



King Kernel changelog

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Changelog as of 9/2/18 (v2.3)

stable- Devfreq boost driver added

stable- Ramdisk tweaks re-added (still working on them)

beta- added new anykernel flashing method through hexpatching the kernel from skip_initramfs -> want_initramfs for root purposes

beta- remove verity if on custom rom

Changelog as of 8/29/18

beta- removed input_boost (B2)

beta- added devfreq boost to replace input boost

beta- added files from wahoo to make the devfreq boost work

beta- added MM commits from rcu

beta- Linux 3.18.120

Changelog as of 8/27/18 (v2.2)

Life- moved away from xda

stable- added input boost driver

stable- added rcu commits from 4.4

stable- added input_boost driver for per app boosting

Changelog as of 8/22/18

beta- added input_boost driver



beta- added adaptive battery stuff

beta- added 4.4 rcu commits

Changelog as of 8/15/18 (v2.1)

stable- Added safetynet patches for Fortnite

stable- Added "galaxy s9+" support if you want to flash on changed build.prop (Fortnite)

stable- Linux 3.18.118

stable- Removed dynamic schedtune boost

stable- Ramdisk isn't working yet for P, so I removed it for the time being

Changelog as of 8/10/18

beta- added SultanXDA's battery, temperature, etc.. tweaks

beta- Removed dynamic schedtune boost as it drained battery

beta- added more safetynet protection features

beta- If there is any star2lte in the anykernel, this is for Fortnite and my testing

Changelog as of 8/6/18 (v2.0)

stable- Android P is merged in

stable- Development is now for PIE only, this kernel works on oreo

stable- @spr33's feature was added (vibration control)

Changelog as of 8/2/18 (v1.7)

stable- Now compiled on Arch linux

stable- merged 3.18.116 and 117

stable- added android P preview tags to get ready for official release

stable- using 32bit toolchain along with 64bit and clang to include compat_vdso (thanks Nate)

Changelog as of 7/23/18 (v1.5)

stable- changed to AnyKernel2 July Template

stable- Played around with ramdisk and made maple I/O sched default, schedutil default, and gpu freq defaulted at 652 Mhz with an option of using an overclocked 710 Mhz gpu

stable- Recompiled using DTC

stable- Added Kcal color control

stable- The chill governor will NOT be added to this kernel, it just doesn't want to work

Changelog as of 7/20/18

beta- changed to AnyKernel July template

beta- Added/removed ramdisk things

Changelog as of 7/19/18

beta- Made many things default

- Maple I/O sched
- Schedutil default

beta- ramdisk tweaks such as force enabling fast charging as well as making gpu snappier

beta- recompiled using DTC

Changelog as of 7/17/18 (v1.4)

stable- newest release v1.4

stable- Compiled with Flash clang v7.0

stable- added gpuboot

stable- added HBM

Changelog as of 7/16/18

beta- added gpuboot thanks Shagbag913 for finding this commit (adrenoboost)

Changelog as of 7/15/18

beta- Added High brightness mode

beta- compiled with Flash Clang

Changelog as of 7/12/18 (v1.3.2):

stable- Removed schedtune boost because it was draining battery

stable- Added backlight dimmer

Changelog as of 7/11/18:

stable- Merge in 3.18.115

stable- Re-add boeffla WL blocker

stable- Added Flar gestures

stable- forced fast charging in ramdisk (if possible)

beta- working on making maple io sched default

beta- Releasing Beta Builds to public

Changelog as of 7/9/18:

Initial release, check the features doc for all features included