📁 Android Public Tracker > App Development > Android Studio > Gradle > Import/Sync   191691229 ▾

← C ☆ **Gradle sync problems in 2021.1.1 Canary**   (+1)¹   Hotlists   Unmark Duplicate   🔔   ⋮

Comments (5)	Dependencies	Duplicates (0)	Blocking (0)	Resources (1)

Duplicate of 196847363   Bug   P2   + Add Hotlist

👥 **STATUS UPDATE** No update yet.   Edit

📄 **DESCRIPTION** jc...@gmail.com created issue #1

Every time I Sync project with Gradle files it does full build of native code, which takes over 30m - in AS Beta it syncs in 20s.

This might be caused by the fact that it also fails to sync C++ code - I get a notification about 'C/C++ Configuration Problem' saying that "Compiler exited with error code 1" - followed by compiler

Since the project does not sync correctly, even in Kotlin code most imports are reported missing, autocompletion doesn't work, most of the code is reported as errors - it's practically unusable :(

The project builds fine from gradle and in Android Studio Beta.

Attached idea.log fragment including first error (there are over 500 C and C++ files in the project and every one generates similar error) and relevant compile_commands.json fragment

Build: AI-211.6222.4.2111.7407564, 202105280522,

AI-211.6222.4.2111.7407564, JRE 11.0.10+0-b96-7249189x64 JetBrains s.r.o, OS Windows 10(amd64) v10.0 , screens 1920.0x1080.0

AS: Bumblebee | 2021.1.1 Canary 2; Kotlin plugin: 203-1.5.10-release-891-AS7717.8; Android Gradle Plugin: 7.1.0-alpha02; Gradle: 7.1; Gradle JDK: version 11.0.10; NDK: from local.properties: (no

📎 **idea.log**
6 KB View Download

📎 **compile_commands.json**
1.8 KB Download

✓ Mentioned issues (1)

⚙️ **Mentioned issues (1)**

P1 Gradle sync stucks on Resolving C/C++ configurations "This appears to be the same as b/196847363 . The fix for that should arrive in Bumble Bee Beta 1 (or possibly Beta 2)"

COMMENTS

⬤ **vi...@google.com** <vi...@google.com>

Assigned to an...@google.com.

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

Are you using CMake or Ndk-build in your project?

From the `idea.log` file, it seems like the error comes from trying to build the `baseapp-src\external\gtest\googletest\src\gtest-all.cc` file. Is this file expected to be a part of your A

Do those 500+ errors all originate from the same `baseapp-src\external\gtest` library?

⬤ **jc...@gmail.com** <jc...@gmail.com> #3

Seems the problem with Kotlin code autocompletion was unrelated - that works fine now. But I still get a "C/C++ Configuration Problem" every time I Sync Project with Gradle Files and it take

I'm using external CMake - version 3.18.4 (the one in NDK is too old, no support for `FetchContent` module used in the project).

Native code part uses several external libraries, one of them is gtest, most of the code is in CMake subprojects retrieved using `FetchContent` module.

It seems there is no problem with the two files containing JNI bindings that are actually in src/main/cpp. The rest of the code is retrieved from other repositories during CMake configuration

Looks like include flags are stripped in compiler invocations when sync-in project - in `compile_commands.json` I have flags:

```
... -DANDROID_PLATFORM -DLOGS_ON -DMAKE_ASSERT -D__struct_timespec_defined -I_deps/baseapp-src/external/gtest/googlemock/include -I_deps/baseapp-src/exter
```

but in the error reported by the IDE in `idea.log` there's only:

```
... -DANDROID_PLATFORM -DLOGS_ON -DMAKE_ASSERT -D__struct_timespec_defined -g -DANDROID ...
```

so the includes cannot be found.

I've attached a minimal project with similar structure - using `FetchContent` to retrieve a dependency from external git repository

issue191691229.zip
106 KB <u>Download</u>

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

Reassigned to jo...@google.com.

Thanks for the repro project. I can reproduce on Windows (did not repro on Linux) using Bumblebee Canary 2, CMake 3.18 from the SDK.

The missing header mentioned in the error is available at `issue191691229\app\.cxx\Debug\682h105m\x86\_deps\mbedtls-src\include\mbedtls\config.h`.

In the `compile_commands.json`, that directory is a part of the compilation command as `-I_deps/mbedtls-src/include`, which shows why Gradle build doesn't see the same error:

```
{
  "directory": "C:/Users/emrekultursay/Downloads/issue191691229/app/.cxx/cmake/debug/x86",
  "command": "C:\\Users\\emrekultursay\\AppData\\Local\\Android\\Sdk\\ndk\\21.4.7075529\\toolchains\\llvm\\prebuilt\\windows-x86_64\\bin\\clang.exe --targ
  "file": "C:/Users/emrekultursay/Downloads/issue191691229/app/.cxx/cmake/debug/x86/_deps/mbedtls-src/library/aes.c"
},
```

It seems like some includes are not passed during Gradle sync.

@jomof can you take a look?

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jo...@google.com <jo...@google.com> <u>#5</u>

Status: Duplicate of <u>196847363</u>

This appears to be the same as b/196847363. The fix for that should arrive in Bumble Bee Beta 1 (or possibly Beta 2)

(internal Change-Id: If4deb2f3402ff1f39f2a260c2972a0e0bf4a3333).