

Radxa Android

Build

Screen resolution

To have full-hd **/system/build.prop**

```
video.use.overlay=0
```

In build system change for example *radxaudoocommon/Android.mk* and touch file *build/tools/buildinfo.sh* to rebuild build.prop with “make -j4” operation.

```
PRODUCT_PROPERTY_OVERRIDES += \  
    video.use.overlay=0
```

V4l utils

Decompress [v4l-utils](#) into <aosp>/external

Run environment build

Compile

```
cd v4l-utils-imx_jb4.3_1.1.0-ga/Utils/v4l2-ctl  
mm
```

Now v4l2-ctl is in out/target/product/radxarockpro/system/bin/v4l2-ctl

Upload

Keep button near USB ports and power on.

```
./mkimage.sh ota  
sudo /lab/radxa/upgrade_tool di -b rockdev/Image/boot.img  
sudo /lab/radxa/upgrade_tool uf rockdev/update.img
```

Boot animation

Put bootanimation.zip into /system/media folder (see [theme repo](#))

For example

```
adb remount  
adb push bootanimation.zip /system/media
```

Post installation

Screen calibration

[TSCalibration2](#)

From:
<https://wiki.csgalileo.org/> - **Galileo Labs**

Permanent link:
<https://wiki.csgalileo.org/tips/radxa/android>

Last update: **2015/03/27 09:31**

