

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 8QuadMax
- i.MX 8QuadXPlus

Supported boards:

- MEK board and Platform



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

3.1 Board hardware

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

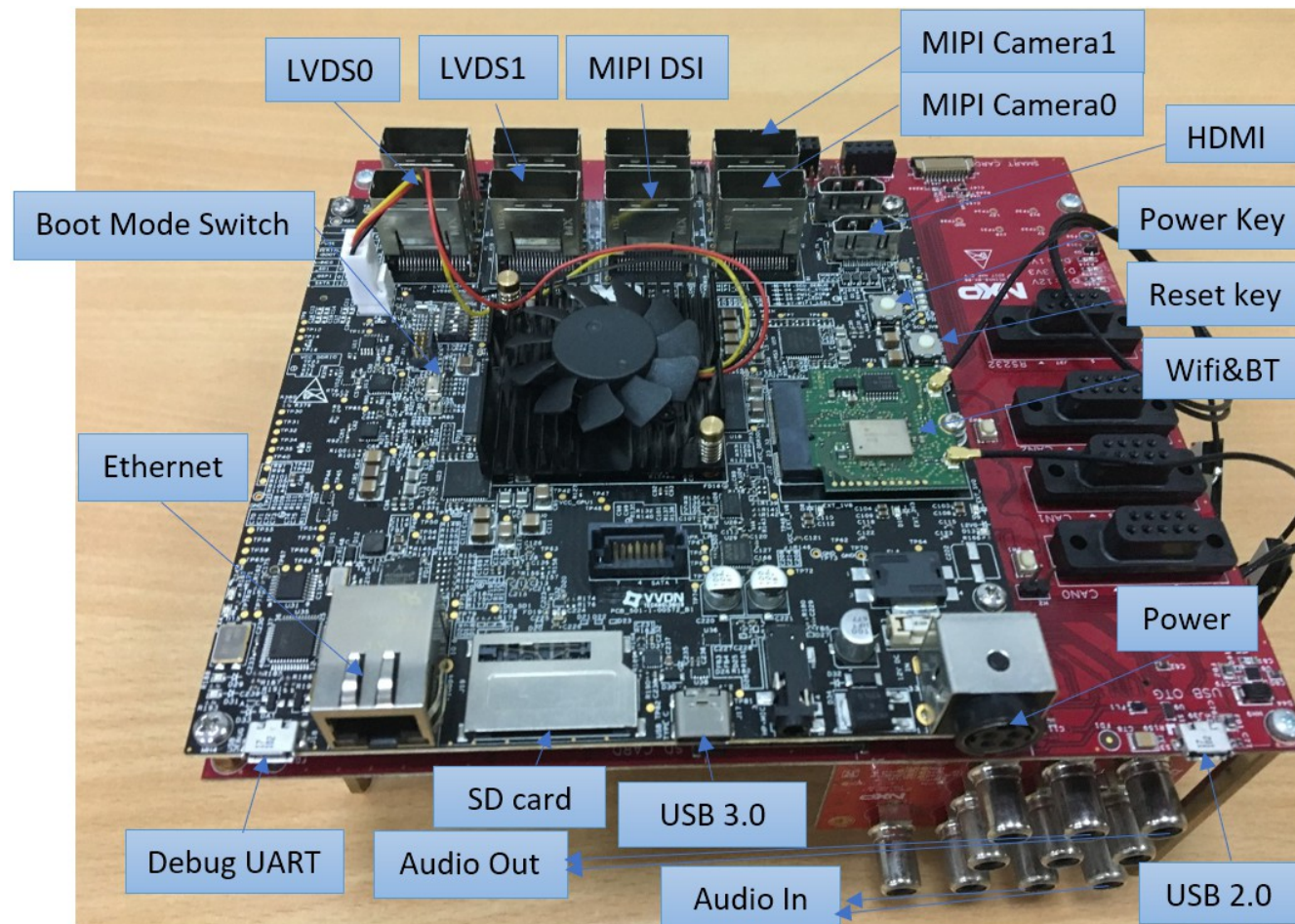


Figure 1. i.MX 8QuadMax MEK board

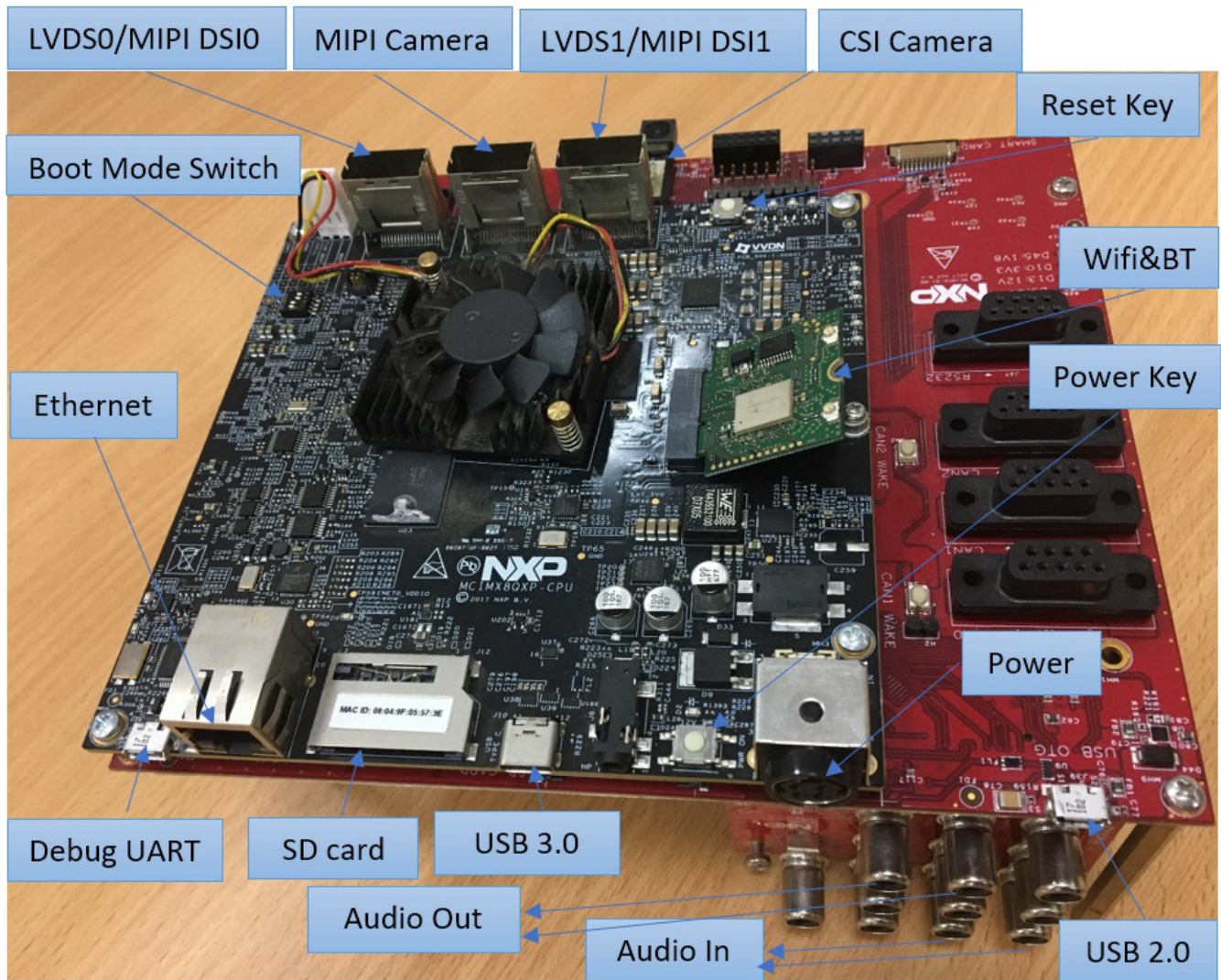


Figure 2. i.MX 8QuadXPlus MEK board



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

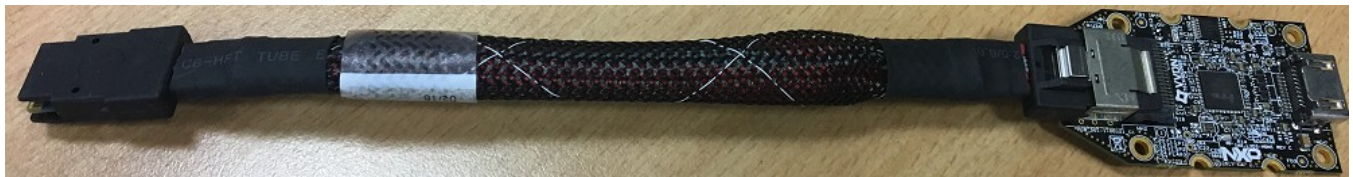


Figure 4. i.MX mini SAS cable with LVDS-to-HDMI adapter



Figure 5. i.MX MIPI panel



Figure 6. i.MX MIPI camera

NOTE

- To test the MIPI-DSI to HDMI display, use the i.MX mini SAS cable to connect the DSI-to-HDMI adapter to the "HDMI DSI" port.
- To test the LVDS-to-HDMI display, use the i.MX mini SAS cable to connect the LVDS-to-HDMI adapter to the "LVDS0/LVDS1" port.
- To test the camera, connect the i.MX MIPI Camera to the "MIPI Camera" port and connect the OV5640 Camera to "CSI Camera" port at the same time.
 - i.MX 8QuadMax MEK
 - To test a single camera, connect the i.MX MIPI camera to the "MIPI Camera0" or "MIPI Camera1" port.
 - To test dual cameras, connect both.
 - To test the MIPI panel display, connect the i.MX MIPI panel to the "MIPI DSI" port.
 - i.MX 8QuadXPlus MEK
 - To test a single camera, connect the i.MX MIPI camera to the "MIPI Camera" port or connect the OV5640 camera to the "CSI Camera" port.
 - To test dual cameras, connect both.

3.2 Board images

The table below describes the location in the board partitions of the software images in android_o8.1.0_2.0.0-ga_image_8qmek.tar.gz.

Table 1. Board images

Image name	Download target
/u-boot-imx8qm.imx	0 KB offset of eMMC and 32 KB offset of SD card for i.MX 8QuadMax.
/u-boot-imx8qxp.imx	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.
