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Android Public Tracker > App Development > Android Studio > Gradle > C++ Import/Sync 161634461

← ↻ ☆ jni source set does not show up in Project view or Android view

+1¹

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Dependencies

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Resources (1)

Assigned

Feature Request

P3

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👤 STATUS UPDATE

No update yet.

Edit

📄 DESCRIPTION

ky...@kitware.com created issue [#1](#)

Jul 21, 2020 05:39AM

⋮

When I specify `jni.srcDir` in my Gradle file, I expect the files to appear in the Project view and the Android view, but they do not. I've attached my `build.gradle`.

Studio Build: Version of Gradle Plugin: 4.0.0 Version of Java: 1.8 OS: Ubuntu

📎 build.gradle

1.6 KB

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P3 C++ source not showing up in Android Studio for pre-built libs ["https://issuetracker.google.com/164566738"](https://issuetracker.google.com/164566738) ss...@ [#9](#)

COMMENTS

All comments

↓ Oldest first

👤 uc...@google.com

<uc...@google.com>

Jul 21, 2020 06:27AM

Assigned to an...@google.com.

👤 xa...@google.com

<xa...@google.com> [#2](#)

Aug 4, 2020 07:15AM

⋮

Status: New

These are not really editable sources so we don't show them at the moment, but we could add this at some point. Moving this to a feature request.

👤 ky...@kitware.com

<ky...@kitware.com> [#3](#)

Aug 4, 2020 11:55PM

⋮

Thanks for the response. What exactly are the `jni` files for then? As far as I can tell, they have no effect on the Gradle build, so I assumed their purpose was for IDE integration.

These are not really editable sources

What exactly do you mean by this? Is `jni` meant for generated files or something?

👤 xa...@google.com

<xa...@google.com> [#4](#)

Aug 5, 2020 03:02AM

⋮

Apologies, I was a bit confused. I was thinking `jnilibs`, not `jni`.

That said, `jni` was from when we experimented with built-in compilation support for C/C++, but we've moved onto using external cmake-based build system for native code instead and the `jni` sourceset is not used at all by the Gradle plugin.

👤 ky...@kitware.com

<ky...@kitware.com> [#5](#)

Aug 5, 2020 03:05AM

⋮

Ah, thanks for the background info. Perhaps either it should provide the IDE integration, or the documentation should be updated to mention that it's not used anymore (or some combination of both.)

👤 xa...@google.com

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

Aug 5, 2020 03:15AM

⋮

Indeed. I'm looking at just deprecating it.

👤 ar...@google.com

<ar...@google.com>

Aug 13, 2020 08:20AM

Assigned to xa...@google.com.

Reporter

ky...@kitware.com

Type

Feature Request

Priority

P3

Severity

S3

Status

Assigned

Access

Default access

View

Assignee

cm...@google.com

Verifier

--

Collaborators

👤

CC

🔔

em...@google.com

jo...@google.com

ky...@kitware.com

xa...@google.com

AOSP ID

--

Blocking Release

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Release Status

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Found In

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Targeted To

--

Verified In

--

In Prod

👤

Show 1 additional field

⌵



ss...@gmail.com <ss...@gmail.com> [#7](#)

Aug 16, 2020 06:22PM ⋮

I think there should at least be some way to specify a symbols directory for prebuilt C++ libs so breakpoints can be set in C++ code. Right now, it seems that File > Profile or debug APK is the only way.

Android Studio's CMake integration is a great way to build some native libs, but the workflow breaks down pretty quickly if the CMake project is supporting other platforms and has other libs and test executables that should not become part of the Android app.

Message last modified on Aug 16, 2020 06:22PM



xa...@google.com <xa...@google.com> [#8](#)

Aug 18, 2020 02:56AM ⋮

this is a very different problem, please file a separate issue.



ss...@gmail.com <ss...@gmail.com> [#9](#)

Aug 28, 2020 07:23AM ⋮

<https://issuetracker.google.com/issues/164566738>



xa...@google.com <xa...@google.com>

Sep 29, 2021 05:39AM

Reassigned to cm...@google.com.