Android Public Tracker > App Development > Android Studio > Gradle > Import/Sync   154044801   ⌄

← ↻ ☆   Library folder location settings are in the project file, not in the AS local installation?   +1   Hotlists (1)   Mark as Duplicate   🔔   ⋮

Comments (25)   Dependencies   Duplicates (0)   Blocking (0)   Resources (18)

Bug   P3 | + Add Hotlist

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

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

Well this is an issue of opinion but I believe you share mine?

I think there is a confusion right now of the present version of AS 3.6.1. I have this problem now and did not before.

I hope/believe this will be fixed, I believe it is unintentionally wrong (because it worked before AS 3.6.1)

Well the question as I found it is how to set Android studio to use the latest installed version (of Gradle, SDK and NDK) on the local machine for all projects except those configured differently (sp
- I would like to have the default settings by default, using latest installed version (of Gradle, SDK and NDK) on the local machine for all projects, not configured to something else
- The project dependent settings of library versions should be optional in the project settings files
- Project settings should not address folders but versions and AS should be able to locate the versions locally.
- Projects should be portable immediately between machines
- For cases of beta testing libraries and components in an AS environment there is a need of a test-setting beside the production "default" setting in the Android Studio environment installation. S

My case
=======
I have problems since the 3.6.1 upgrade of the Android studio in my environment that is a Macintosh (I also program a iOS version of the app in) and a Windows computer (I also program a winap
of C-files are common). I also like to use the Win10 keyboard layout rather than the MacOS editing. So I edit larger edits over the network.
- I like to be able to run the Android project both from the Mac and over the LAN in my Win10 computer.
- But the local environment settings are in the project file, no good. Can't do it.
- The AS automated update routine do also not work for the NDK settings

Since the 3.6.1 version of AS I have to manually reconfigure the ndk.dir (like the other answers here)

Android: No version of NDK matched the requested version
https://stackoverflow.com/questions/60404457/android-no-version-of-ndk-matched-the-requested-version
How to set ANDROID_NDK_HOME so that Android Studio does not ask for ndk location?
https://stackoverflow.com/questions/39159357/how-to-set-android-ndk-home-so-that-android-studio-does-not-ask-for-ndk-location

But the sdk.dir is automatically converted to the other machine by AS. So because of that they look like this when returning to Windows AS from Macintosh AS (also in File/Project structure setti

ndk.dir=/Users/[name]/Library/Android/sdk/ndk/21.0.6113669
sdk.dir=C:\\Users\\[name]\\AppData\\Local\\Android\\Sdk
It all worked very smooth before without manually editing the project file (so I believe it will work again).

I could compile over the network from one machines AS environment and locally on the other machine AS environment, the same Android Studio project files without editing anything, before.

✓ Mentioned issues (1)   ✓ Links (6)

🐞 **Mentioned issues (1)**

P2   After upgrading to Android Studio 3.5.3, cannot compile from usual network drive   "https://issuetracker.google.com/148483368"

🔗 **Links (6)**

"https://stackoverflow.com/questions/60404457/android-no-version-of-ndk-matched-...."

"https://stackoverflow.com/questions/39159357/how-to-set-android-ndk-home-so-that-android-studio-do...."

"For more information on what's needed and how to obtain this information please read the guide at https://developer.android.com/studio/report-bugs#studio-bugs"

" ...e feedback. We are sorry it took so long for us to get to this report. We would really appreciate it if you could confirm that this is still an issue for you and if so we will route it to the right team. For

"component: Android Public Tracker > App Development > Android Studio [https://issuetracker.google.com/components/192708]"

"https://developer.android.com/studio/projects/install-ndk#apply...."

COMMENTS

○   **vi...@google.com** <vi...@google.com> #2

Thanks for the feedback. To help us troubleshoot this issue further, we will need more information. Please share detailed reproduction steps and as much as possible of the following informa

1. Android Studio version and OS type and version
2. Screenshots or videos of the issue
3. idea.log file (select Help > Show Log in Finder / Explorer)
4. Thread dumps if the issue is a freezing or non-responding UI.

For more information on what's needed and how to obtain this information please read the guide at https://developer.android.com/studio/report-bugs#studio-bugs

ja...@gmail.com <ja...@gmail.com> #3

Thank you!
Yes, Still the emulator crash and none of my HW units crash by this described issue!