/u-boot-imx8qxp-mek-uuu.imx	Bootloader used by UUU for the i.MX 8QuadMax MEK board. It is not flashed to MMC.
/dtbo-imx8qm.img	dtbo_a and dtbo_b partitions for i.MX 8QuadMax to support single LVDS-to-HDMI/MIPI-to-HDMI or dual LVDS-to-HDMI display.
/dtbo-imx8qm-hdmi.img	dtbo_a and dtbo_b partitions for i.MX 8QuadMax to support physical HDMI display.
dtbo-imx8qm-mipi-panel.img	dtbo_a and dtbo_b partitions for i.MX 8QuadMax to support MIPI panel display.
/dtbo-imx8qxp.img	dtbo_a and dtbo_b partitions for i.MX 8QuadXPlus to support single LVDS-to-HDMI/MIPI-to-HDMI or dual LVDS-to-HDMI displays with dual-camera support.
/vbmata-imx8qm.img	vbmata_a and vbmata_b partitions for i.MX 8QuadMax to support single LVDS-to-HDMI/MIPI-to-HDMI or dual LVDS-to-HDMI display.
/vbmata-imx8qm-hdmi.img	vbmata_a and vbmata_b partitions for i.MX 8QuadMax to support physical HDMI display.
/vbmata-imx8qm-mipi-panel.img	vbmata_a and vbmata_b partitions for i.MX 8QuadMax to support MIPI panel display.
/vbmata-imx8qxp.img	vbmata_a and vbmata_b partitions for i.MX 8QuadXPlus to support single LVDS-to-HDMI/MIPI-to-HDMI or dual LVDS-to-HDMI display with dual-camera support.
/boot.img	boot_a and boot_b partitions
/partition-table.img	Program to the first 17 KB, and then back up to the last 17 KB of the boot storage. GPT table image for 16 GB boot storage.
/partition-table-7GB.img	Program to the 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.
/system.img	system_a and system_b partitions.
/vendor.img	vendor_a and vendor_b partitions.

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:

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_8.1.0_2.0.0-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.

Table continues on the next page...

**Table 2. Options for uuu_imx_android_flash tool
(continued)**

Option	Description
