

Boot Logo and Boot Animation Change Guide

Version 1.0.0

Display Audio

Solution Team

NEXELL

Release information

The following changes have been made to this document.

Change History

Date	Change
07 Dec 2017	First release for v1.0.0

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Chap 1. Information

1.1 Overview

1.1.1 Supported modes

- Bootlogo only
- Bootanimation only (Default)
- Bootlogo + Bootanimation

1.1.2 Supported image type

- Bootlogo : BMP
 - Bootanimation : PNG
-

1.2 Display layer

- MLC0
- RGB0 : Parking line
- RGB1 : Bootlogo / Bootanimation, Launcher GUI
- VIDEO0 : Camera overlay

Chap 2. How To

2.1 Bootlogo only

From the YOCTO top directory.

```
$ vi u-boot/u-boot-2016.01/include/configs/s5p4418_dauidio_ref.h
```

Modified as below.

```
#define CONFIG_VIDEO_LOGO
#define CONFIG_SPLASH_SCREEN
#define CONFIG_BOOTANIM
#undef CONFIG_BOOTANIM
```

If you want to change the image file (logo.bmp), you can replace the file at the following location.

```
Yocto/yocto/meta-nexell/tools/bootlogo/
```

2.2 Bootanimation only

Modified as below.

```
#define CONFIG_VIDEO_LOGO
#undef CONFIG_VIDEO_LOGO
#define CONFIG_SPLASH_SCREEN
#undef CONFIG_SPLASH_SCREEN
#define CONFIG_BOOTANIM
```

If you want to change the bootanimation file (bootanimation.zip), you can replace the file at the following location.

```
Yocto/yocto/meta-nexell/recipes-extended/nexell-bootanim/files/32/system/media
```

bootanimation.zip is the same as that used by android.

2.3 Bootlogo + Bootanimation

Modified as below.

```
#define CONFIG_VIDEO_LOGO
#define CONFIG_SPLASH_SCREEN
#define CONFIG_BOOTANIM
```

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3.1 Bootanimation exit

Terminate bootanimation with process kill before the main launcher is shown.

In daudio_ref, bootanimation is terminated by process kill before lauhcer is executed in launcher main.

3.2 Note

Please reset the BMP load address and dtb reserve address to match the target memory map structure.

<pre>#define CONFIG_KERNEL_DTB_ADDR #define CONFIG_BMP_LOAD_ADDR</pre>
--

The dtb reserve address is the same as the fdtaddr value.