

# ReplicantReleaseNotes

## Replicant 6.0 0004

### Warning

Replicant 6.0 0004 has not been released yet, at the time of writing we only have RC images.

So the information in this section may change over time.

### Installation and upgrade instructions

#### Installation from scratch

To erase all the data on the device and install this release, you can use the [ReplicantInstallation](#) instructions.

You will need to use these instructions which also erase all the data on the device if:

- You are installing Replicant 6.0 0004 from scratch
- You are upgrading from Replicant 4.2 or earlier

You can also use these instructions if erasing your data is not an issue.

#### Upgrading from a previous Replicant 6.0 version

The upgrade instructions are different than usual because:

- All the release of Replicant 6.0 after the 0003 have been signed with different keys than the ones before.
- The contact database has changed format due to the removal of nonfree Ambient SDK code

#### From Replicant 6.0 0003

First you will need to prepare your device for the migration of the contact database. See the [MigrateContactsDatabase](#) article for the instructions on how to do that.

Then once this is done, for migrating to Replicant 6.0 0004, you will need to read the [AndroidSystemKeyMigration](#) article before following the [MinorVersionUpgrade](#) installation instructions.

#### Galaxy Nexus and a Galaxy Tab 2 graphics

Due to a bug with the integration of a new, more compatible graphic stack based on llvmpipe, once booted, the Galaxy Nexus and a Galaxy Tab 2 graphics are extremely slow.

So if you have a Galaxy Nexus (GT-I9250), a Galaxy Tab 2 (GT-P3100, GT-P3110, GT-P3113, GT-P5100, or GT-P5110 ) you might also want to restore the previous graphics stack.

To do that, you can follow the [EnablingRootAccess](#) article to get root access on the device, and run the following command on the device:

```
graphics.sh faster
```

It will reboot and restore the previous graphic stack.

The [Graphics](#) article also has more details on the topic.