

# Android™ Quick Start Guide

Contents

## 1 Overview

This document guides you through the processes of downloading and running this release package. It only explains how to download and run the default release image with default configuration. For details on using the release package, see the *Android™ User's Guide* (AUG) included in this release package.

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## 2 Hardware Requirements

The hardware requirements for using this release package are as follows:

Supported system-on-chips (SoCs):

- i.MX 8QuadXPlus/8QuadMax

Supported boards:

- i.MX 8QuadXPlus/8QuadMax MEK Board and Platform



## 3 Working with the i.MX 8QuadXPlus/8QuadMax MEK Board

### 3.1 Board hardware

The figures below show the different components of the i.MX 8QuadXPlus/8QuadMax MEK boards.

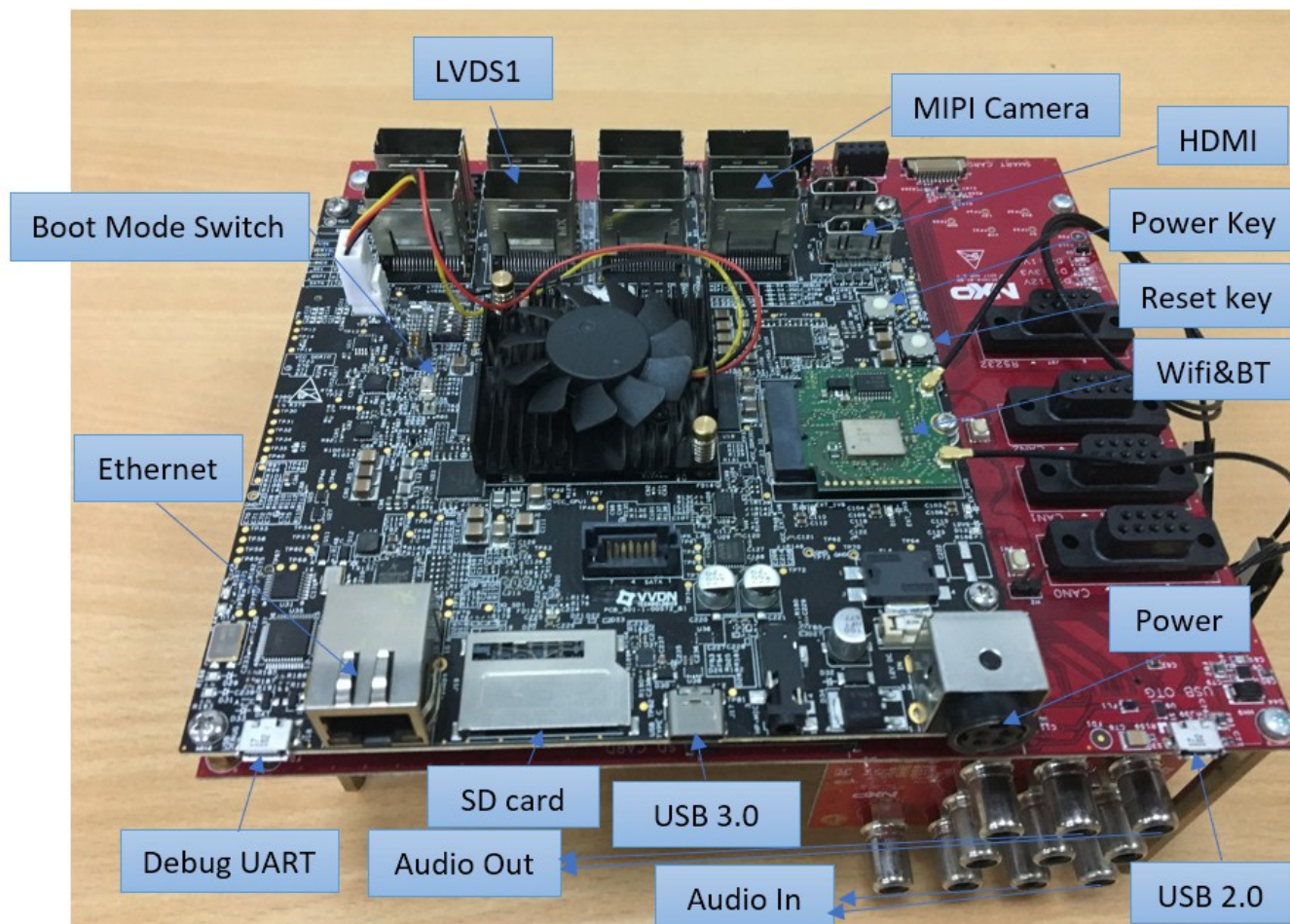


Figure 1. i.MX 8QuadMax MEK board

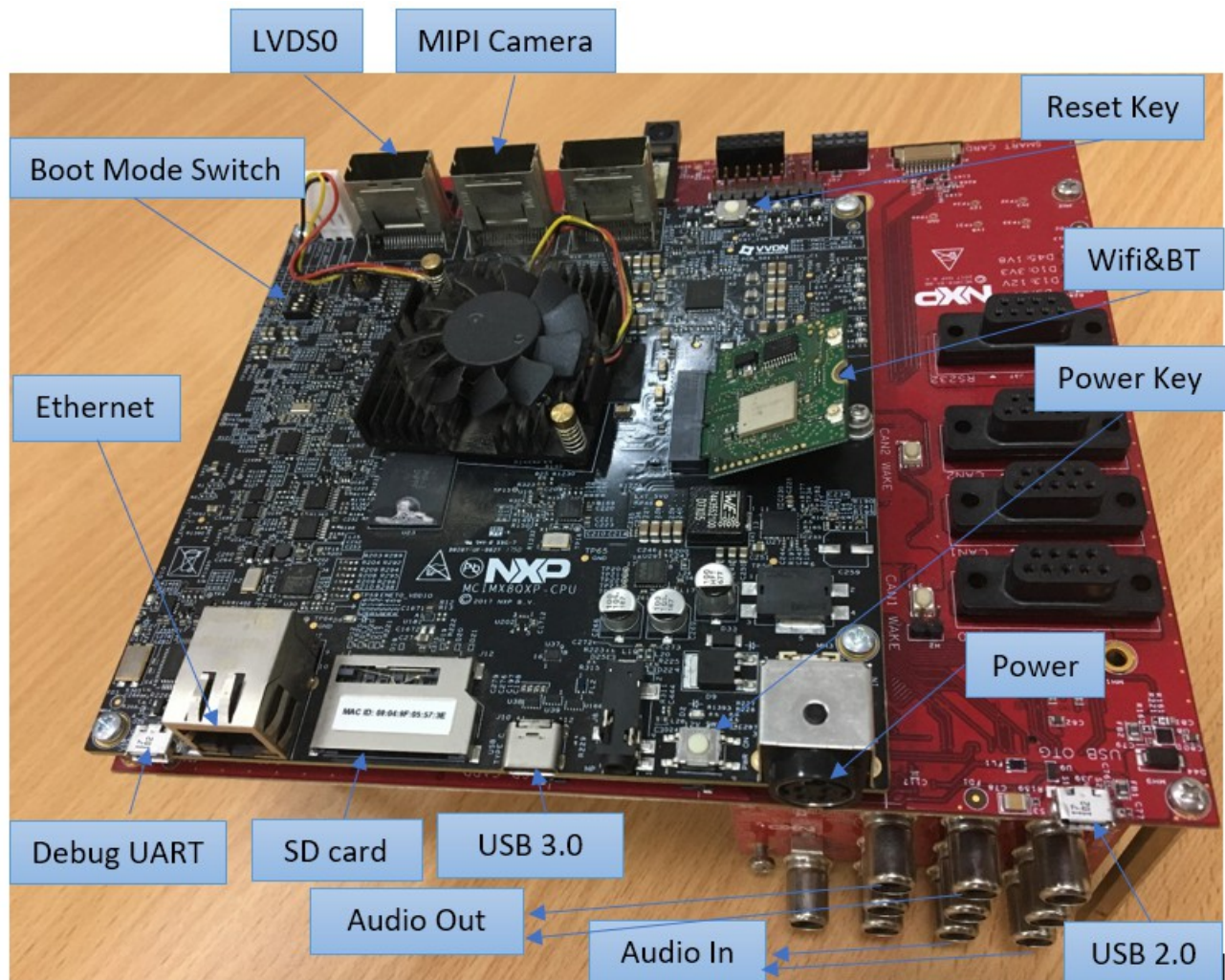
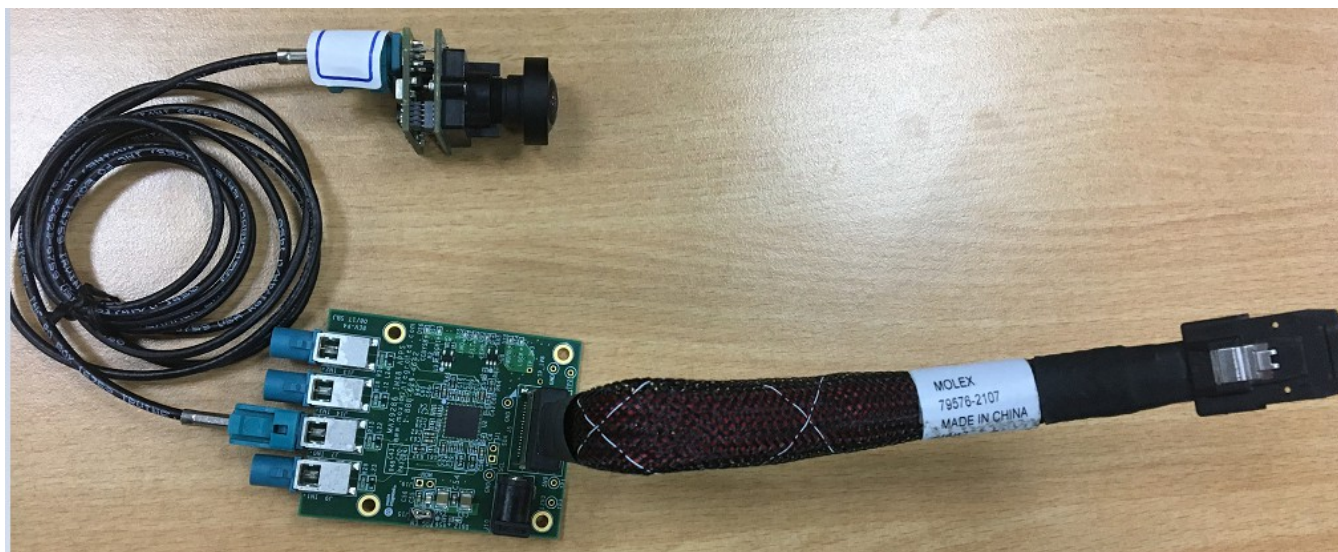


