

Troubleshooting 故障排除

Where does the problem occur?

问题发生的地点

[The First Step: Checking that your computer can support Android Studio](#)

第一步：检查您的计算机可以支持 Android Studio

[Windows](#)

[Mac OS X](#)

[I can't finish installing Android Studio](#)

我无法完成 Android Studio 安装。

[I have a Mac and a Standard Installation fails just before completion](#)

就在完成之前，我的 Mac 及标准版本安装失败。

[I can't see the Preview Windows \(The windows that shows the phone screen in Android Studio\)](#)

我无法看到预览窗口（此窗口显示 Android Studio 中手机屏幕）

[Are you having trouble finding the Preview Window?](#)

您查找预览窗口时碰到问题吗？

[Does the Preview Window show errors that prevent it from displaying a phone?](#)

预览窗口显示错误以阻止显示电话吗？

[I see an error that says "The following classes could not be instantiated..."](#)

我看到错误显示“以下类没有实例化...”

[The preview window has "Rendering Problems" and there's a "Gradle Build" error in the console \(aidl is missing\)](#)

预览窗口具有“渲染问题”并且控制台显示“Gradle 构建”错误（aidl 丢失）

[I can't start my app on my phone](#)

我无法在我手机中启动我的 app

[I can't start the emulator](#)

我无法启动模拟器

[The emulator shows, but it stays black or on the android loading screen.](#)

模拟器显示，但保持为黑色或停留在 android 加载屏幕上。

[HAX is not working and emulator runs in emulation mode emulator: The memory needed by this VM exceeds the driver limit.](#)

HAX 正在工作，并且模拟器运行在模拟模式下：此虚拟机所需的内存超过驱动程序限值。

[x86 emulation currently requires hardware acceleration! Please ensure Intel HAXM is properly installed and usable.](#)

当前 x86 模拟需要硬件加速！请确保 Intel HAXM 安装正确并且可用。

[My version of Android Studio has different Activity templates than what is shown in the classroom videos.](#)

我的 Android Studio 版本中 Activity 模板与教室视频中所示不一样。

The First Step: Checking that your computer can support Android Studio

第一步：检查您的计算机能够支持 Android Studio。

First thing's first: check the [system requirements](#) for Android Studio to make sure it can run properly on your computer. Missing one of the requirements can lead to many of the problems below, so please go through this step before moving on! Here are the steps for checking some of the metrics on the system requirements page:

第一件事：检查 Android Studio 的系统需求以确保可以在您的计算机上正确运行。如果不满足一个要求，则会导致许多以下问题，因此请在继续之前检查此步骤！此处所示的步骤用于检查系统要求页中的一些标准。

Windows

RAM: Read [this article](#) to learn how to check your RAM.

RAM：阅读此文章以学习如何检查您的 RAM。

Mac OS X

Operating System: Click the apple icon in the top left corner of your screen. In the dropdown menu, select “About This Mac”. The popup window should say what version you have near the top (10.x.x).

操作系统：点击屏幕左上角处的苹果图标。在下拉菜单中，选择“关于此 Mac”。弹出窗口将在顶点(10.x.x)附近显示版本号。

Screen Resolution: Click the apple icon in the top left corner of your screen. In the dropdown menu, select “About This Mac”. At the top of the popup window, “Overview” should be selected. Click “Displays” instead, and the screen resolution should be next to the screen size.

屏幕分辨率：点击屏幕左上角苹果图标。在下拉菜单中，选择“关于此 Mac”。在弹出窗口的顶部选择“概览”。点击“显示”，屏幕分辨率将与屏幕大小适配。

I can't finish installing Android Studio

我无法完成 Android Studio 安装。

I have a Mac and a Standard Installation fails just before completion

就在安装完成之前，我的 Mac 和标准版本安装失败。

If you're on a Mac, you may have trouble getting Android Studio to finish installing. It may throw a bunch of errors just as it's about to complete a standard installation. If you run into this problem, you should try running a custom installation instead. You can leave all of the settings as they are and it should complete installation with no problem.

如果您使用 Mac 系统，您可能不能完成 Android Studio 安装。在完成标准版本安装之前，系统可能抛出许多错误。如果碰到此问题，您应该尝试运行定制安装。您可以保留所有设置，然后可以正常完成安装。

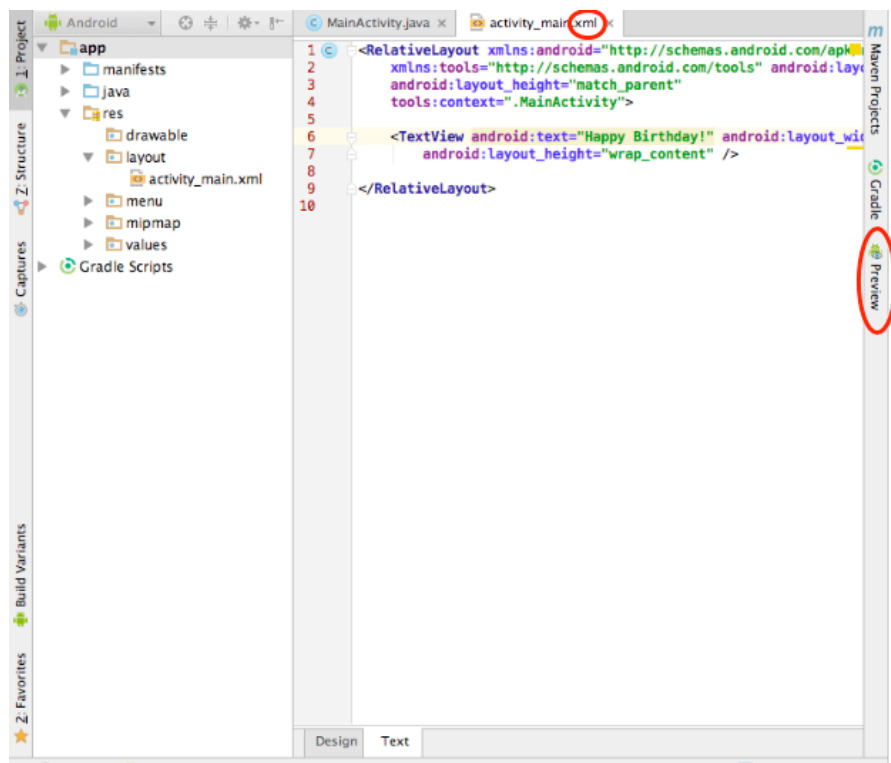
I can't see the Preview Windows (The windows that shows the phone screen in Android Studio)

我无法看到预览窗口（在 Android Studio 中显示手机屏幕的窗口）

Are you having trouble finding the Preview Window?

