The Styx Project

Device Requirements

Revision 1.0

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [RFC2119](#).

- The device must be using an ARM64 software base. ARM32 aren't supported per-se, but you can push a pull-request with all the prerequisites and we will be glad to support it.
- The device MUST have SE for Android status as Enforcing and build variant as user to release builds. Only Betas can be Permissive and Userdebug. Eng builds are not allowed.
- The device MUST have COMPLETE hardware compatibility corresponding to the stock firmware – if the IR blaster works, it should work on Styx. Only NFC is allowed to be ignored – but it'd be better if it'd be fixed as soon as possible. Stability and security are our main goals – we do need to reach it! :D
- The device MUST not use custom fingerprints – we override it via the vendor.
- The device MUST drop all duplicated entries that are already present in vendor.
- The device MUST not include any unused overlays and packages, this includes but not limited to packages not being built, packages that don't work, unnecessary bloat, obsolete packages, placebo tweaks or any packages that add unnecessary features, as stated in the Maintainers Code of Conduct document.
- The device MUST be in accordance with the items stated in the Maintainers Code of Conduct.
- If the device has Full Disk Encryption, it MUST NOT ship the Updatable APEX, as the same only works with the device encrypted on File-Based Encryption based devices. The same is applicable to kernel revisions lesser than or equal to 3.18.
- Conversion of device from FDE to FBE is fine, but FBE to FDE is strictly prohibited.
- If there are commits required in the source base other than device-specific ones, they should be necessary for the device to build, boot or have a specific function. They must have proper authorship, as minimal and polished as possible, and shouldn't break any other device.

Credits: Pixel Experience for a detailed Code of Conduct that we could adapt and use.