

# ADB: Android Debug Bridge

## and other Android command line tools

[How ADB Works](#) - from developer.android.com; includes all available commands

[How ADB Works](#) - from Google Git; adb overview

[How ADB Works](#) - from dummies.com / do not take it personally!

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## Killing the adb server - why

"In some cases, you might need to terminate the adb server process and then restart it to resolve the problem (e.g., if adb does not respond to a command).

To stop the adb server, use

```
adb kill-server
```

You can then restart the server by issuing any other adb command."

## Always starting with adb devices - why

To make sure the device you are going to manipulate with is actually connected, always start with

### adb devices

And then issue your next adb command

## Starting an emulator from command line

emulator -list-avds - returns the list of created emulators on your machine (their

names) emulator -avd <emulator\_name> - start the emulator

## Connecting a physical device via TCP/IP

**Note:** the very first link [How ADB Works](#) has the steps as well

Steps:

1. Your phone and computer are **ON THE SAME WiFi**

2. Connect your Android phone via USB
3. adb devices
4. adb tcpip <port\_number\_for\_server>
6. Disconnect device from USB
6. adb connect 192.168.4.198:5559 - <phone\_ip>:<port\_number\_for\_server>
7. adb disconnect - disconnects every physical device connected this way

**How to find ip from command line** (alternatively, search in the phone settings)

```
adb -d shell ip addr show wlan0
```

## Command redirection

adb -d <command> - sends a command to **the only** connected physical device  
(**CONNECTED via USB**)

adb -e <command> - sends a command **to the only** connected emulator  
(**CONNECTED via TCP/IP**)

**Note:** *Once a physical device is connected via TCP/IP, use -e or -s <serial\_number> command redirection option as -d sends command to devices connected via USB*

if more than one device or more than one emulator connected, use

```
adb -s <serial> <command>
```

For ex.,

```
adb -s emulator-5554 install .apk
```

## Install, update and uninstall an application

```
adb install Downloads/<file_name>.apk - use your path to .apk adb devices |  
grep device | grep -v devices | cut -f 1 | xargs -l {} adb -s {} install Reinstal  
(updated) application
```

```
adb install -r Downloads/<file_name>.apk - add -r before your path to .apk
```

## Uninstall

```
adb uninstall com.adjoy.standalone.test2 - use package name
```

## How to find a package name

```
adb shell pm list packages - returns the list of packages installed on the device adb
```

```
shell pm list packages -f <app_name> - returns the package for the specific app
```

## Collecting application logs

[Logcat](#) is a command-line tool for debugging Android applications

```
adb logcat - command to start logging
```

### useful options:

```
adb logcat -c clears all the info that might be in buffer from the previous sessions
```

```
adb logcat | grep 'adjoy' - filter the log for a particular application
```

**Note:** On Windows machine, please use **find** instead of **grep** - for ex., find “adjoy”

**Note:** If you need to grep more than one word, please do the following: **adb logcat |**

**grep -E "(adjoy|dabbl)"**

**adb logcat > file\_name.txt** - writes the log a text file (or -f <file\_name>), for example,

**adb logcat | grep 'adjoy' > zip\_code\_crash.txt**

**Note:** On Windows machine, please use **find** instead of **grep** - for ex., find “adjoy”

**adb logcat tag:priority** - filtering by priority; for example,

**adb logcat \*:W**

**Note:** Tags are defined by an app developer, use \* in a tag place **Note:** if you

use **zsh**, you need to use single quotes around the expression **“\*:W”** More about

filtering from the [official website](#)

**adb logcat “\*:W” | grep 'adjoy' > zip\_code\_crash.txt**

**Note:** On Windows machine, please use **find** instead of **grep** - for ex., find “adjoy”

**Recording video from terminal/command prompt**

adb shell screenrecord /sdcard/ErrorMsgRegistrationScreen.mp4 give your

files a meaningful name. You may use a bug # as a file name, too.

Default recording time is 180 seconds (3 minutes). You may, however, change the that by adding following the arguments

adb shell screenrecord --time-limit <TIME> /sdcard/ErrorMsgRegistrationScreen.mp4,

instead of <TIME> placeholder, insert the needed time in seconds: --time-limit 120 will produce a 2-minute video.

**Since video is saved to sdcard, we need to "pull" it from the device**

adb pull /sdcard/ErrorMsgRegistrationScreen.mp4 - pulls to current working directory

adb pull /sdcard/ErrorMsgRegistrationScreen.mp4 /Users/tanya/Desktop - pulls to a specified destination

If no distention directory specified, the file will be stored at your current working directory (to check - pwd on Mac, cd on Windows)

**To remove a file from your device, run**

adb shell rm /sdcard/ErrorMsgRegistrationScreen.mp4

Recording the video in Android Studio -

<https://developer.android.com/studio/debug/am-video.html?hl=en>

**Taking a screenshot from terminal/command prompt**