您查找预览窗口时碰到问题吗？

- Make sure you're looking at a **.xml** file. The preview windows is only for layout files which have the **.xml** extension. 确保您正在查看.xml 文件。预览窗口仅仅针对具有.xml 扩展名的布局文件。
- Then click the **Preview** button on the right side of the screen. 然后点击屏幕右侧的预览按钮。

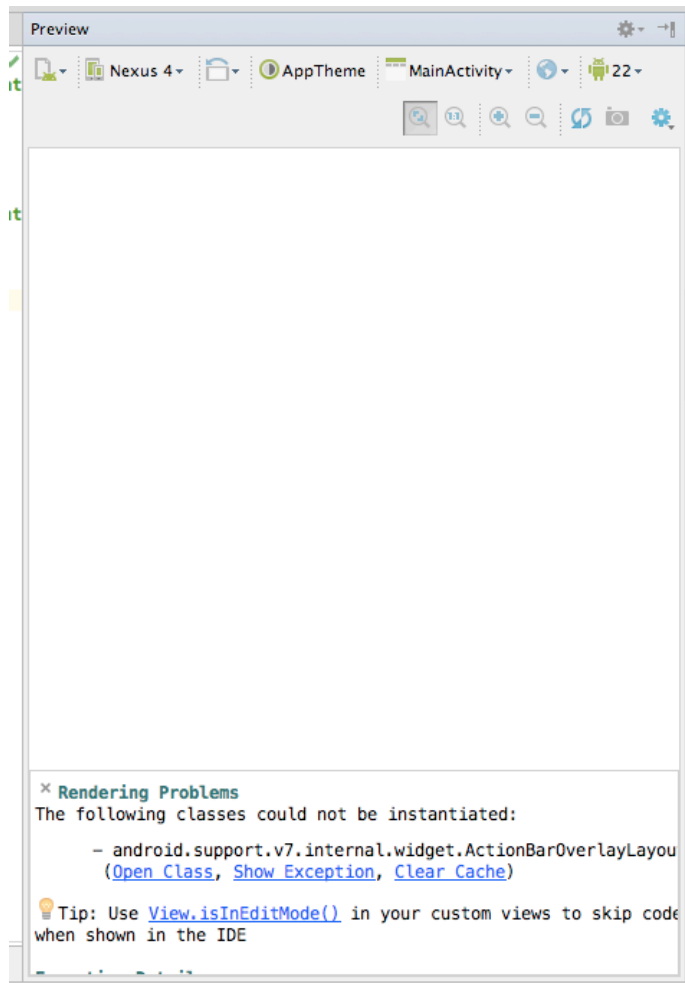


Does the Preview Window show errors that prevent it from displaying a phone?

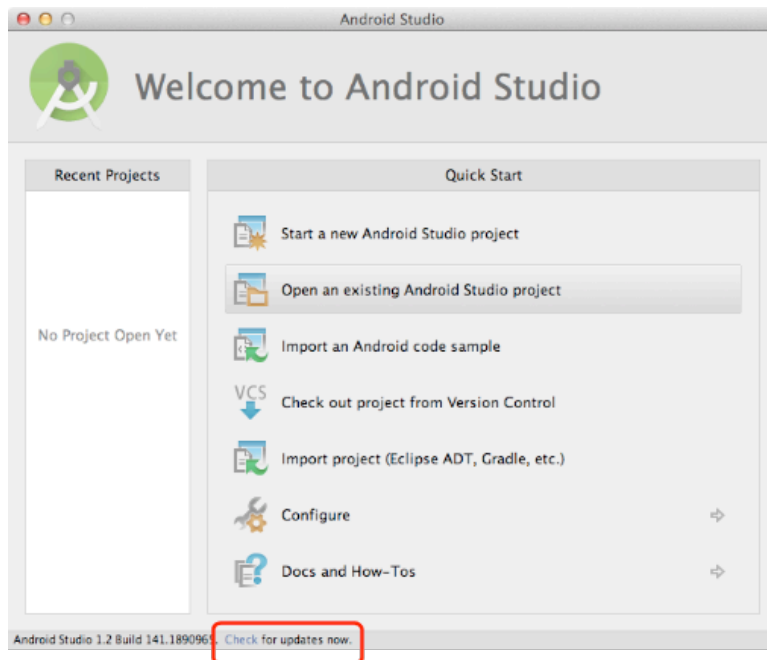
预览窗口显示错误以阻止显示电话吗？

I see an error that says “The following classes could not be instantiated...”我看到错误显示“以下类没有实例化...”

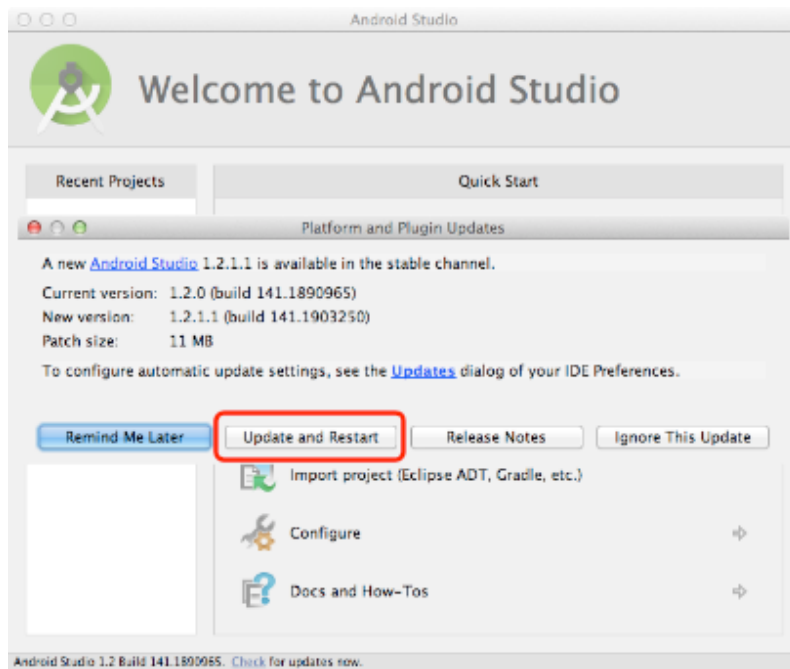
You might have encountered an error that looks like this: 您可能碰到以下错误：