Figure 2. i.MX 8QuadXPlus MEK board



Figure 3. i.MX mini SAS cable with LVDS-to-HDMI adapter





**Figure 4. i.MX rearview camera (MAX9286)**

**NOTE**

- To use i.MX rearview camera (MAX9286), connect the two pads of J15.
- i.MX 8QuadMax MEK
  - To test the display, connect the "LVDS1" port to the LVDS-to-HDMI adapter with the i.MX mini SAS cable.
  - To test the rearview camera, connect the "MIPI Camera" port with the i.MX MAX9286 MIPI camera.
- i.MX 8QuadXPlus MEK
  - To test the display, connect the "LVDS0" port to the LVDS-to-HDMI adapter with the i.MX mini SAS cable.
  - To test the rearview camera, connect the "MIPI Camera" port with the i.MX MAX9286 MIPI camera.
  - To use i.MX rearview camera (MAX9286), connect the two pads of J15.

## 3.2 Board images

To test prebuilt images with the EVS function enabled in the Arm Cortex-M4 CPU core, use `android_o8.1.0_2.1.0-auto-ga_image_8qmek.tar.gz`. To test prebuilt images without the EVS function enabled in the Arm Cortex-M4 CPU core, use `android_o8.1.0_2.1.0-auto-ga_image_8qmek2.tar.gz`.

The table below describes the location in the board partitions of the software images in `android_o8.1.0_2.1.0-auto-ga_image_8qmek.tar.gz`.

**Table 1. Board images**

Image name	Download target
/spl-imx8qm.bin	0 KB offset of MMC for i.MX 8QuadMax.
/u-boot-imx8qm-xen.imx	FAT file system on SD card, which also has Linux image with Xen support flashed to it.
/spl-imx8qxp.bin	32 KB offset of MMC for i.MX 8QuadXPlus.
/u-boot-imx8qm-mek-uuu.imx	Bootloader used by UUU for i.MX 8QuadMax MEK board. It is not flashed to MMC.

*Table continues on the next page...*

**Table 1. Board images (continued)**

/u-boot-imx8qxp-mek-uuu.img	Bootloader used by UUU for i.MX 8QuadXPlus MEK board. It is not flashed to MMC.
/bootloader-imx8qm.img	Bootloader_a and bootloader_b partitions for i.MX 8QuadMax.
/bootloader-imx8qxp.img	Bootloader_a and bootloader_b partitions for i.MX 8QuadXPlus.
/boot.img	boot_a and boot_b partitions to support LVDS-to-HDMI display.
/partition-table.img	Program to first 17 KB, and then back up to last 17 KB of the boot storage. GPT table image for 16 GB boot storage.
/partition-table-7GB.img	Program to first 17 KB, and then back up to last 17 KB of the boot storage. GPT table image for 8 GB boot storage.
/partition-table-28GB.img	Program to first 17 KB, and then back up to last 17 KB of the boot storage. GPT table image for 32 GB boot storage.
/vbmeta-imx8qm.img	vbmeta_a and vbmeta_b partitions for i.MX 8QuadMax to support LVDS-to-HDMI display.
/vbmeta-imx8qm-xen.img	vbmeta_a and vbmeta_b partitions for i.MX 8QuadMax to support LVDS-to-HDMI display on Xen.
/vbmeta-imx8qxp.img	vbmeta_a and vbmeta_b partitions for i.MX 8QuadXPlus to support LVDS-to-HDMI display.
/system.img	system_a and system_b partitions.
/vendor.img	vendor_a and vendor_b partitions.
/dtbo-imx8qm.img	dtbo_a and dtbo_b partitions for i.MX 8QuadMax.
/dtbo-imx8qm-xen.img	dtbo_a and dtbo_b partitions for i.MX 8QuadMax on Xen.
/dtbo-imx8qxp.img	dtbo_a and dtbo_b partitions for i.MX 8QuadXPlus.
/rpmb_key_test.bin	Prebuilt test RPMB key, which can be used to set the RPMB key as fixed 32 bytes 0x00.
/testkey_public_rsa4096.bin	Prebuilt AVB public key. It is extracted from the default AVB private key.

### 3.3 Flashing board images

The board image files can be flashed into the target board using Universal Update Utility (UUU).

For the UUU binary file, download it from github: [uuu release page on github](#).

To achieve more flexibility, two script files are provided to invoke UUU to automatically flash all Android images.

- uuu\_imx\_android\_flash.sh for Linux OS
- uuu\_imx\_android\_flash.bat for Windows OS

For this release, these two scripts are validated on UUU 1.2.91 version. Download corresponding version from github:

- For Linux OS, download the file named "uuu".
- For Windows OS, download the file named "uuu.exe".

Because the two script files will directly invoke UUU, make sure that UUU is in a path contained by the system environment variable of "PATH".

