

attach debugger can't debug c++, The breakpoint will not currently be hit. No executable code is associated with this line.

+15

Hotlists

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Duplicate of 249181181BugP1+ Add Hotlist

STATUS UPDATENo update yet.

Edit

DESCRIPTIONro...@shopee.com created issue #1

Oct 14, 2022 10:39PM

DESCRIBE THE ISSUE IN DETAIL:

STEPS TO REPRODUCE:

1.create a app, and a module with jni

2.launch app, attach debugger

java break point is ok ,but in c++, The breakpoint will not currently be hit. No executable code is associated with this line.

but if not attach debugger, launch debug app directly, it's ok

ATTACH SCREENSHOTS/RECORDINGS OF THE ISSUE

ATTACH LOG FILES (Select Help > Show Log in Files, or Show Log in Finder on a Mac)

IMPORTANT: Please read
<https://developer.android.com/studio/report-bugs.html> carefully and supply all required information.

Studio Build: Android Studio Dolphin | 2021.3.1 Patch 1
Version of Gradle Plugin: 7.3.1
Version of Gradle: gradle-7.4
Version of Java: 1.8.0_321
OS: mac

Reporter

ro...@shopee.com

Type

Bug

Priority

P1

Severity

S3

Status

Duplicate of 249181181

Access

Default accessView

Assignee

em...@google.com

Verifier

--

Collaborators

CC

ro...@shopee.com

AOSP ID

--

Blocking Release

--

Release Status

--

Found In

--

Targeted To

--

Verified In

--

In Prod

✓ Mentioned issues (1)

Hide all

Mentioned issues (1)

P3Native breakpoints not working since Android Studio 2021.1.1 "<https://issuetracker.google.com/249181181>"em...@ #6

COMMENTS

All comments↓Oldest first

sp...@google.com <sp...@google.com>

Oct 15, 2022 05:36AM

Assigned to an...@google.com.

gi...@google.com <gi...@google.com>

Oct 27, 2022 09:06AM

Reassigned to em...@google.com.

em...@google.com <em...@google.com> #2

Nov 1, 2022 03:54AM

Can you attach your idea. log file to this issue please?

ro...@shopee.com <ro...@shopee.com> #3

Nov 1, 2022 02:03PM

ok, this is idea.log

idea.log

109 KBViewDownload

em...@google.com <em...@google.com> #4

Nov 2, 2022 02:15AM

From the log file:


It seems the IDE cannot identify any symbol directories for passing to LLDB.

Is this a test project, can you attach the project too (or any minimal project that can reproduce this issue)?

ro...@shopee.com <ro...@shopee.com> [#5](#)

Nov 2, 2022 02:17PM ⋮

ok, Attached is a code sample

 **JNITest.zip**
610 KB [Download](#)

em...@google.com <em...@google.com> [#6](#)

Nov 2, 2022 03:16PM ⋮

Looking at the logs again, I now see that you launch the process first, and then use `Attach Debugger` to Android Process to attach to that launched process.

If yes, then this looks to be the same case as <https://issuetracker.google.com/249181181>

I submitted a fix for it, and it will be included in Dolphin Patch 2, which will be released sometime later this month. Sorry for the inconvenience.

 **deleted**
0 B

em...@google.com <em...@google.com> [#7](#)

Nov 2, 2022 03:21PM ⋮

Status: Duplicate of [249181181](#)

BTW, this bug only affects when attaching to existing process. If you hit the "Debug" button to launch-and-debug, it should hit breakpoints.

Alternatively, you can manually tell the IDE where your symbol directories are using:

- Run Configurations > Debugger > Symbol Directories (screenshot attached)

 **SymbolDirectories.png**
80 KB [View](#) [Download](#)

ro...@shopee.com <ro...@shopee.com> [#8](#)

Nov 2, 2022 03:52PM ⋮

thanks ~ and when will canary build and beta build fix this problem?

em...@google.com <em...@google.com> [#9](#)

Nov 2, 2022 04:19PM ⋮

Electric Eel/AGP Beta 4 already includes the fix.