1. **Update Android Studio.** Go to the starting screen by closing your projects. Then click “Check for updates now”: 更新 Android Studio，通过关闭项目进入启动屏幕，然后点击“现在检查更新”:



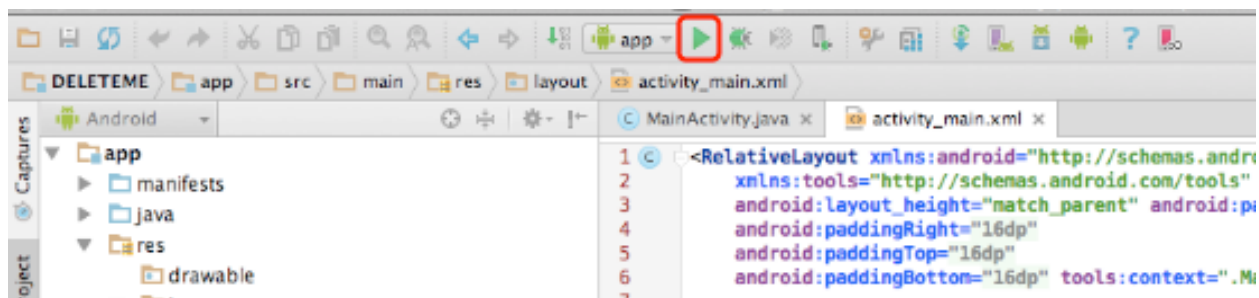
Then select click “Update and Restart” 然后选择并点击“更新及重启”



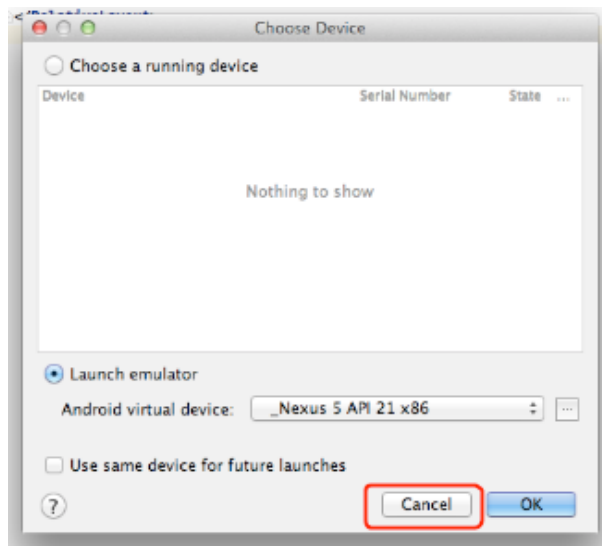
2. Change to **API 22**. 改为 API 22。



3. **Run** your app once by pressing the green run button. 通过按下绿色运行按钮运行您的 **app** 一次。

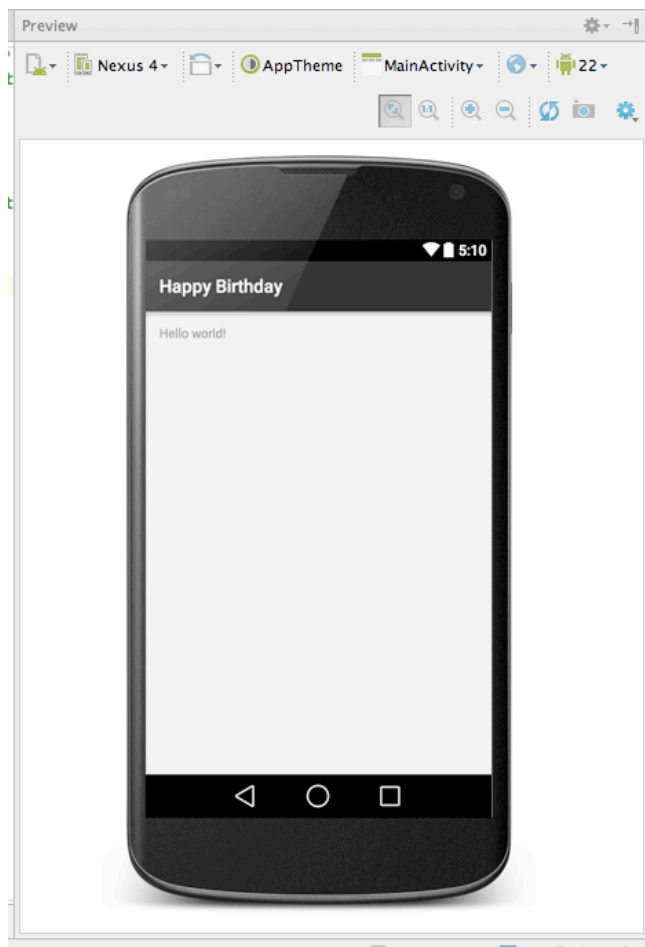


4. You should see this window. Just hit **Cancel**. Once everything is working, you'll actually run your app, but right now, you're solving a bug with Android Studio: 您应该看到此窗口。点击“取消”。一旦一切运行正常，则您将实际运行您的 **app**，但现在您正在用 **Android Studio** 解决一个缺陷：



