

Build fails during lottie-react-native #13

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wcoatesucsc opened this issue 24 days ago · 1 comment

wcoatesucsc commented 24 days ago

When trying to build on Android (with my Windows machine), I receive this error message:

```
* What went wrong:
Execution failed for task ':lottie-react-native:generateReleaseBuildConfig'.
> java.io.IOException: Could not delete path 'C:\Users\Will\vroom-app\vroom\node_modules\
lottie-react-native\lib\android\build\generated\source\buildConfig\release\com\airbnb\and
roid\react'.

* Try:
Run with --stacktrace option to get the stack trace. Run with --info or --debug option to
get more log output.

BUILD FAILED
```

This is the output I get when running yarn add lottie-react-native. (maybe the fact that I'm running it on Windows causes an issue?)

```
success
yarn add lottie-react-native@2.2.7
yarn add v1.3.2
[1/4] Resolving packages...
[2/4] Fetching packages...
info fsevents@1.1.2: The platform "win32" is incompatible with this module.
info "fsevents@1.1.2" is an optional dependency and failed compatibility check.
Excluding it from installation.
[3/4] Linking dependencies...
warning " > react-native-firebase@3.0.5" has unmet peer dependency "fbjs@*".
warning " > babel-jest@21.2.0" has unmet peer dependency "babel-core@^6.0.0 || ^
7.0.0-alpha || ^7.0.0-beta || ^7.0.0".
[4/4] Building fresh packages...
success Saved 0 new dependencies.
Done in 300.27s.
success
```

It seems like Mac users don't have this issue when building (although they may run into other issues with lottie-react-native)

wcoatesucsc commented 19 days ago

Turns out this was a problem with not running gradlew clean during initialization, changed init script to fix

wcoatesucsc closed this 19 days ago

Assignees

No one—assign yourself

Labels

None yet

Projects

None yet

Milestone

No milestone

Notifications

1 participant