I think we all are a team together, the app-developers and them responsible for the OS and developing tools. I have been meet very professionally and in time. I see it as my duty (also in my in

During this communications a cleanup-simplification-make it easier to read effort I also checked every detail in the code. In fact there aren't much more code than in the referred tutorial, only
* I have no other conclusion than when I reported it,
Jan Bergström

Jan Bergström
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070-755 94 94
janbm70@gmail.com [mailto:janbm70@gmail.com]

Den 2020-04-16 07:05:35 skrev buganizer-system@google.com <buganizer-system@google.com>:
Replying to this email means your email address will be shared with the team that works on this product.

https://issuetracker.google.com/issues/154044801 [https://issuetracker.google.com/issues/154044801]

Changed

vi...@google.com added comment #2 [https://issuetracker.google.com/issues/154044801#comment2]:

Thanks for the feedback. We are sorry it took so long for us to get to this report. We would really appreciate it if you could confirm that this is still an issue for you and if so we will route it to

_____

Reference Info: 154044801 Library folder location settings are in the project file, not in the AS local installation?

component: Android Public Tracker > App Development > Android Studio [https://issuetracker.google.com/components/192708]
status: New
reporter: janbm70@gmail.com
cc: janbm70@gmail.com
type: Bug
priority: P3
severity: S3
retention: Component default

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ja...@gmail.com <ja...@gmail.com> #4

I also believe but can't prove it, it did not exist a year ago (previous AS/emulator releases).

I made quality checks of the app when released a year ago and definitely (remember) printed landscape. Taking that code (that actually is at Google play) it crashes by the emulator. But the c
* However it is not that common to print landscape, but for my app its is a useful feature and I have test files to test specifically that.
Jan Bergström

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S:t Eriksgatan 48 C
112 34 Stockholm, Sweden
070-755 94 94
janbm70@gmail.com [mailto:janbm70@gmail.com]

Den 2020-04-16 07:05:35 skrev buganizer-system@google.com <buganizer-system@google.com>:
Replying to this email means your email address will be shared with the team that works on this product.

https://issuetracker.google.com/issues/154044801 [https://issuetracker.google.com/issues/154044801]

Changed

vi...@google.com added comment #2 [https://issuetracker.google.com/issues/154044801#comment2]:

Thanks for the feedback. We are sorry it took so long for us to get to this report. We would really appreciate it if you could confirm that this is still an issue for you and if so we will route it to

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status: New

reporter: janbm70@gmail.com
cc: janbm70@gmail.com
type: Bug
priority: P3
severity: S3
retention: Component default

---

ja…@gmail.com <ja...@gmail.com> #5

Also not that if it is the same number of pages in the portrait and landscape printing there is no crash:
* The issue is that when the changes of paper setup generates more pages it lose track of the number of pages.
Jan Bergström

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janbm70@gmail.com [mailto:janbm70@gmail.com]

Den 2020-04-16 07:05:35 skrev buganizer-system@google.com <buganizer-system@google.com>:
Replying to this email means your email address will be shared with the team that works on this product.

https://issuetracker.google.com/issues/154044801 [https://issuetracker.google.com/issues/154044801]

Changed

vi…@google.com added comment #2 [https://issuetracker.google.com/issues/154044801#comment2]:

Thanks for the feedback. We are sorry it took so long for us to get to this report. We would really appreciate it if you could confirm that this is still an issue for you and if so we will route it to

_____

Reference Info: 154044801 Library folder location settings are in the project file, not in the AS local installation?

component: Android Public Tracker > App Development > Android Studio [https://issuetracker.google.com/components/192708]
status: New
reporter: janbm70@gmail.com
cc: janbm70@gmail.com
type: Bug
priority: P3
severity: S3
retention: Component default

---

vi…@google.com <vi...@google.com>

Assigned to an...@google.com.

---

ja…@gmail.com <ja...@gmail.com> #6

It looks like a confusion of reported issues from me?
- The issue here is the problem the library location path information is stored in the project files instead of in the installation
- All the communication is about the issue of a bug reported in the prview of printing in Android, it is forwarded to the developers team

I really would have the issue fixed: The issue here is the problem the library location path information is stored in the project files instead of in the installation
- I want to have the source code stored in my Macintosh and be able to run it in the AS in the Mac as well from my Win10 over the network.
- It is in my mind a mistake to have library information paths in project files, only what libraries and that should be matched in the AS installation where the libraries are stored

Jan Bergström

---

em…@google.com <em...@google.com> #7

Reassigned to em...@google.com.

