CLAWMINER

Provisioning & Production Guide

What Is This?

This guide covers how to turn a stock DOOGEE Fire 3 Ultra into a production-ready ClawMiner unit. One script does everything: installs the app, sets the wallpaper, kills bloatware, configures settings, and logs the device to a manifest.

Prerequisites

> **Computer:** macOS or Linux with ADB installed
> **Device:** DOOGEE Fire 3 Ultra with USB Debugging enabled
> **APK:** Built APK placed in provision/clawminer.apk
> **Cable:** USB-A to USB-C cable

Quick Start

```
cd path402/apps/clawminer/provision
./provision-clawminer.sh
```

That's it. The script handles everything else. Takes about 90 seconds per device.

Enabling USB Debugging (First Time)

On a fresh DOOGEE out of the box:

> Go to Settings > About Phone
> Tap 'Build Number' 7 times to unlock Developer Options
> Go to Settings > System > Developer Options
> Enable 'USB Debugging'
> Plug in USB, tap 'Allow' on the permission popup

The 9 Steps

The provisioning script runs these steps automatically:

Step	Action	Detail
Step 1	**Device Check**	**Verifies one DOOGEE connected, reads serial**
Step 2	Install APK	Installs clawminer.apk or finds build output
Step 3	**Push Wallpapers**	**Copies 11 wallpapers to device gallery**
Step 4	Set Wallpaper	Opens picker with default image
Step 5	**Disable Bloatware**	**Disables ~40 unwanted packages**
Step 6	Configure Settings	WiFi, sleep, brightness, animations
Step 7	**Rename Device**	**ClawMiner-XXXX (last 4 of serial)**
Step 8	Launch App	Grants permissions, opens ClawMiner
Step 9	**Log Manifest**	**Appends to manifest.csv for QC**

Apps Kept

Chrome and YouTube are NOT disabled. Edit bloatware.txt to change what gets removed. All disabled packages can be re-enabled if needed.

Settings Applied

Setting	Value	Reason
Screen timeout	**30 minutes**	**Stays visible while mining**
WiFi sleep	Never	Mining needs constant network
Stay awake	**While charging**	**Plugged-in device won't sleep**
Animations	0.5x	Snappier UI feel
Auto-rotate	**Off**	**Device sits in one position**
Brightness	50% manual	Reasonable default

File Structure

```
provision/
|-- provision-clawminer.sh    <- Run this
|-- clawminer.apk             <- Your built APK
|-- bloatware.txt             <- Packages to disable
|-- manifest.csv              <- QC log (auto-filled)
|-- wallpapers/               <- 11 branded images
    |-- clawminer-pcb-claw-clean.jpg  (default)
    |-- ... (10 more)
```

Production Workflow

For each unit coming off the line:

1. Unbox DOOGEE Fire 3 Ultra
2. Power on, complete minimal Android setup (skip Google account)
3. Enable USB Debugging (Settings > About > tap Build 7x > Dev Options)
4. Plug into provisioning computer via USB
5. Run: ./provision-clawminer.sh
6. Confirm wallpaper on device screen (tap 'Set wallpaper')
7. Visual QC: splash screen -> dashboard -> notification icon
8. Unplug, reset brightness/volume to preference
9. Box as ClawMiner

QC Checklist

[ ] Splash screen shows orange crab with pulsing animation
[ ] Dashboard displays mining stats (hash rate, blocks, peers)
[ ] Notification bar shows claw icon with 'Mining active'
[ ] Home screen wallpaper is ClawMiner branded
[ ] Device name shows as ClawMiner-XXXX in Bluetooth settings
[ ] YouTube and Chrome still accessible
[ ] WiFi stays connected when screen is off

Throughput Estimates

One person, one USB cable: ~30 units/hour (90 sec each).
With a 4-port USB hub and staggered starts: ~60 units/hour.
Two people, two stations: 100+ units/hour.

Troubleshooting

> 'No device connected' - check USB cable, re-enable USB Debugging
> APK install fails - build a debug or release APK first

> Wallpaper not setting - manually set from Gallery > ClawMiner-Wallpapers

> Bloatware re-enables - run script again, or factory reset + re-provision

> Script can't find ADB - install Android SDK platform-tools