-d dev	Specifies some images with "dev" in its name. For 8QuadMax, it can be "hdmi", "mipi-panel". 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.
-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:

```
> sudo ./uuu_imx_android_flash.sh -f imx8qm -a -e
```

- 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 slot a for 8QuadMax.

NOTE

- To flash the SD card, execute the tool with "-t sd". To flash eMMC, it does not need to use -t option.
- If your SD card is 16 GB or the on-board eMMC is used as the boot device, it does not need to use -c option.
- If your SD card is 32 GB, execute the tool with "-c 28".
- If your SD card is 8 GB, execute the tool with "-c 7".
- i.MX 8QuadMax MEK:
 - To test LVDS-to-HDMI/MIPI-to-HDMI display, it does not need to use -d option.
 - To test MIPI panel display, execute the tool with "-d mipi-panel".
 - To test physical HDMI display, execute the tool with "-d hdmi".
- 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: \\10.193.108.179\daily_images
```

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

- 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 or SD card.
 - 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 001100 (from 1-6 bit) to enter SD 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.
 - Change SW2 to switch the board back to 1100 (from 1-4 bit) to enter SD boot mode for i.MX 8QuadXPlus.

3.4 Booting

After downloading the images, boot the board by connecting it to the power supply.

3.4.1 Booting with single LVDS-to-HDMI/MIPI-to-HDMI/MIPI panel or dual LVDS-to-HDMI display

The i.MX 8QuadMax and 8QuadXPlus MEK boards support single LVDS-to-HDMI, single MIPI-to-HDMI and dual LVDS-to-HDMI Display. The i.MX 8QuadMax MEK board supports MIPI panel display. They share the same bootargs.

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