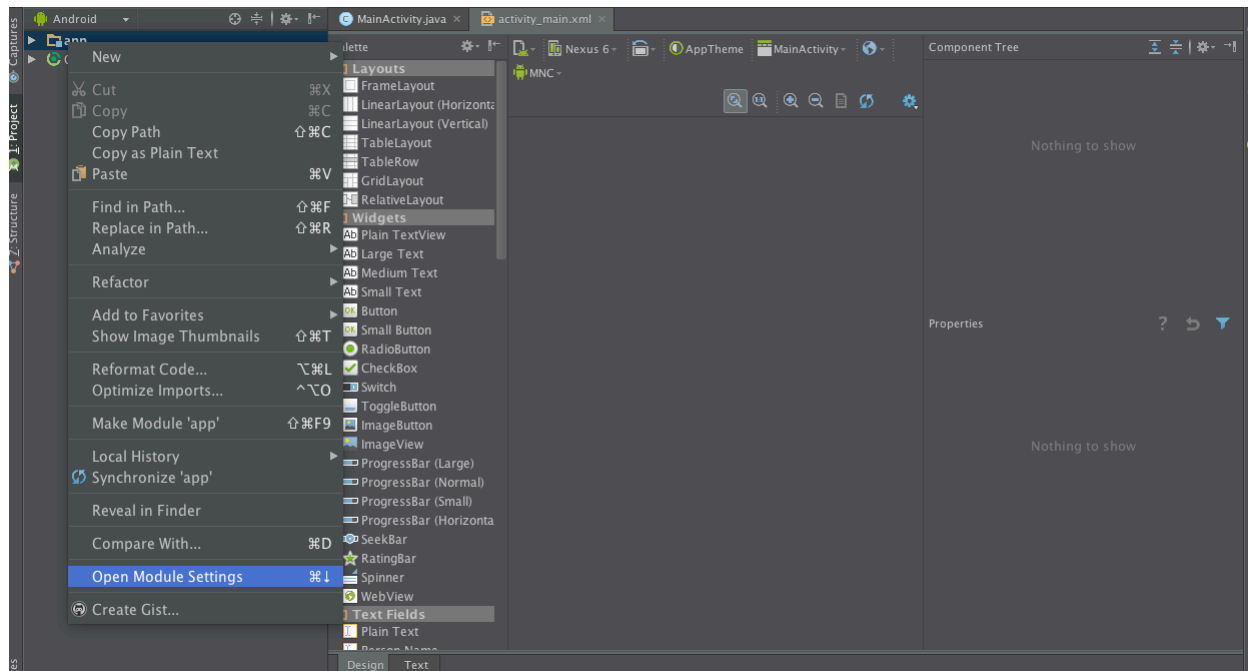
Now it should work:

现在系统应该可以正常工作了：

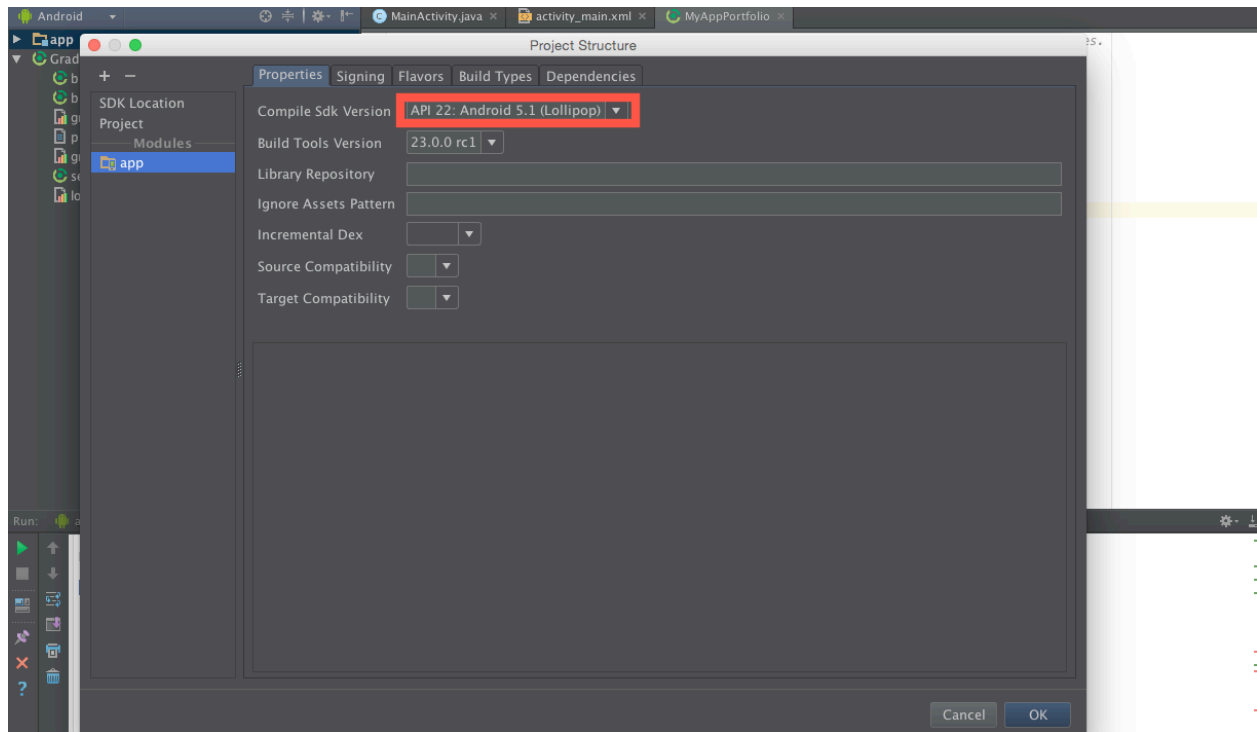


The preview window has “Rendering Problems” and there’s a “Gradle Build” error in the console (aidl is missing) 预览窗口具有“渲染问题”并且控制台显示“Gradle 构建”错误（aidl 丢失）

To fix this error, right-click on the “app” folder in the leftmost panel (as shown below) and select “Open Module Settings”. 为了修复此错误，右击最左边面板（如下所示）中的“app”文件夹并且选择“打开模块设置”。



