i.MX 6 Android JB 4.3_1.1.1 Patch Release Notes

Contents

1   Overview

This patch release is based on the i.MX 6 Android JB 4.3_1.1.0-GA BSP release. The purposes of this patch release are as follows:

- To upgrade the GPU kernel and libraries to improve GPU stability

- To handle the Android SDK build failure

- To improve FSL OMX

2 Release Contents

The table below describes the contents of this release.

Table 1 Release Contents

Folder name	Description
Patches	Contains the patches included in this release. The patches are described in "Patch Description".
Documentation	Contains the following document: • *i.MX 6 Android JB 4.3_1.1.1 Patch Release Notes*: This document.

3 Patch Description

The table below describes the patches included in this release.

Table 2 Patch Description

kernel_imx	ENGR00327608 [GPU] Integrate latest 4.6.9p13 release kernel driver
	ENGR00327608 Revert "ENGR00278452 PU: fix system hang if run Audio loop test"
	ENGR00313001-2 disable CONFIG_ANDROID_RESERVED_MEMORY_ACCOUNT
	ENGR00313001-1 add CONFIG_GPU_LOW_MEMORY_KILLER and default enable
	ENGR00313001 separate GPU low memory killer and reserve memory account
	ENGR00312477 [#1162] fixed gpu lower memory killer
	ENGR00308899 [#1087] enhanced GPU database protection
	ENGR00309915 [#1087] enhanced video memory mutex
	ENGR00310166 [#1157] disable GPU recovery function
	ENGR00306397 [#1118] use BUG_ON to check if GPU clock is off
	ENGR00303820 [#887] refine physical address check for external memory
	ENGR00294354 gpu: Using virtual memory cause AXI bus error
	ENGR00306992-2 gpu:gpu2d may cause bus hang in some corner case
	ENGR00306276: iMX6: Add workaround for ARM errata 761320 and 794072
	ENGR00306257 [#1027]fix system hang up issue caused by GPU
frameworks/base	Avoid creating new objects when DateView updates time
frameworks/native	ENGR00307992-2 use KHR fence when current fence is invalid
	ENGR00307992 use KHR fence when android native fence is absent
	ENGR00311254 fix testRefreshRate cts fail on JB4.3
	ENGR00286762 fix dual display swap rectangle mouse cursor ghost
hardware/ril	ENGR00309037-1 Fix sdk build fail
external/wpa_supplicant_8/	ENGR00309037 Fix sdk build fail
external/fsl_imx_omx	ENGR00133115 initialize branch maddev_jb4.3
	ENGR00285168 [Android_MX6Q_SD/ARD]HttpStreaming:Streams cannot be loaded and need to clear cache after switching channels. 100%
	ENGR00285652 Pause and wait for a moment, subtitle will disappear
	CT43863840 multi audio track mp3/aac/ADPCM is not recognized
	[VpuDec Component]: Fix resolution change issue
	44183049 AudioTrack ref count increase when push next song button.
	[VpuDecComponent]: ENGR293830: [Android_MX6Q_ARD_Core]H263/H264/TS:"Can't play" error pops up...

device/fsl-proprietary/	ENGR00327608 update hwcomposer for enabling swap rectangle
	ENGR00327608 separate GPU low memory killer and reserve memory account
	ENGR00312477 fixed gpu lower memory killer
device/fsl	ENGR00329490 update RC2 BUILD_ID
	ENGR00242365 Revert "ENGR00242365 Update BUILD_ID for jb4.3_1.1.1 ga rc2"
	ENGR00242365 Update BUILD_ID for jb4.3_1.1.1 ga rc2
	ENGR00242365 Update BUILD_ID for jb4.3_1.1.1 ga rc1

4 Applying and Building Android BSP

To apply and build the patches, perform the following steps:

1. Install the i.MX 6 Android JB 4.3_1.1.0-GA BSP release by following the instructions provided in the *i.MX Android JB 4.3_1.1.0 GA User Guide*.

2. Copy the patch file to the corresponding folder. The folder path is listed in Table 2.

3. In the corresponding directory, execute the following command:

    ```
    git am --ignore-space-change --ignore-whitespace *.patch
    ```

4. Build the BSP by following the instructions in the *i.MX Android JB 4.3_1.1.0 GA User Guide*.

Note: For kernel_imx and uboot-imx, the tag is jb4.3_1.1.1-ga.

How to Reach Us:

Home Page:
freescale.com

Web Support:
freescale.com/support