

How to Change the Default Launcher

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. How To

1.1 Procedure

1.1.1 Step 1

Download the podonamu package from nexell git server.

```
$ git clone ssh://[Your account]@git.nexell.co.kr:29418/nexell/linux/library/podonamu -b daudio
$ cd podonamu
```

1.1.2 Step 2

Modify the pdwindowcompositor source code.

```
$ cd apps/pdwindowcompositor/
$ vi compositorwindow.cpp
```

Modify the launcher name and path.

```
#define LAUNCHER_NAME    "NxLauncher"
#define LAUNCHER_PATH    "/usr/bin"
```

1.1.3 Step 3

Rebuild pdwindowcompositor and push to target

```
$ mkdir build_test
$ cd build_test
$ source /opt/poky/2.1.3/environment-setup-cortexa9hf-neon-poky-linux-gnueabi
$ qmake ../
$ make
$ adb push pdwindowcompositor /podo/apps/pdwindowcompositor/
```

1.1.4 Step 4

Reboot target board.

1.2 Troubleshoot

If you do not see the screen when the replaced launcher is running, you will need some latency.

Change latency as shown below.

```
$ vi main.cpp
```

In 47 line. change latency time. (us)

```
#define LATENCY_US 5000000
```

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