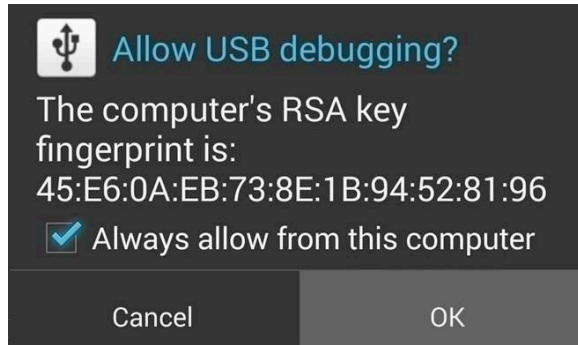
Once you’ve done that, you should see a box titled “Project Structure” pop up. Make sure “Compile SDK Version” is set to “API 22: Android 5.1 (Lollipop)”. Change the section titled “Build Tools Version” to “22.0.1” if necessary (it might be set to “23.0.0 rc1”). 一旦您已经完成此功能，您应该看到弹出标题为“项目结构”的对话框。确保“编辑 SDK 版本”设置为“API 22: Android 5.1 (Lollipop)”。如果需要（其可能设置为“23.0.0 rc1”），则更改标题“构建工具版本”为“22.0.1”。



If there's a new "Rendering Problem" that says "Rendering failed with a known bug. Please try a rebuild.", just click the word "rebuild". Wait a minute for the Gradle rebuild, then your problem should go away. If you get a "Rendering Problem", such as the "The following classes could not be instantiated." one, make sure the API in the design view is set to "API 22" (if it's already set there, just click on it again). Make sure "Automatically Pick Best" isn't selected. 如果新的“渲染问题”显示“渲染由于已知缺陷发生故障，请尝试重新构建”。点击文字“重新构建”。等一分钟进行 Gradle 重新构建，然后就解决您的问题。如果您收到“渲染问题”，例如：“以下类不能实例化：”，确保设计视图中的 API 设置为“API 22”（如果已经设置，再次点击）。确保没有选择“自动最佳选择”。

I can't start my app on my phone 我无法在我手机上启动我的 app

- Have you enabled Developer Options and turned on USB Debugging as instructed in [the video](#)? 您已经根据视频中的说明启动开发者选项并且打开 USB 调试了吗？
- Try unplugging and replugging in both your phone and the usb cable to your computer. 尝试将您的手机及 usb 连接电缆拔出并且重新插入到您的计算机中。
- Try a different USB cable. 尝试不同的 USB 电缆。
- Do you see this message on your phone? 您在手机上看到此消息吗？



If so, select “Always allow from this computer” and press “OK”. 如果这样，选择“此计算机一直允许”并且按下“OK”。

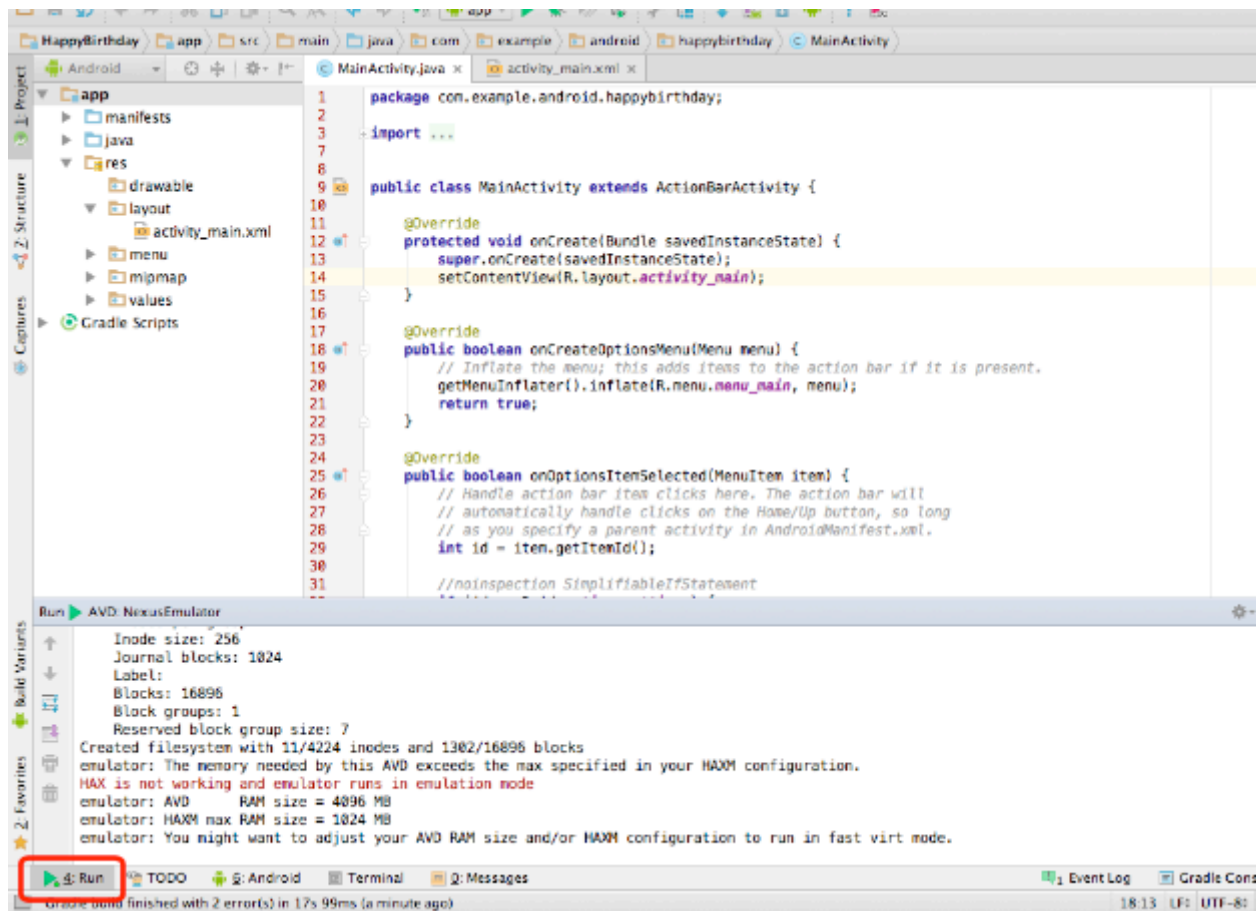
- Are you on a Windows computer? You might have not downloaded the [correct driver](#). 您在使用 Windows 计算机吗？您可能没有下载正确的驱动程序。

I can't start the emulator 我无法启动模拟器

The emulator shows, but it stays black or on the android loading screen. 模拟器显示，但其保持为黑色或保留在 android 加载屏幕上。

