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Android remove boot animation

You can eliminate `/system/media/bootanimation.zip` and the second boot animation would go. It is necessary to root the phone to do this though. Furthermore, this would make the home screen appears faster, but not completely functioning until it competes to start. Change or removal The first initial startup is more complicated, which requires the recompilation of the kernel with a blank and flashing splash boot than to the device - which is dangerous, hard and, as it requires unlocking the bootloader, maybe cancel the warranty And it also runs the risk of brick coating of the phone. If you want to view text-based start messages (which use the "details" Plymouth plug-in, press the Escape key anywhere in which Plymouth is running. Note that the Escape key acts as a switch, So you can keep the switching between graphics and text mode as required. To view debug messages, you need to access the Grub menu and remove quiet from the options. You can permanently remove quiet from the following line in the file `/etc/default/grub`, save and `sudo grub-update grub cmdline linux default = "Quiet splash resume = uuid = your_swap_uuid"` In this way it will not be necessary to remove the boot animation permanently set based on traditional start-up writing to have the Starting boot in permanent text 'mode', open `/etc/default/grub` as `sudo` and change the following line. Replace quiet splash with `nopl Plymouth`, Saving files and run `sudo grub-update grub cmdline linux default = "quiet splash resume = uuid = your_swap_uuid"` Naturally Run `sudo update-grub` each time you change the file `/etc/default/grub`. Ref: Debug Plymouth This topic describes how to replace the default startup and the arrest animations with your animations. For example, you could replace predefined animations with animations that use your company logo. About personalized animations the general steps to create your startup and shutdown animations are: Verify that the device can use Personalization animations Create Set of PNG image files for animations Request QMG animations from Samsung use audio with your animations and Shutdown Devices that use custom sDK customization animations 1. Verify that a device can use custom animations to use custom boot animations and switch-off, a device must support KNOX V2.5 or later. Follow these steps to check which version supports a currently device: Open the device settings page. Scroll down and click on the device. Scroll up to the Knox version section. If the customization SDK version is 2.5.0 or later, the device can use custom animations. 2. Create a set of PNG files for an animation The QMG file format is used by Samsung for boot and shutdown animations. There are three animation files necessary for boot and stop animations: `bootup.Qmg` , an animation that plays once after the "powered by Android" logo `bootloop.Qmg` is an animation that plays continuously after boot. QMG up boot is complete shutdown.QMG Animation that plays on device stop A Cana T directly create QMG files. Instead, you need to provide Samsung with PNG files for each animation, which are used to create QMG animations. You need to create PNG files to adapt to the resolution of the device that will display the animation. Each PNG file can be a maximum of 2 MB of size. You can include up to 99 images (frames) for bootup and bootloop animations, while the switch-off animation supports a maximum of Images. All QMG animations play 12 frames per second. Name the PNG files in chronological order from the beginning to the end of the animation. For example: `boot: bootup01.png, bootup02.png, ..., bootup99.png bootloop: bootloop01.png, bootloop02.png, ..., bootloop99.png arrest: shutdown01.png, shutdown02.png, ..., shutdown30.png` For example, the boot animation should start showing `bootup01.png`, and continue to play every image in order to finish with `bootup99.png`. Compress PNG files for each zip animation files that take the name of the destination device and animation. For example, `sm950l_bootup.zip` would contain `bootup01.png, bootup01.png, ..., bootup40.png`. Assuming that the boot animation is composed of 40 frames and is destined to be the boot animation for SM950L devices. The maximum supported zip file size is 50 megabytes (50 MB). 3. Request QMG animations from Samsung to use custom animations on a device, Samsung must convert PNG images to QMG animation files. To request QMG animations, go to the Knox partner portal support page. Use the audio with specified animations such as AUDIO Play with your boot animations and switch-off when setting animations using the customization SDK. Customization SDK supports OGG Vorbis or OGG, audio files. The audio file bit rate must not exceed 48 kHz. The length of the audio should not exceed the length of your animation. If you do not want to play any sound with your animations, pass a silent OGG file when setting the animations to play for booting and shutdown. Upload animations to a device to install customized animations on your device, you need to download the customization SDK, then create an app to load animations on the device. Version 2.5 of SDK customization has introduced the possibility of loading custom animations. For the following examples, suppose the results of your requests for boot animations, bootloops and shutdown are the `bobup.qmg, bootloop.qmg` and `shutdown.qmg` files and you have audio files that match animations. Set animations on devices running lollipops running or previously to set boot animations and bootloops on a device running lollipops or previous, call `setbootanimation()` with `animationfile` set to `bootup.qmg`, `loopfile` set to `bootloop.QMG`, `SoundFile` set to the animation audio file, and delay the number of milliseconds to delay the playback of the clog. For example to set the animations with a delay of 50 millisecond, call: `setbootanimation(bootup.qmg, bootloop.qmg, bootupsound.ogg, 50)`; Similarly, to set a custom switch-off animation, call `SetShutdownAnimation()` with `AnimationFile` set on `shutdown.QMG` and `SoundFile` set to your stop: `SetShutdownAnimation(shutdown.QMG, shutdownsound.ogg)`; Set animations to devices in a

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