Can you try adding an `android.ndkVersion` field to your `build.gradle` file, instead of using the deprecated `ndk.dir`?

https://developer.android.com/studio/projects/install-ndk#apply-specific-version

---

ja…@gmail.com <ja...@gmail.com> #8

The only impact on the suggestion of setting NDK-version in the build.gradle is that AS knows what the default NDK library is if the SK is set in the file/Project settings dialogue.
- The AS (or Gradle) is editing the local.settings (that should not be in the project but in the AS installation

Try the test bench below?

The basic problem is: (Don't work)
- Source code (including project settings) should runnable over network
* Not possible because there are SDK and NDK and Java settings of the local AS library locations (file/project structure/Library setting) , should be in the AS installation, not the project files.
* Project files should only contain library version settings, AS installation should translate it to the file/project structure/Library setting
* To have local library settings in a project file is nuts, a bad idea. Please think it over.
* At least I should be able to open a project over the network and just run it from another computer. Then close it and run it from the master computer without any settings or error messages

Best is:
- If it is possible to open the same source file in one computer with Android Studio in that computer simultaneously with AS in another computer over the network, and compile simultaneousl
* This requires local work file localtions, but is a phrasable solution

Try this:
- Use AS in a Mac, Open/install the bundled sample app "Hello JNI" in a folder that you share on the network
- Run it (You must make NDK local setting in the file/project structure menu dialogue to make it work)
- When that is OK, close the AS in the Mac
- Open the existing project over the network from a Win10 AS installation
* Error message Sync Android SDK, complaints on the SDK library location setting (should be in AS installation and not in the project file), you must fix it in File/project structure menu, AS is a
* I can't make it run (I can if I copy the project to the Win10 AS disk, but not over network (worked before, but slow)). Getting error message:

ERROR: X:\HelloJNI\app\src\main\cpp\CMakeLists.txt : C/C++ arm8Debug|arm64-v8a : CMake Error at C:/Users/Jan/AppData/Local/Android/Sdk/cmake/3.10.2.4988404/share/cmake-3.10
  The C compiler

  "C:/Users/Jan/AppData/Local/Android/Sdk/ndk/21.0.6113669/toolchains/llvm/prebuilt/windows-x86_64/bin/clang.exe"

  is not able to compile a simple test program.

  It fails with the following output:

  Change Dir: X:/HelloJNI/app/.cxx/cmake/arm8Debug/arm64-v8a/CMakeFiles/CMakeTmp

  Run Build Command:"C:\Users\Jan\AppData\Local\Android\Sdk\cmake\3.10.2.4988404\bin\ninja.exe" "cmTC_7743f"
  [1/2] Building C object CMakeFiles/cmTC_7743f.dir/testCCompiler.c.o
  FAILED: CMakeFiles/cmTC_7743f.dir/testCCompiler.c.o
  C:\Users\Jan\AppData\Local\Android\Sdk\ndk\21.0.6113669\toolchains\llvm\prebuilt\windows-x86_64\bin\clang.exe --target=aarch64-none-linux-android23 --gcc-toolchain=C:/Users/Ja
  DANDROID -fdata-sections -ffunction-sections -funwind-tables -fstack-protector-strong -no-canonical-prefixes -D_FORTIFY_SOURCE=2 -Wformat -Werror=format-security   -fPIE -o CMakeFiles
  clang: error: no such file or directory: 'testCCompiler.c'
  clang: error: no input files
  ninja: build stopped: subcommand failed.

  CMake will not be able to correctly generate this project.
Call Stack (most recent call first):
  CMakeLists.txt
Affected Modules: app

em...@google.com <em...@google.com> #9

If you:

1. Remove the `ndk.dir` from your `local.properties` file
2. Instead:
   - Add `ndkVersion = "<version>"` to `build.gradle` => If you want to use a specific NDK version.
   - Do nothing => if you don't want to pin it to a specific version, and let Android Gradle Plugin pick the best version for you (consistently across the Mac/Win machines for the same A

Then,

   - When you save your project on Mac and then open it on Windows, the only thing you should need to do is to hit the "OK" button on an "Sync Android SDKs" dialog.

Q: Could you please verify that you are seeing the dialog in the attached image, and hitting "OK" correctly modifies the SDK path in your `local.properties` file?

