

Boot Logo and Boot Animation Change Guide

Version 1.0.0

Display Audio

Solution Team



Release information

The following changes have been made to this document.

Change History

Date	Change
07 Dec 2017	First release for v1.0.0
14 Nov 2018	Second release for v1.1.0

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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

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
```

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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 launcher is executed in launcher main.