

# 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-ctl is in out/target/product/radxa\_rock\_pro/system/bin/v4l2-ctl

### Upload

```
./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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