```
U-Boot > setenv bootargs console=ttyLP0,115200 earlycon=lpuart32,0x5a060000,115200 init=/
init androidboot.console=ttyLP0 consoleblank=0 androidboot.hardware=freescale
androidboot.fbTileSupport=enable cma=800M@0x960M-0xe00M androidboot.primary_display=imx-drm
firmware_class.path=/vendor/firmware transparent_hugepage=never
U-Boot > saveenv
```

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

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

3.4.2 Booting with physical HDMI display

Only the i.MX 8QuadMax MEK board supports Physical HDMI display.

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

```
U-Boot > setenv bootargs console=ttyLP0,115200 earlycon=lpuart32,0x5a060000,115200 init=/
init androidboot.console=ttyLP0 consoleblank=0 androidboot.hardware=freescale
androidboot.fbTileSupport=enable cma=1184M@0x960M-0xe00M androidboot.primary_display=imx-drm
firmware_class.path=/vendor/firmware transparent_hugepage=never
U-Boot > saveenv
```

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

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

3.5 Board reboot

After you have completed download and setup, reboot the board and wait for the Android platform to boot up.

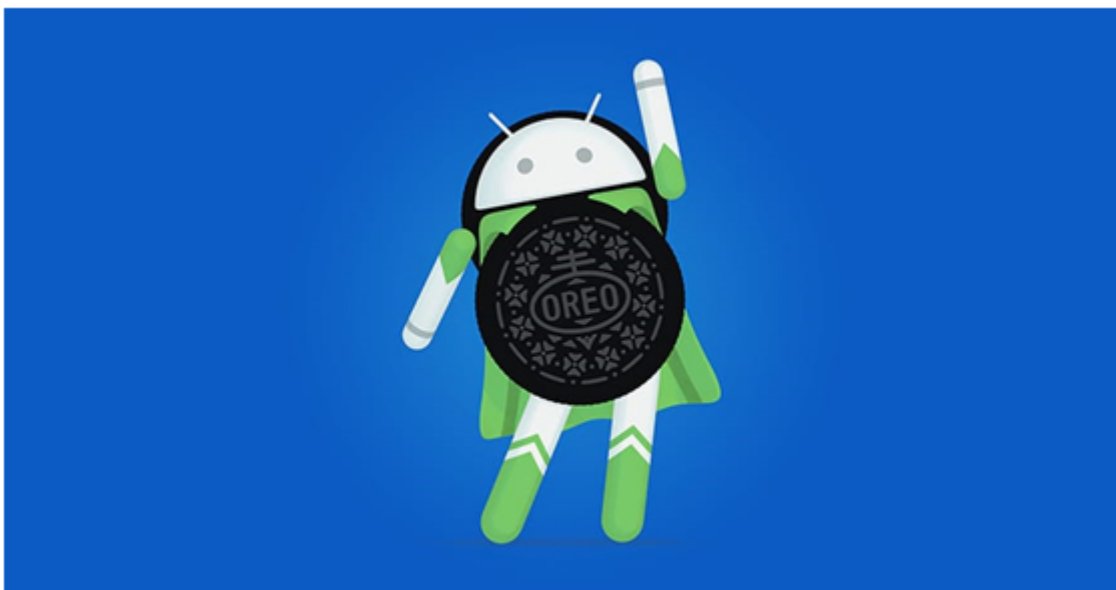


Figure 7. Android Oreo image

4 Revision History

Table 3. Revision history

Revision number	Date	Substantive changes
O8.0.0_1.2.0_8QXP-EAR	12/2017	Initial release
O8.1.0_1.2.0_8QXP-PRC	03/2018	i.MX 8QuadXPlus PRC/Beta release
O8.1.0_1.2.0_8QXP-beta2	08/2018	i.MX 8QuadXPlus Beta2 release
O8.1.0_2.0.0-beta	01/2019	i.MX 8QuadXPlus/8QuadMax Beta release
O8.1.0_2.0.0-ga	04/2019	i.MX 8QuadXPlus/8QuadMax GA release

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