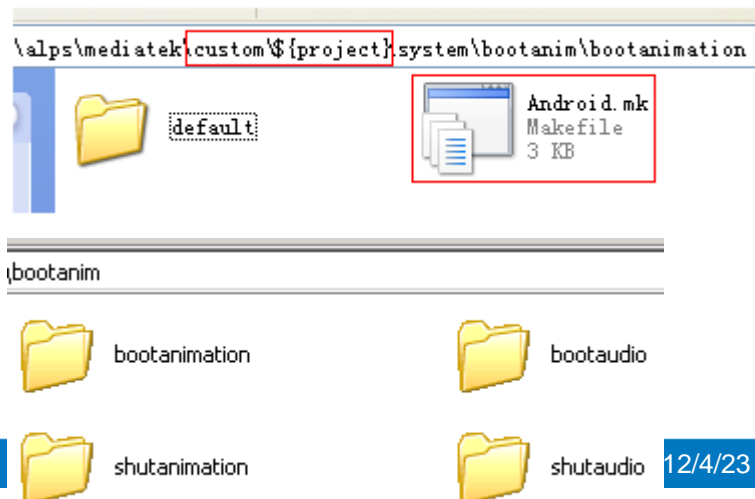# MEDIATEK

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.

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MEDIATEK

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}")

MEDIATEK

Use "${PROJECT}" project as example

- Make file for bootaniamtion.zip demo

```
# Android.mk in out will be enumrated 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

        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.

MEDIATEK

Use "${PROJECT}" project as example

- Make file for bootaudio.mp3 demo

```
36 # barrier for searching Android.mk
37 # Android.mk in out will be enumrated 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.

MEDIATEK

MEDIATEK

Boot & shut animation zip file
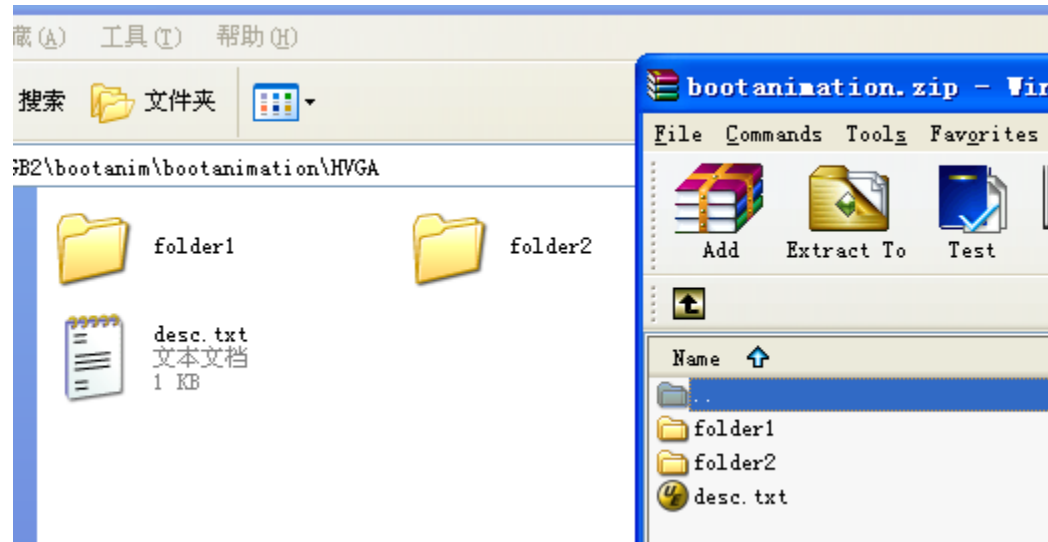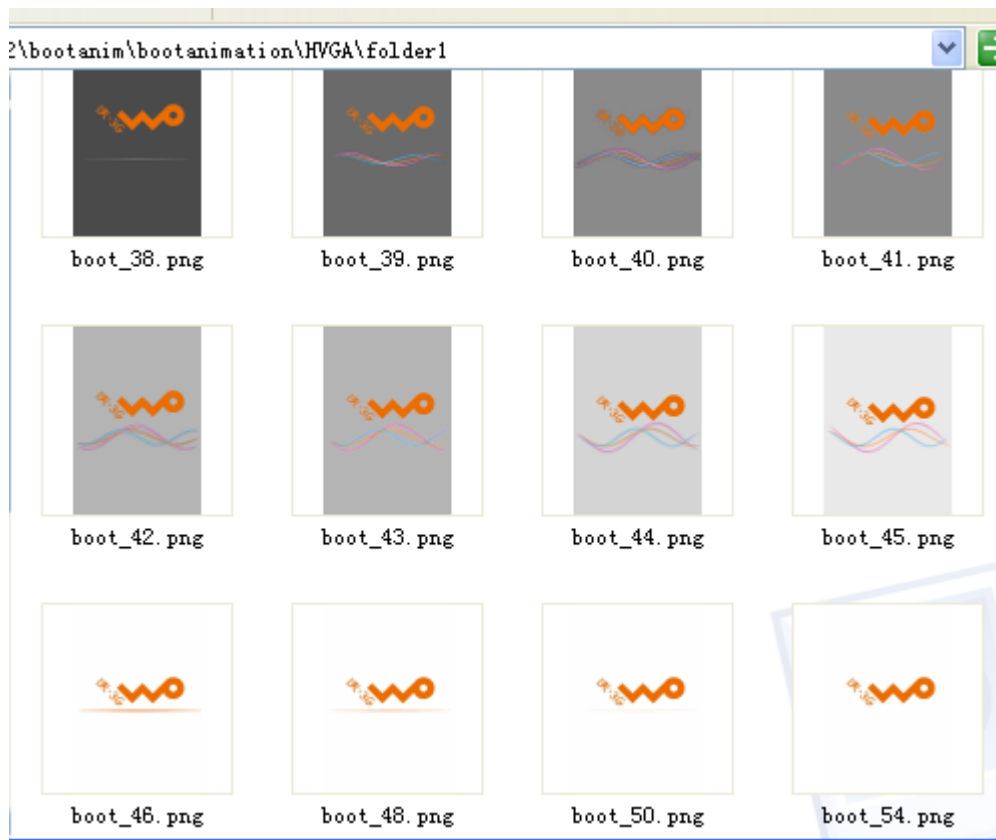
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Boot animation format

