Radxa Android

Build

Screen resolution

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

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

In build system change for example *radxa_udoo_common/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-clt is in out/target/product/radxa_rock_pro/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

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