**TrickPlay New Platform Bring-up Checklist**

**STEP 1**

**Partner ensures OpenGL ES 2.0 readiness:**

1. **TrickPlay provides partner with reference OpenGL ES 2.0 application**  
     
   Source code and make file.
2. **Partner compiles and executes reference application on device**  
   Partner verifies that output is correct:  
     
    Partially transparent black and white checkerboard pattern  
     
    Video plane is visible behind the pattern
3. **Partner documents steps**  
     
   Partner documents all steps taken to get the reference application in working order. This includes:  
     
    compilation   
    linking   
    required headers and libraries  
    changes made to the reference application or its make file   
    on-device configuration steps
4. **Partner gathers requirements**  
     
   Partner ensures that all required files and instructions are ready to be handed over to TrickPlay in step 2(d).

**STEP 2**

**Partner provides TrickPlay with:**

1. **Reference device/board**  
     
   All required cables included.  
   Must have access to serial console.  
   Must have boot loader.
2. **Compiler binaries (toolchain)**  
     
   GCC 4.x.
3. **Linux kernel source**  
     
   Linux 2.6.x or greater.  
   Environment to build kernel  
    Virtual machine pre-configured to build kernel (preferred) or,  
    recommended host OS to build kernel and instructions.  
   Instructions to flash kernel onto device.
4. **OpenGL ES 2.0 reference application**  
   All artifacts resulting from step 1. TrickPlay must be able to get the OpenGL ES 2.0 reference application working on the device.

**STEP 3**

**TrickPlay provides partner with:**

1. **TrickPlay libraries**   
     
   Binary package of TrickPlay libraries and dependencies.
2. **Bootstrap test executable.**  
     
   Simple bootstrap executable to launch TrickPlay for testing.  
   Make files to build bootstrap executable.
3. **TrickPlay test applications**  
     
   Initial package of TrickPlay applications for testing and benchmarking.
4. **TrickPlay headers**  
     
   Standard headers for partner integration.
5. **TrickPlay documentation**  
     
   TrickPlay Programmer's Guide and Reference.  
   TrickPlay Development Tools.   
   TrickPlay OEM Integration Reference.

**STEP 4**

**Partner provides TrickPlay with:**

1. **Remote control integration**  
     
   Using TrickPlay's API, partner implements support for remote control events (including mouse/touch events as appropriate depending on controller device)
2. **Audio, video and sound playback integration**  
     
   Using TrickPlay's API, partner implements support for media and sound playback.
3. **Accelerated image decoding integration**  
     
   Using TrickPlay's API, partner implements support for hardware accelerated image decoding.
4. **Tuner control integration**  
     
   Using TrickPlay's API, partner implements support for channel tuning.