// I performed the above process on my Mac/Windows machines, and built on Windows without errors (although I did not use a network drive, but zipped-and-shipped the project from a Mac

++++

About the `is not able to compile a simple test program` error:

We recently discovered a bug in the Clang compiler in NDK 21. It is being tracked here: ⇐b/148483368.

Q: Could you please check if you can build over the network using NDK 20?

📎 **sdk_auto_detect_dialog.PNG**
   10 KB View Download

ja...@gmail.com <ja...@gmail.com> #10

The zip-scenario is no major problem, but I have to do more than you describe.
- The issue is over the network

- I already copy the files over the network and live with that at the moment, and that is the same as the zip-scenario.

For me the only problem I have if I COPY the project from my Mac to Win10 or the other way around (the same as zipping and copying) is that it I must make file/project structure setting of th but in In the Hello JNI it is not a case) setting is making any difference. The AS suggest the correct location (only one NDK version is installed). How you avoid it I wonder?

However the Grade (I assume) rewrites the local.properties file ndk.dir and sdk.dir in the local properties file regardless and the other machine dislike this writing. But I think that is only a det

Running over the network

But running it over the network is a completely different matter, I have to do all above and still it ended up with the error message above, I don't know what to do about. I even tried the file/inv

I am not stuck with this error, it is not an emergency but a big inconvenience.

I also do not think it is a Mac/Windows issue but a different path issue, however it is impossible to have the same path in a Mac and a Win10 due to the difference in path structures of the OS and ndkVersion "21.0.6113669" should be defined in the project settings. The AS should be able to read its settings to match where the libraries are. Any other solution is a bad quick and dir

Also in Android Studio (menu if you close all projects), a project path should be possible to be set with a network path like //machine/path/path/... and AS don't, only drive paths.

Please try to make it work over the network with hello JNI and I think I can manage from there. (I don't think you can without changes, but if you do I am happy).

---

ja...@gmail.com <ja...@gmail.com> #11

Note that you have to assign the Mac shared folder a driver letter in Win10 or AS will not find it.

AS can handle machine names only drive paths so the Mac shared folder has to be something like X:\ in Windows.

You do it by right clicking This computer in Win Explorer and assign a network drive (I have a Swedish Windows but something like that in an English), then you can assign a drive letter to the

(However since a few years Windows accept both slashes and backslashes in paths.)

---

em...@google.com <em...@google.com> #12

Can you try going to "Project Structure > Android NDK location" and delete the entry there? It should be empty. Then, Android Studio will not write `ndk.dir` into the `local.properties` file au

---

ja...@gmail.com <ja...@gmail.com> #13

Works leaving NDK library empty in the project.structure settings, but!
- Copying the entire project over the network (sam as zipping and moving) demands the file/invalidate cashes - restart command, resync and run. Else it will not find the NDK
- Over network it can't execute the cmake, not even a total rebuild.

These aren't good enough, just getting a bunch of error messages aren't good enough, having to do radical commands is far worse, not performing even worse.

I think the issue is that the project settings include local environmental things, that should be taken care of the Android installation. (Should not be project files). EVen if the issues above are

I think somebody needs to think this over, politically and marketing acceptably.

I think this problem have appeared when different solutions have been used by AS in different versions and some are made not good enough in a hurry, and been kept.

My project is not even close to the testing here with the Hello JNI sample (that also need a cleanup because it asks for the NDK library first time opened and it shouldn't because AS should k

Already once I hade to make a new project for my app, because the Gradle stopped working because of this. I think I need to do it again. (But I do it when I replaced the deprecated ActionBar

I think one project stored in one computer should be possible to compile locally and at the same time over the network. There is no reason why it shouldn't work (if it does its right designed)

I think is that the AS configuration and the project configuration must be redesigned completely I believe.

I hope you do something?

📎 **AS Sync error.jpg**
26 KB View Download

---

em...@google.com <em...@google.com> #14

> Copying the entire project over the network (sam as zipping and moving) demands the file/invalidate cashes - restart command, resync and run. Else it will not find the NDK

Can you provide (1) a screenshot and (2) idea.log file for the case where you open your copied project on Windows, and after you hit the "OK" button on the "Sync Android SDKs" dialog, you g

> Over network it can't execute the cmake, not even a total rebuild.

