

Intel(R) Splash Screen Create and Update Instructions.

Note:

These instructions are specific for use with the Intel(R) Server Board SE7500WV2. Using these instructions to update the splash screen on another Intel Server Board or any other Intel product may or may not produce the intended outcome and is not recommended.

When powered on, by default your Intel(R) Server Board SE7500WV2 displays an Intel splash screen. If desired, the splash screen can be changed to display any user specified graphic. To change the splash screen requires three steps:

- 1) Create a 16 color bitmap (.BMP) file of your given logo or graphic.
- 2) Use the supplied "Splash.exe" utility to create a data image file (.USR) file.
- 3) Use the supplied "Iflash.exe" utility to flash the .USR file into the SE7500WV2 ROM area.

--- Creating a .USR binary file ---

The "SPLASH.EXE" utility is a DOS based utility used to convert a bit map file (.BMP) to a data image file (.USR) file. From the command prompt (C:\), the name of the utility is typed followed by a set of specified parameters and the name of the specified bitmap file.

Splash [/option /option ...] bitmapfile

A list of the supported /options is as follows:

/a = area in which the user logo is stored in flash. This parameter value must be set to 4 when used on the SE7500WV2

/c = bit column to start the logo in the upper left hand corner. The parameter value range for this option can begin at 0 on the SE7500WV2.

/e = build an empty header image

/fu<file name> = Specify file name of desired .USR file. Note: there is no space between fu and the desired file name and the file extension of .USR must be included.

/r = bit row to start the logo in the upper left hand corner. Intel recommends using 48 for this parameter, as the SE7500WV2 displays a progress indicator at the top of the screen during POST while displaying the splash screen.

/s = size of logo. On the SE7500WV2, 16k is supported

To view the available options on the screen, either type the name of the utility without any options or type the name of the utility with a /? option: splash /?

Sample:

splash /s16 /r48 /c0 /a4 /funewlogo.usr file.bmp

Note: if no .USR file name is specified in the options list, a default "LOGODATA.USR" file will be created.

--- Flashing in a new splash screen ---

Once the .USR file has been created using the splash utility, the file must be flashed in to the SE7500WV2 ROM area. This is done by using the "Iflash.exe" utility. The Iflash utility is a DOS based utility. It cannot be run from within a Windows* environment or any other protected mode operating system environment. From the command prompt (C:\) type the following:

```
Iflash /p filename.usr
```

Where filename is the name of the .USR file you created with the splash utility.

Once the update has completed, reboot the system. The new splash screen should be displayed.

If the new splash screen is either too small or is too large for the view area of the screen, the dimensions of the graphic in the bitmap file may need to be adjusted and a new .USR file must be created and flashed in to the system.

--- Restoring the original Intel splash screen. ---

To restore the original Intel splash screen, a new .USR file must be created with an empty header and flashed into the system. The new .USR file must be created using the same options and bitmap file used to create your custom splash screen, with the addition of a /e option.

Sample:

```
splash /e /s16 /r48 /c0 /a4 /ffilename.usr file.bmp
```

This sample will create a "Filename.USR" file which contains the empty header.

After creating the new .USR file, flash the file in to the system using the Iflash.exe utility as follows:

```
Iflash /p filename.usr
```

Reboot the system. The original Intel splash screen should be restored.

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