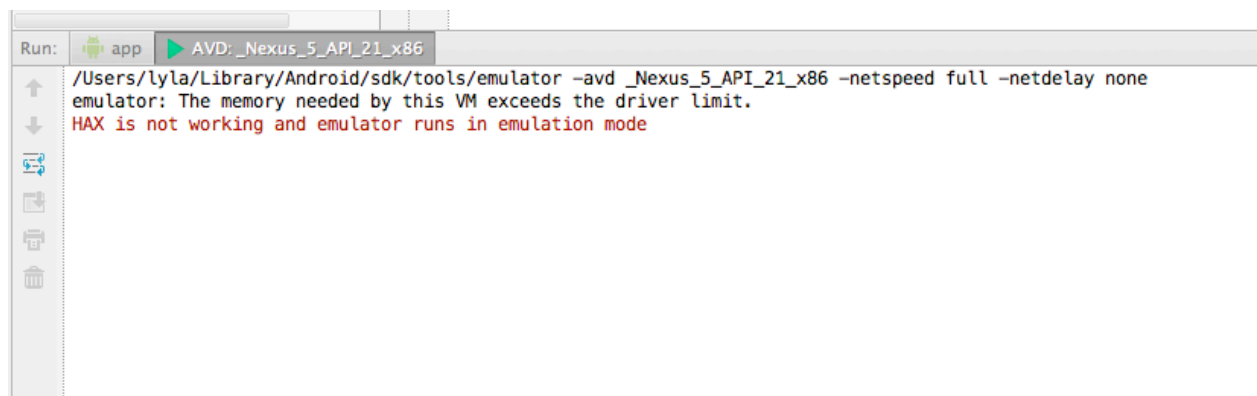


Please look at the error log window. Make sure to click **4: Run** if it is not pressed (See the red circle below). 请查看错误日志窗口，确保点击 **4**：如果没有按下则运行（参见以下红圈）。

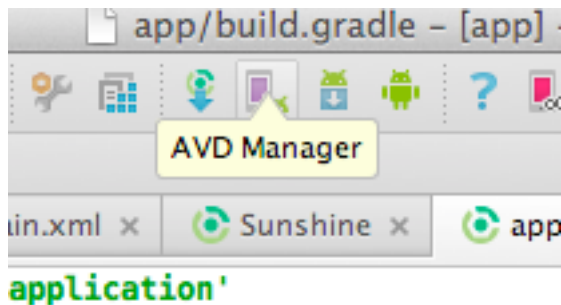


What error do you see? 您看到什么错误？

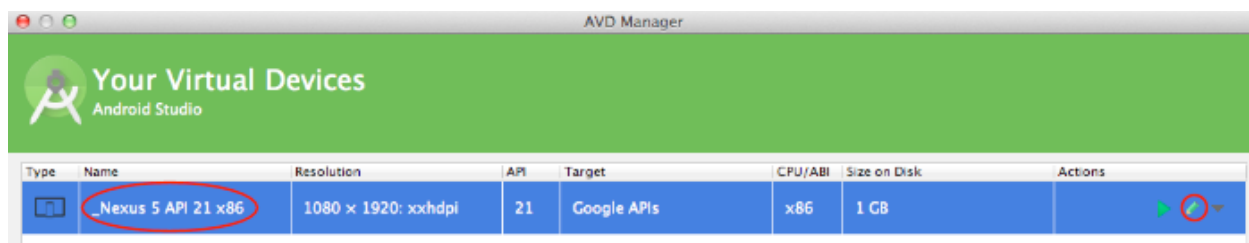
HAX is not working and emulator runs in emulation mode emulator: The memory needed by this VM exceeds the driver limit. HAX 正在工作，并且模拟器运行在模拟模式下：此虚拟机所需的内存超过驱动程序限值。



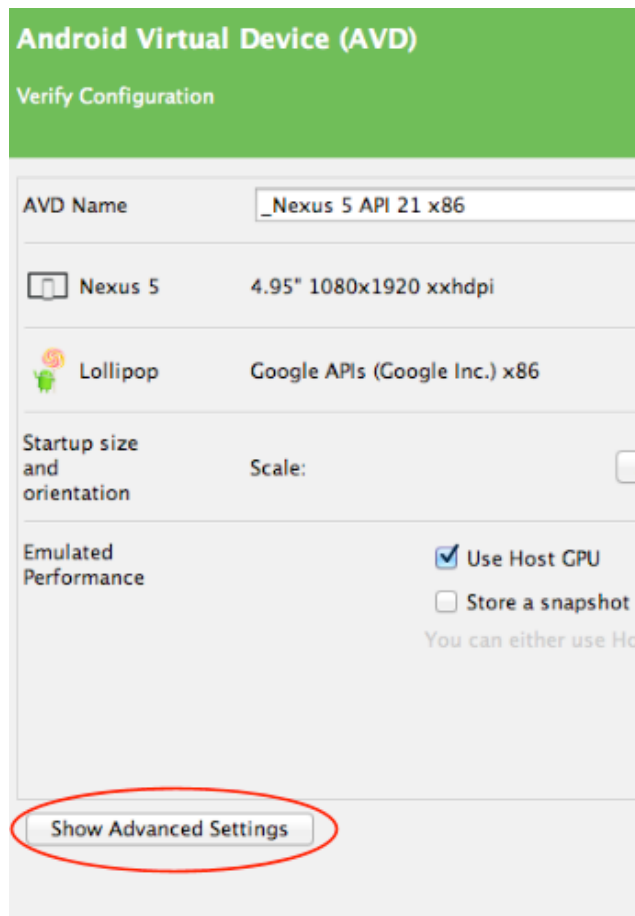
It means that your machine is not fast enough to run the default emulator. Not to worry. Start by **closing the non-functional emulator window**. Open the AVD Manager. 这意味着您的机器运行速度不能满足运行缺省模拟器的要求。不要担心，关闭非工作模拟器窗口并启动。打开 **AVD 管理器**。



Find the virtual device in question and click the pencil which is the edit button. 查找有问题的虚拟设备并且点击铅笔状编辑按钮。



Go to the **Advanced Settings**. 进入高级设置。



Find the **RAM** and lower it. How low will depend on your device. If you had 1536 MB RAM, try 1024 MB. You will need to scroll down on the screen. 查找 RAM 并且减少 RAM，降低的数量将取决于您的设备。如果您具有 1536 MB RAM，尝试使用 1024MB。您需要在屏幕上向下滚动。

Android Virtual Device (AVD)

Verify Configuration

[How do I create a custom hardware skin?](#)

Memory and Storage	RAM:	<input type="text" value="1024"/>	MB
	VM heap:	<input type="text" value="64"/>	MB
	Internal Storage:	<input type="text" value="200"/>	MB
	SD card:	<input type="text" value="_21_x86.avd/sdcard.img"/>	...