Can you try using NDK20 when building over the network? (i.e., NDK20 does not have that clang bug in NDK21)

---

ja...@gmail.com <ja...@gmail.com> #15

Hello!
Here are the files:
- By Dialog message (log file after pushing OK because AS UI is locked)
- After build failure

Screenshot (1) build failed.jpg
453 KB View Download

idea (2) build failed.log
8.9 MB View Download

idea (2).log
8.9 MB View Download

Screenshot (1).jpg
324 KB View Download

---

ja...@gmail.com <ja...@gmail.com> #16

Well I did this:
1.) Copied Hello JNI NDK21 from the Mac (Was OK Build in the Mac before)
2.) Got the dialogue box
3.) Took the logfile after pushing OK (else AS is locked)
4.) Push run button, build failed
5.) Pushed Gradle sync, build success
6.) Installed and changed to NDK20
7.) Success after Gradle sync
8.) Copied the entire Hello JNI NDK20 project to the Mac
9.) Got the dialogue box, "Entry name 'lib/x86/lib/hello-jni.so' collided", had to push Gradle sync, to make it success
10.) Copied Hello JNI NDK20 from the Mac (Was OK Build in the Mac before)
11.) Got the dialogue box, had to push Gradle sync to make it success
12.) Compiled Hello JNI NDK20 over LAN, files in the Mac AS in Win10, got the dialogue box but else it just worked after pushing run button
13). Compiled Hello JNI NDK20 in the Mac with project in the Mac, Got the dialogue box, "Entry name 'lib/x86/lib/hello-jni.so' collided", had to push Gradle sync, to make it success
14) Compiled Hello JNI NDK20 over LAN, files in the Mac AS in Win10, got the dialogue box but else it just worked after pushing run button

With NDK20 it is far better, but I think it is still too much fuzz, copied or over the network it should compile without comment, and projects should not contain AS library paths, only library vers

Win10:
Android Studio 3.6.3
Build #AI-192.7142.36.36.6392135, built on April 14, 2020
Runtime version: 1.8.0_212-release-1586-b04 amd64
VM: OpenJDK 64-Bit Server VM by JetBrains s.r.o
Windows 10 10.0
GC: ParNew, ConcurrentMarkSweep
Memory: 1237M
Cores: 8
Registry: ide.new.welcome.screen.force=true
Non-Bundled Plugins: com.google.services.firebase

Mac:
Android Studio 3.6.3
Build #AI-192.7142.36.36.6392135, built on April 14, 2020
Runtime version: 1.8.0_212-release-1586-b4-5784211 x86_64
VM: OpenJDK 64-Bit Server VM by JetBrains s.r.o
macOS 10.15.4
GC: ParNew, ConcurrentMarkSweep
Memory: 2014M
Cores: 4
Registry: ide.new.welcome.screen.force=true
Non-Bundled Plugins: com.google.services.firebase

---

idea (2) NDK20 just copied from Mac Build after Gradlesync.log
9.1 MB View Download

Screenshot (1) NDK20 just copied from Mac Build after Gradlesync.jpg
395 KB View Download

Screenshot (1) NDK20 just copied from Mac Build error.jpg
276 KB View Download

idea (2) NDK20 just copied from Mac.log
9.1 MB View Download

Screenshot (1) NDK20 just copied from Mac.jpg
281 KB View Download

idea (2) NDK20 success (after Gradle sync).log
9.1 MB View Download

Screenshot (1) NDK20 success (after Gradle sync).jpg
423 KB View Download

Screenshot (1) build failed.jpg
453 KB View Download

idea (2) build failed.log
8.9 MB View Download

idea (2).log
8.9 MB View Download

Screenshot (1).jpg
324 KB View Download

---

ja...@gmail.com <ja...@gmail.com> #17

I also believe the Mac is not making the user it (very slowly) is loading the Simulator, I believe it is lagging when it comes to messages to the user (that never appear in my Win10 computer A

My Mac is 4 core i5 Mac mini 2012 and my Windows is a 8 core i7 (Lenovo 81BV Seriell: PF19CCH8 BIOS: 6MCN28WW) much faster. However for instance MSVC runs well in both and AS C

To me Win10 is home (being rodding computers for customers (make their environments work) on freelance cases since 1984 to the mid 90ies and most of them had DOS and then Windows
- I just not being correct aware of this situation, not being the perfect watcher. But I think I shall report it.