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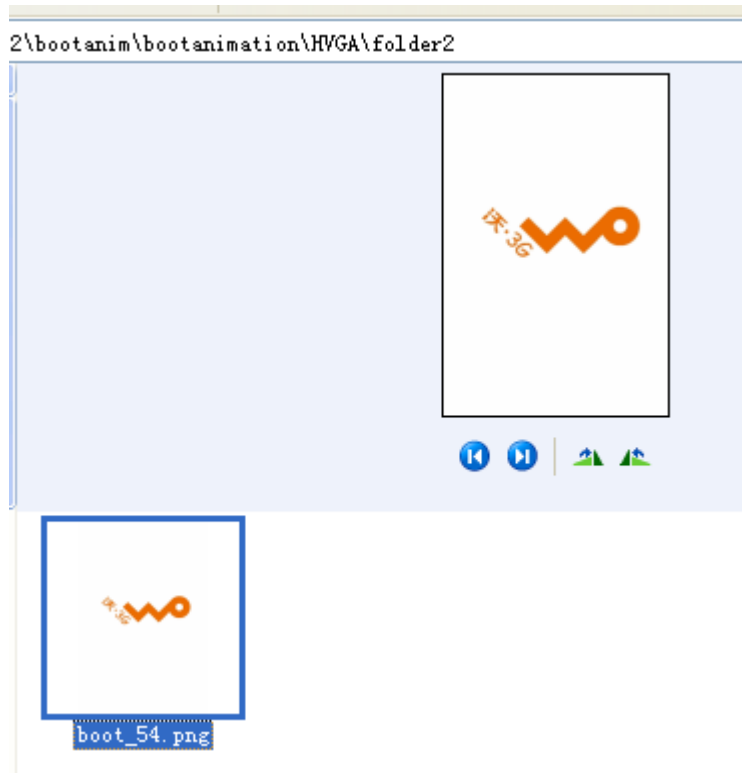
MEDIATEK

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.

Archive format
- ○ RAR
- ⊙ ZIP

Compression method
Store

MEDIATEK
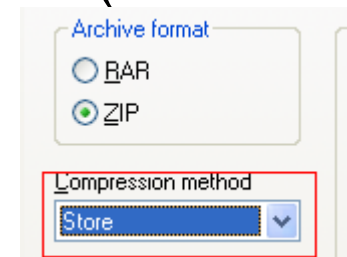
Verification

- 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.

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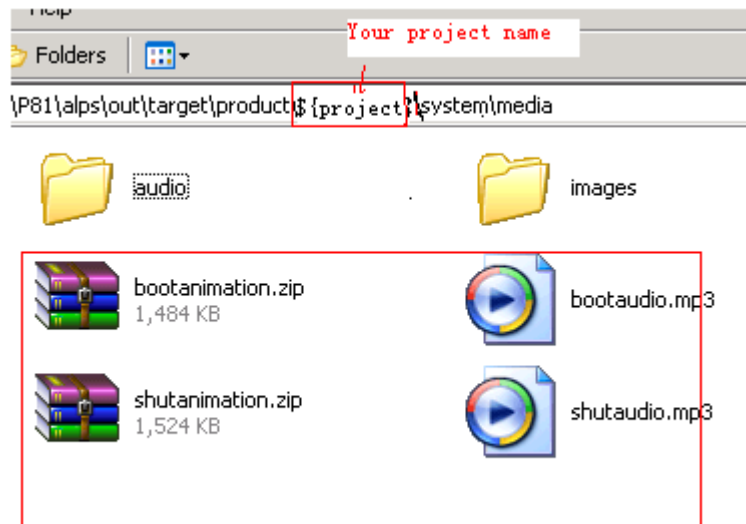
Boot & shut audio file

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Requirement

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

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