Perform the following steps to download the board images:

## Working with the i.MX 8QuadXPlus/8QuadMax MEK Board

1. Download the UUU binary file from github as described before. Install UUU into a directory contained by the system environment variable of "PATH".
2. Make the board enter serial download mode.
  - Change the board's SW2 (boot mode) to 001000 (from 1-6 bit) to enter serial download mode for i.MX 8QuadMax.
  - Change the board's SW2 (boot mode) to 1000 (from 1-4 bit) to enter serial download mode for i.MX 8QuadXPlus.
3. Power on the board. Use the USB cable on the board USB 3.0 Type-C port to connect your PC with the board.

### NOTE

- There are three USB ports on the i.MX 8QuadMax MEK board: USB-to-UART, USB 2.0, and USB 3.0.
  - The USB-to-UART port can be referenced as debug UART, which can be used to watch the log of the hardware boot processing.
  - USB 2.0 is USB Host and USB 3.0 is USB OTG.
4. Decompress release\_package/android\_o8.1.0\_2.1.0-auto-ga\_image\_8qmek.tar.gz, which contains the image files and uuu\_imx\_android\_flash tool.
  5. Execute the uuu\_imx\_android\_flash tool to flash images.

The uuu\_imx\_android\_flash tool can be executed with options to get help information and specify the images to be flashed. For Android images on the i.MX 8QuadMax/8QuadXPlus MEK board, related options are described as follows

**Table 2. Options for uuu\_imx\_android\_flash tool**

Option	Description
-h	Displays the help information of this tool.
-f soc_name	Specifies the SoC information. For 8QuadMax, it should be "imx8qm". For i.MX 8QuadXPlus MEK, it should be "imx8qxp". This option is mandatory.
-a	Only flashes slot a. If this option and "-b" option are not used, slots a and b are both flashed.
-b	Only flashes slot b. If this option and "-a" option are not used, slots a and b are both flashed.
-d dev	Specifies some images with "dev" in its name. For i.MX 8QuadMax, it can be "xen". For i.MX 8QuadXPlus, do not use this option. If this option is not used, default dtbo and vbmeta images are flashed.
-e	Erases user data after images are flashed.
-D directory	Specifies the directory in which there are the images to be flashed. If this option is not used, images in the current working directory are flashed.
-y yocto_image	Specifies the path of Yocto image with Xen support. It should be a path including the name of the Yocto image. This option should be used together with "-d xen".
-daemon	Run UUU in Daemon mode. This option is used to flash multiple boards of the same type.
-i	If the script is executed with this option, no images will be flashed. The script loads U-Boot to RAM and executes to fastboot mode. this option is used for development.

- On Linux system, open the shell terminal. For example, you can execute a command as follows:

- On Windows system, open the command line interface in administrator mode. The corresponding command is as follows:

```
> .\uuu_imx_android_flash.bat -f imx8qm -a -e
```

When the command above is executed, the default images will be flashed into eMMC both slot a and slot b for i.MX 8QuadMax and all user data will be erased.

#### NOTE

- uuu\_imx\_android\_flash.bat generates a temporary file under the current working directory. Make sure you have Write permission under the current working directory.
- If uuu\_imx\_android\_flash.bat is used to flash images on a remote server through samba, you need to map the remote resource to the local environment first. Take the following command as an example:

```
> net use z: \\192.168.1.1\daily_images
```

"z" in the command represents an available drive letter. It can be other available drive letter.

6. Wait for the uuu\_imx\_android\_flash execution to complete. If there is not any error, you will get information on the command window indicating that images are already flashed.
7. Power off the board.
8. Change boot device as eMMC.
  - Change SW2 to switch the board back to 000100 (from 1-6 bit) to enter eMMC boot mode for i.MX 8QuadMax.
  - Change SW2 to switch the board back to 0100 (from 1-4 bit) to enter eMMC boot mode for i.MX 8QuadXPlus.