Win10:
Android Studio 3.6.3
Build #AI-192.7142.36.36.6392135, built on April 14, 2020
Runtime version: 1.8.0_212-release-1586-b04 amd64
VM: OpenJDK 64-Bit Server VM by JetBrains s.r.o
Windows 10 10.0
GC: ParNew, ConcurrentMarkSweep
Memory: 1237M
Cores: 8
Registry: ide.new.welcome.screen.force=true
Non-Bundled Plugins: com.google.services.firebase

Mac:
Android Studio 3.6.3
Build #AI-192.7142.36.36.6392135, built on April 14, 2020
Runtime version: 1.8.0_212-release-1586-b4-5784211 x86_64
VM: OpenJDK 64-Bit Server VM by JetBrains s.r.o
macOS 10.15.4
GC: ParNew, ConcurrentMarkSweep
Memory: 2014M
Cores: 4
Registry: ide.new.welcome.screen.force=true
Non-Bundled Plugins: com.google.services.firebase

ja...@gmail.com <ja...@gmail.com> #18

Another performance issue is my QNAP Qsynd installation. I Have one under my desk and copying every week to one at a friends basement.

There are no problems having it on with Microsoft Visual Studio Community 2019 or my Apple Xcode in my Mac regarding performance and having Qsyn on.

But AS is a hassel coming to the Qsync, it even complaints by text messages, and performance is dropping radically with Qsync on. It works but no fun, so I switch it off.

Yes there are huge volumes of build file volumes with the AS´, by far more than with Microsoft Visual Studio Community 2019 or my Apple Xcode, and it it the design of AS. Yes, copying the p

I don't think it is a bug, but I think I should mention it.

I think in development environments Qsync and similar from other vendors are a good idea.
- But development environments like AS and the suppliers of Qsync systems could try to cope better with each other?
- Can't you put up a dialogue with for instance Qnap and check what they say?

ja...@gmail.com <ja...@gmail.com> #19

NDK20 report on my app (Works better than Hello-JNI sample I used as test bench above)
- I trie according to your instructions:
* ndkVersion "20.1.5948944" in the build.gradle
* Blank NDK location in the file/project structure
* Local.properties no ndk setting
- I get the SDK location dialogue box message, and after OK it works fine without any thing but the run button.
1.) Compile in the Mac (OK)
2.) Copying it to Windows compile in Windows (OK)
3.) Compile in Windows over network with Files in the Mac (OK)
4.) Compile in the Mac again (OK)

One can say that you solved my problem but:
- I am running the old version of NDK
- I get the SDK location error message
- I don't like the existence of the local.properties file (I don't want to se local file paths in a project file)
- I don't want to specify the SDK, NDK and Java versions in a project unless I wan't a specific version
* Normally I want the latest (production version)
* Right now I want to set SDK to 28 because I use Action bar and will change that after I released my iOS version in a few weeks.

But I am certain you have a solution in the pipe.

// I find backups a problem, there are a lot of Android build files to delete before zipping a project backup file. Could there be a feature clearing away everything not necessary to reduce proje
bundle and I get it.

em...@google.com <em...@google.com> #20

> I am running the old version of NDK

Please follow bug: 🔗148483368 for about a new NDK that does not have the aforementioned `clang` bug, which will reenable you to use latest NDK. I will mark this bug as a duplicate of that

ja...@gmail.com <ja...@gmail.com> #21

Will you inform me when a production version upgrade exist, where it works without fixes?

I have no problem accepting that the two issues are the same.

I am glad the bug is revealed

em...@google.com <em...@google.com> #22

I added you to the cc list of the other bug (I hope that's OK) so that you will be notified about the updates posted there regarding the NDK21/clang issue.

Thank you for your feedback.

ja...@gmail.com <ja...@gmail.com> #23

Mistake. Sorry we are mixing the issues.

I have another issue complaining about the JNI and compiling over LAN. That is the same as "Please follow bug:148483368 for about a new NDK t"

This is another topic, should stay as a separate issue.

ja...@gmail.com <ja...@gmail.com> #24

Well the "Please follow bug:148483368 for about a new NDK t" is a solution to a side-problem, it was impossible to compile over LAN with a specific NDL library release.

But the main issue is that there are local folder paths in the project setup, and shouldn't, only the release version settings like you instructed.

Either of the topics are not solved in the latest version of AS and its library functions.

em...@google.com <em...@google.com> #25

Reassigned to je...@google.com.

I'll redirect this particular bug to our Gradle team to comment on it.

je...@google.com <je...@google.com>

Reassigned to je...@google.com.

is...@google.com <is...@google.com>

Status: New