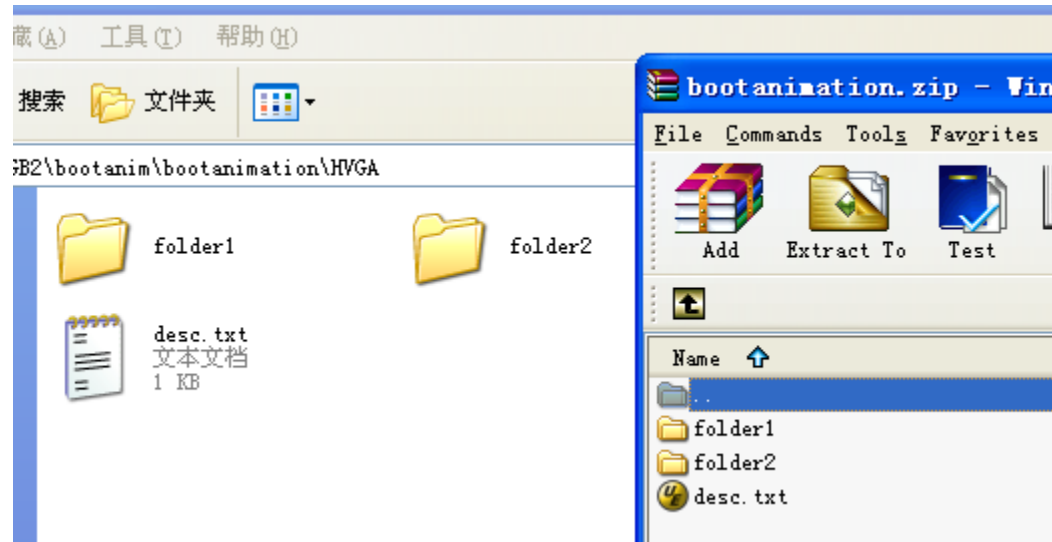
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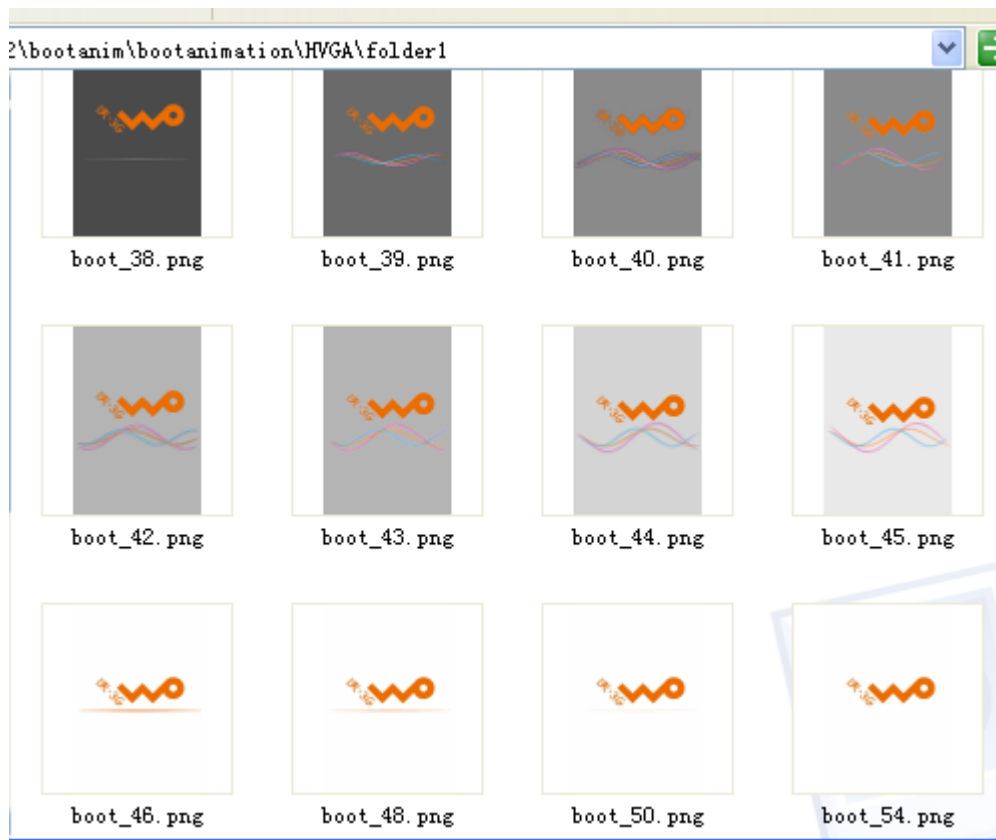
# Boot animation format

