**Customizing the SDK Splash Screen**

Reference: <http://processors.wiki.ti.com/index.php/Customizing_the_SDK_Splash_Screen>

Some text in the splash screen can be customized. For example,

The PSPLASH\_STARTUP\_MSG by default is nothing. If needed edit ‘psplash-config.h’

#define PSPLASH\_STARTUP\_MSG "Auto-Scan for new software ..."

From Reach Tech.:

Here is a quick HOWTO for using the VM to cross compile.  
  
From the Linux VM  
  
1. Open a terminal and change to the source directory you want to compile  
  
2. Source the Yocto SDK  
    $ source /opt/reach/1.6/environment-setup-cortexa9hf-vfp-neon-reach-linux-gnueabi  
  
3. Run the autotools setup  
    $ ./autogen.sh --host=arm-reach-linux-gnueabi  
  
4. Compile  
    $ make V=1  
  
5. Copy psplash to the module (see steps 3,4,5 below)

## Steps

The "psplash" user space application is called at boot time, showing the customizable logo splash screen. In order to change the displayed image, you need to first download the "psplash" package source code from [here](http://git.yoctoproject.org/cgit/cgit.cgi/psplash/). The next steps are as follows:

**1.** Use the ./make-image-header.sh script included in the package to create a new header file with your new image: (you need to ‘apt-get install libgdk-pixbuf2.0-dev’ library first)

./make-image-header.sh <path\_to\_image\_file> <NAME>

Note: The <NAME> argument can be whatever you want it to be, but for the fastest approach you should use "POKY" as this is what is used by default in the psplash.c file. Unfortunately this isn't configurable and you have to edit the file manually if you wish to use different name.

- The above command will generate the header file with the image contents (<your\_logo\_filename>-img.h). - Open the psplash.c file and replace the file name in the following line at the top of the file:

#include "psplash-poky-img.h"

with

#include "<your\_logo\_filename>-img.h"

**2.** This item 2 is for building the new background image. Don’t do this for building other content such as progress bar and text designed to appear on the background image.

Export the needed variables and then configure and build psplash:

export CROSS\_COMPILE=arm-linux-gnueabihf

export ARCH=arm

export “PATH=$PATH:$HOME/ti-sdk-am335x-evm-06.00.00.00/linux-devkit/sysroots/i686-arago-linux/usr/bin”

./autogen.sh --host=arm-linux CC=arm-linux-gnueabihf-gcc

Make

Once **the sequence 1 through 5 suggested from Reach Tech. above is run to build for content, do the following:**

**3.** Rename ‘psplash’ file to ‘psplash-default’.

**4**. Replace the /usr/bin/psplash-default file in your root file system with the generated one.

**5.** Important: Don’t forget to add the file access privilege to all users. Do the following commands:

> chmod 755 /usr/bin/ psplash-default