Boot Logo and Boot Animation Change Guide

Version 1.0.0

Display Audio

Solution Team

Release information

The following changes have been make to this document.

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Table of contents

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

Chap 2. **How To**

2.1 Bootlogo only

From the YOCTO top directory.

```
$ vi    u-boot/u-boot-2016.01/include/configs/s5p4418_daudio_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-sumo/yocto/meta-nexell/meta-nexell-distro/recipes-extended/nexell-
bootanim/files/bootanimation/system/media/bootanimation.zip
```

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

For more information on how to use it, please go to Google search and find the documentation for Android bootanimation.

2.3   Bootlogo + Bootanimation

Modified as below.

#define CONFIG_VIDEO_LOGO
#define CONFIG_SPLASH_SCREEN
#define CONFIG_BOOTANIM

Chap 3. **Etc**

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 launcher is executed in launcher main.