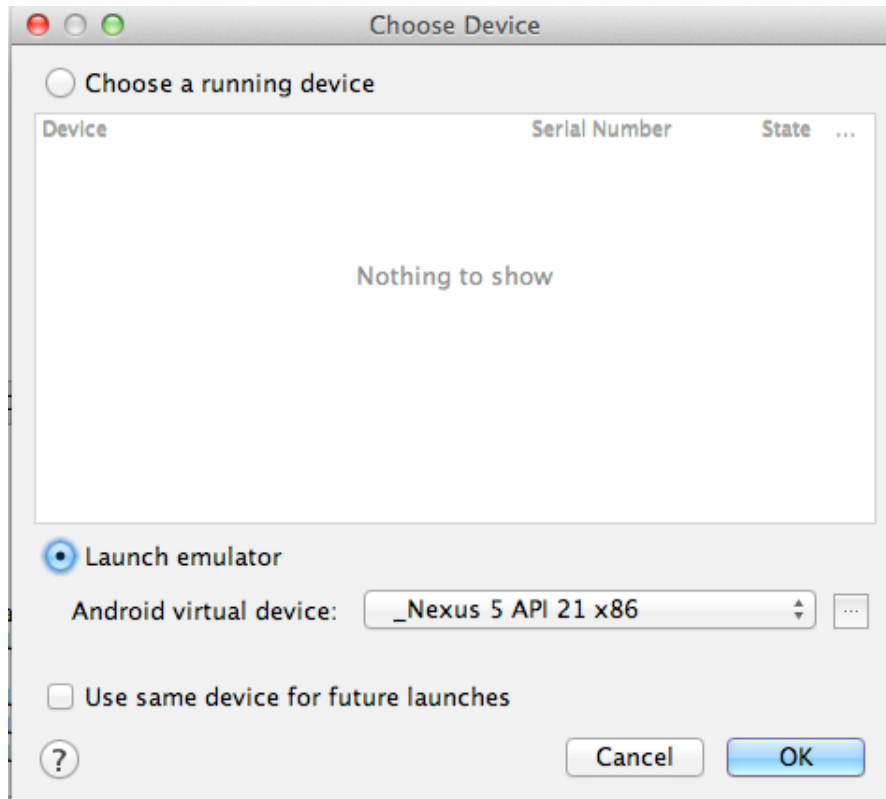
[Or create a new image...](#)

Camera	Front:	Emulated
	Back:	Emulated

Keyboard ☐ Enable keyboard input

Network	Speed:	Full
	Latency:	None

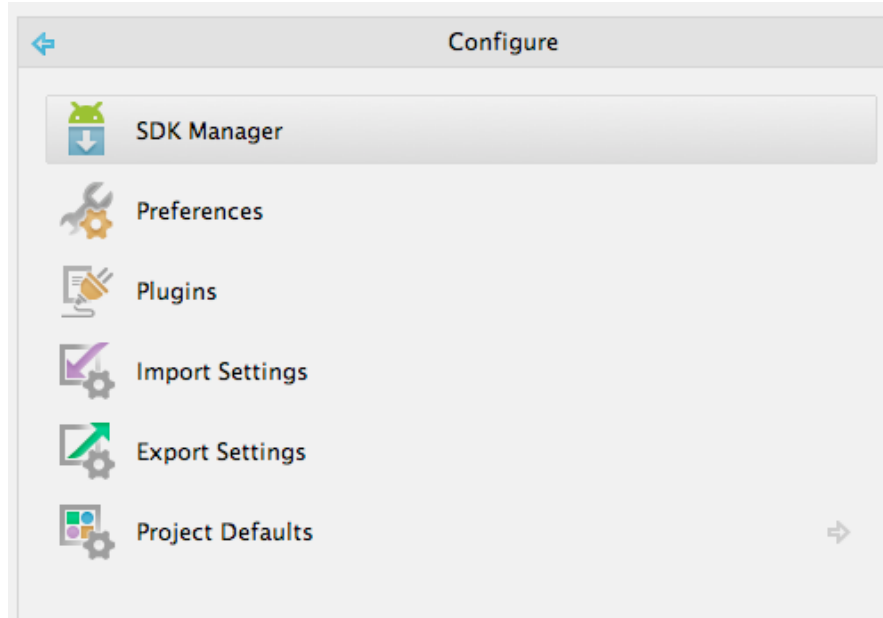
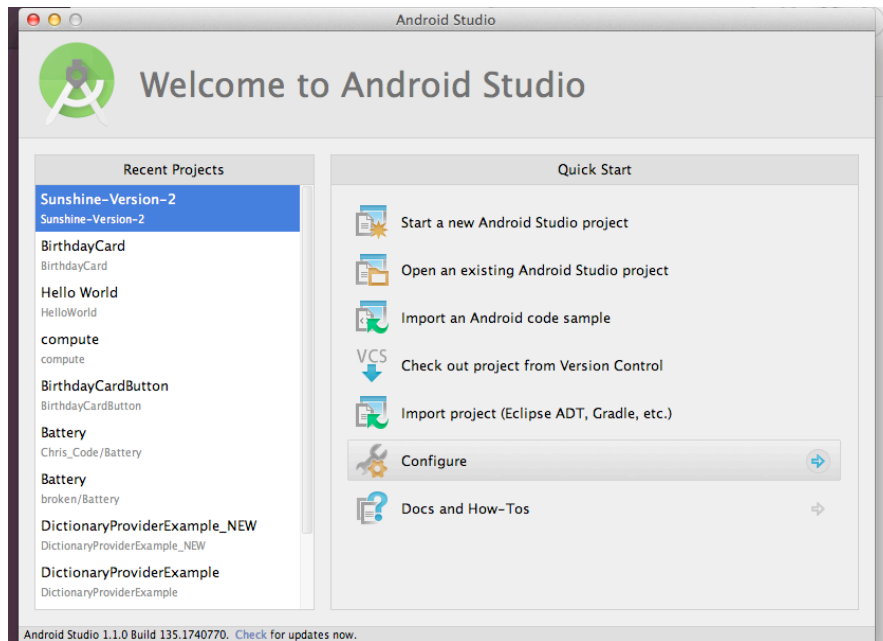
The value 1024 MB will automatically change to 1 GB. Click finish, let the emulator update and try starting the emulator again by clicking the green run button and selecting the emulator from the **Launch emulator** portion of the dialog. 1024 MB 将自动变为 1GB。点击完成，更新模拟器，通过点击绿色运行按钮并且从对话框的启动模拟器区域选择模拟器以再次启动模拟器。