## 3.4 Booting with LVDS-to-HDMI display

In the U-Boot prompt, set the U-Boot environment variables as shown below:

```
U-Boot > setenv bootargs console=ttyLP0,115200 earlycon=lpuart32,0x5a060000,115200
androidboot.console=ttyLP0 androidboot.xen_boot=default init=/init consoleblank=0
androidboot.hardware=freescale androidboot.fbTileSupport=enable cma=800M@0x960M-0xe00M
galcore.contiguousSize=33554432 androidboot.primary_display=imx-drm firmware_class.path=/
vendor/firmware transparent_hugepage=never video=HDMI-A-2:d
```

With the settings above, the Android platform does not start the shell console. To disable selinux, "androidboot.selinux=permissive" needs to be appended to the U-Boot's bootargs. Boot environment variables are as follows:

```
U-Boot > setenv append_bootargs androidboot.selinux=permissive
U-Boot > saveenv
```

#### NOTE

i.MX 8QuadXPlus/8QuadMax MEK supports LVDS-to-HDMI display. They share the same bootargs.

To shorten the boot time of Android Auto, some U-Boot commands including "saveenv" are removed. After setting the preceding U-Boot environment variables, execute the following command to boot the system:

```
U-Boot > boota
```

Then wait for the Android platform to boot up.

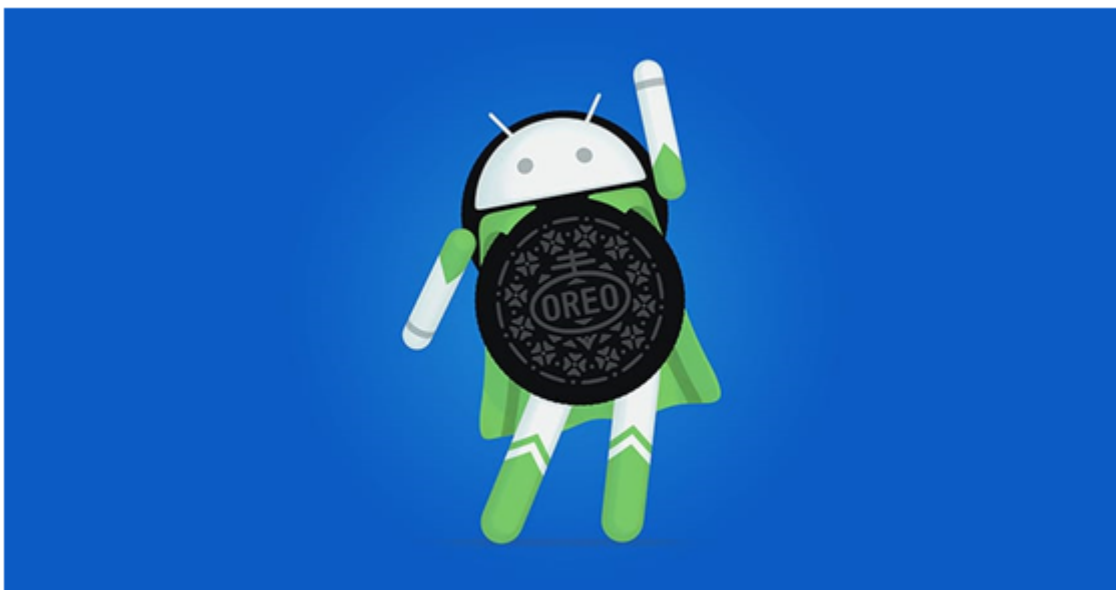


Figure 5. Android Oreo image

## 4 Revision History

Table 3. Revision history

Revision number	Date	Substantive changes
O8.1.0_1.1.0_AUTO-EAR	02/2018	Initial release
O8.1.0_1.1.0_AUTO-beta	05/2018	i.MX 8QuadXPlus/8QuadMax Beta release
O8.1.0_2.0.0-AUTO-beta	01/2019	i.MX 8QuadXPlus/8QuadMax Beta release
O8.1.0_2.1.0-AUTO-ga	04/2019	i.MX 8QuadXPlus/8QuadMax GA release



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