- There are two folders and one desc.txt configure file in the zip



# Folder1

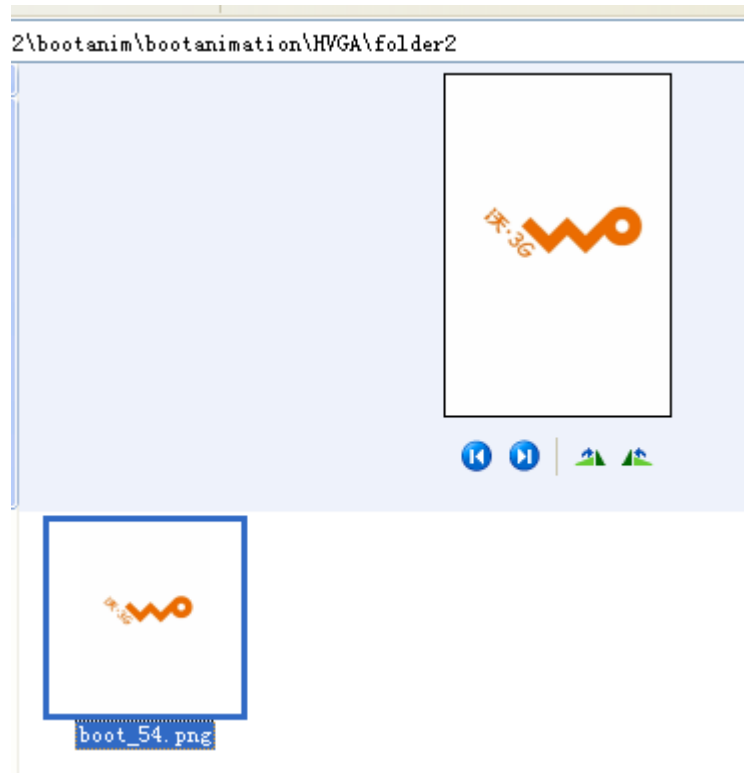
- Place all the png in the folder1





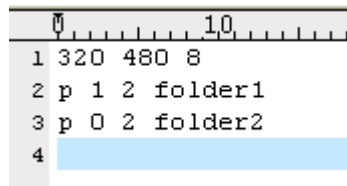
# Folder 2

- Only place the last frame of the animation



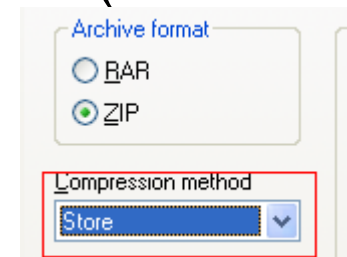
# desc.txt

- Modify the below three parameter if needed.
- 320x480 is for HVGA.
- 8 is to play 8 frame image every second.



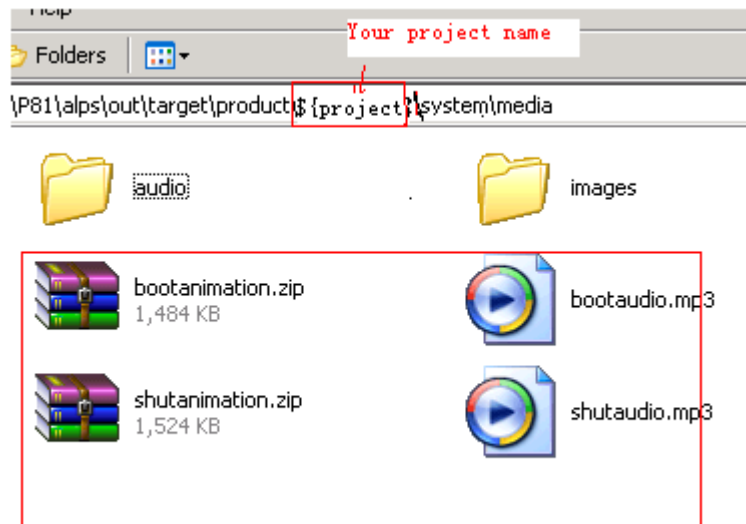
```
0 10
1 320 480 8
2 p 1 2 folder1
3 p 0 2 folder2
4
```

- **Note:** To reduce Boot up time cost. We use smaller resolution images to instead of real size. WVGA(use 240\*400 image instead of 480x800 ) . Qhd(use 270x480 instead of real size 540x960)
- Boot/Shut animation.zip is store.



# Verification

- After build with command “mk your\_project\_name new”
- E.g “mk “\${PROJECT}” new”
- It's successful to configure your project If you can find resource in the below path.





# Boot & shut audio file

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# Requirement

- The audio type is mp3 or ogg. However the audio must be named as “bootaudio.mp3” or “shutaudio.mp3”.

# MEDIATEK

[www.mediatek.com](http://www.mediatek.com)