x86 emulation currently requires hardware acceleration! Please ensure Intel HAXM is properly installed and usable.当前 x86 模拟需要硬件加速！请确保 Intel HAXM 安装正确并且可用。

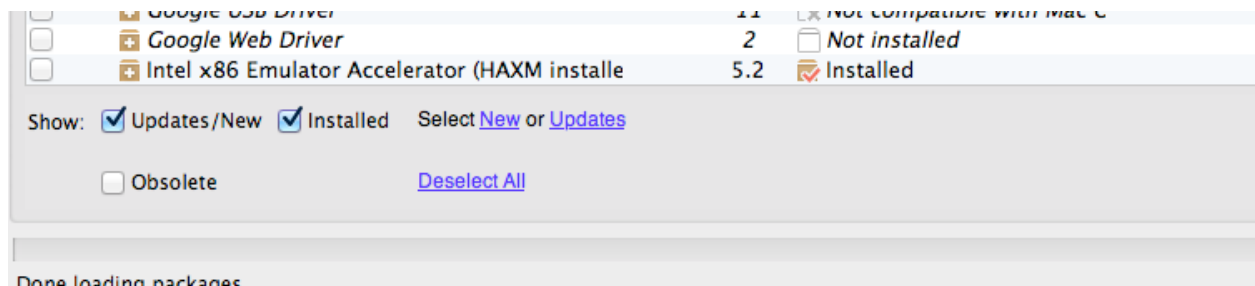
This could mean a couple things. First, you need to make sure HAXM is installed. To do this, go to **Configure** then **SDK Manager**.

这可能意味着几件事。第一，您需要确保安装了 HAXM。为了实现这一点，进入配置 SDK 管理器。



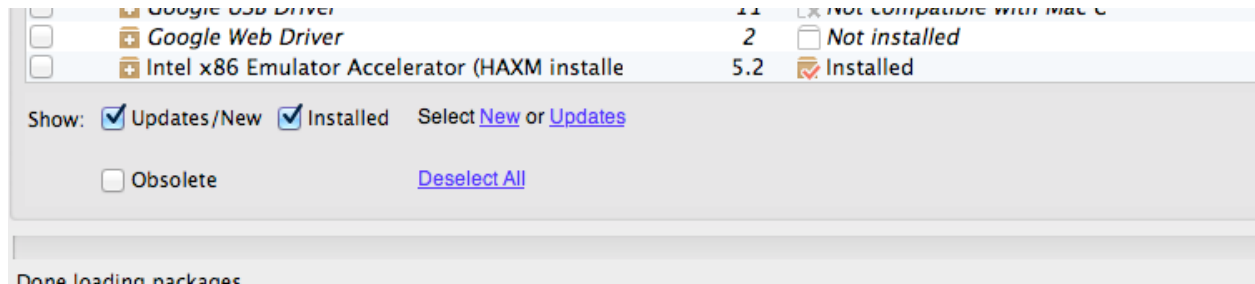
Scroll down to the bottom and confirm that next to HAXM it says it's installed:

下滚到底部并且确保 HAXM 附近显示已安装。



If not, click the checkbox and then click “Install 1 Packages”.

如果没有，点击复选框，然后点击“安装 1 包”。



If you get the error "**VT not supported**" during the installation disable Hyper-V on windows features. You can execute this command `dism.exe /Online /Disable-Feature:Microsoft-Hyper-V`. You will also need "Virtualization Technology" to be enabled on your BIOS

如果在安装期间您收到错误“VT 不支持”，禁用窗口上 Hyper-V 功能。您可以执行命令 `dism.exe /Online /Disable-Feature:Microsoft-Hyper-V`。您也需要在 BIOS 上启用“虚拟化技术”。

After you’ve done this a manual install is needed:

在您完成之后，需要手工安装。

Navigate to your SDK

`/YOUR_SDK_PATH/extras/intel/Hardware_Accelerated_Execution_Manager/`

进入目录 SDK `/YOUR_SDK_PATH/extras/intel/Hardware_Accelerated_Execution_Manager/`

On Mac’s the SDK is usually in `Library/Android/`

在 Mac 系统上，SDK 通常位于目录 `Library/Android/` 下。

On Windows `C:\Users\[account]\AppData\Local\Android\sdk`

在 Windows 系统上，SDK 位于目录 `C:\Users\[account]\AppData\Local\Android\sdk` 下。

On Mac

在 Mac 系统上

Run and install the .mpgk in the following .dmg

在以下.dmg 中运行并且安装.mpgk。

- Yosemite: IntelHAXM_1.1.0_for_10.10.dmg
- Pre-yosemite: IntelHAXM_1.1.0_below_10.10.dmg

My version of Android Studio has different Activity templates than what is shown in the classroom videos. 我的 Android Studio 版本中 Activity 模板与教室视频中所示不一样。

Android Studio version 1.4 or newer uses a new set of Activity templates. If you are using this version or newer, please select the **Empty** activity (instead of Blank Activity) template which will

configure your new project to match the content in the classroom videos. Android Studio 版本 1.4 或更高版本使用新活动模板。如果您正在使用此版本或更高版本，请选择空活动（非空白活动）模板，此模板将配置您的新项目以匹配教室视频中的内容。