


 STATUS UPDATE No update yet.

Edit

 DESCRIPTION

gi...@gmail.com created issue [#1](#)


Dec 22, 2020 10:38AM

⋮


The latest working is 21.1.6352462.

✓ Mentioned issues (1) ✓ Links (5)

Hide all

 Mentioned issues (1)

-- -- ["https://issuetracker.google.com/175078618"](https://issuetracker.google.com/175078618) da...@ #17

 Links (5)

["https://android.googlesource.com/platform/ndk/+master/docs/BuildSystemMai..."](https://android.googlesource.com/platform/ndk/+master/docs/BuildSystemMai...) rp...@ #7

["https://github.com/android/ndk/wiki/Changelog-r19"](https://github.com/android/ndk/wiki/Changelog-r19) (specifically, issue #780)" rp...@ #7

["https://github.com/android/ndk/wiki/Changelog-r22"](https://github.com/android/ndk/wiki/Changelog-r22) rp...@ #7


["\(mostly copied from https://github.com/android/ndk/issues/1407#issuecomment-750714606\)"](#) rp...@ #7

[".../b/175078618#comment4 says QA tested with 4.1.1 and they did not encounter this issue. !\[\]\(dc4d2643c6eafdc1f7861d902be53f8c_img.jpg\) The error message does not appear in AGP ."](#) da...@ #17

COMMENTS


All comments

↓ Oldest first

 ra...@google.com <ra...@google.com>

Dec 22, 2020 01:47PM

Assigned to ra...@google.com.

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

Dec 23, 2020 12:54AM

⋮

Thank you for reporting this issue. For us to further investigate this issue, please provide the following additional information:

Issue details


Please explain the issue in detail.

Expected output

What is the expected output?

Current output

What is the current output?

 gi...@gmail.com <gi...@gmail.com> [#3](#)

Dec 28, 2020 01:04AM


⋮

Issue details Please explain the issue in detail. Install *just* NDK 22.0.7026061, with no other NDK version side-by-side.

Expected output What is the expected output? Compile c++ code, as usual.


Current output What is the current output? Does not compile c++ code, with error "no platforms installed". In fact, if you look into the 22.0.7026061 NDK's directory, there is no "platforms" directory. The latest NDK shipped with a "platforms" directory, is 21.1.6352462.


See attached screenshots. Hope it's more clear. Thanks

 deleted

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?


 Restricted

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 Restricted

 du...@gmail.com <du...@gmail.com> [#4](#)

Dec 28, 2020 04:56PM

⋮

Quit fucking with my personal life and shit.,!!!!!!!

 gi...@gmail.com <gi...@gmail.com> [#5](#)

??? Your "comment" doesn't make any sense... did you type in the wrong text box?

ra...@google.com <ra...@google.com>

Dec 29, 2020 11:24PM

Reassigned to en...@google.com.

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

Jan 6, 2021 04:42AM ⋮

what version of Android Studio are you using?

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

Jan 6, 2021 09:29AM ⋮

Starting in NDK r19, the top-level `sysroot` and `platforms` directories were replaced by the `<NDK>/toolchains/llvm/prebuilt/<host-tag>/sysroot` directory. r22 removed the two deprecated top-level directories.

- <https://android.googlesource.com/platform/ndk/+master/docs/BuildSystemMaintainers.md#sysroot>
- <https://github.com/android/ndk/wiki/Changelog-r19> (specifically, issue #780)
- <https://github.com/android/ndk/wiki/Changelog-r22>

By using the appropriate driver (e.g. `toolchains/llvm/prebuilt/<host-tag>/bin/aarch64-linux-android21-clang`), it shouldn't be necessary to do things like pass `--sysroot=`, include the STL header directories, etc. The driver should handle all that stuff implicitly.

(mostly copied from <https://github.com/android/ndk/issues/1407#issuecomment-750714606>)

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

Jan 6, 2021 09:37AM ⋮

(i was assuming from "screenshots attached" that they're using Studio? but since we can't actually see the screenshots for privacy reasons, that was just a guess :/)

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

Jan 6, 2021 09:43AM ⋮

Yeah, this line also suggests Android Studio, at least to install the NDK:

Install *just* NDK 22.0.7026061, with no other NDK version side-by-side.

I suppose an older version of Android Studio (or, really, the Android Gradle plugin) could probably explain the error.

da...@google.com <da...@google.com> [#10](#)

Jan 6, 2021 10:54AM ⋮

Status: *Won't Fix (Intended Behavior)*

We know it works fine with new versions of AGP, and that old versions of AGP won't work with it. idr what the first compatible version of AGP was, but if you have to update you might as well update to the newest anyway so it doesn't really matter.

gi...@gmail.com <gi...@gmail.com> [#11](#)

Jan 6, 2021 12:04PM ⋮

Android Studio 4.1.1 Build #AI-201.8743.12.41.6953283, built on November 5, 2020 Runtime version: 1.8.0_242-release-1644-b01 amd64 VM: OpenJDK 64-Bit Server VM by JetBrains s.r.o Windows 10 10.0 GC: ParNew, ConcurrentMarkSweep Memory: 4029M Cores: 8 Registry: ide.new.welcome.screen.force=true, external.system.auto.import.disabled=true Non-Bundled Plugins: org.jetbrains.kotlin

gi...@gmail.com <gi...@gmail.com> [#12](#)

Jan 6, 2021 12:05PM ⋮

classpath 'com.android.tools.build:gradle:4.1.1'

gi...@gmail.com <gi...@gmail.com> [#13](#)

Jan 6, 2021 12:06PM ⋮

So the solution here is just to wait for later versions?

en...@google.com <en...@google.com> [#14](#)

Jan 6, 2021 12:19PM ⋮

Status: *Assigned (reopened)*

no, 4.1.1 should work.

en...@google.com <en...@google.com> [#15](#)

Jan 6, 2021 12:20PM ⋮

fwiiw, i can't find "no platforms installed" in code search. is this reproducible with the "HelloJNI" sample, or is this only with some complicated project of yours?

gi...@gmail.com <gi...@gmail.com> [#16](#)

Jan 7, 2021 02:29AM ⋮

Don't know if it happens on the hellojni... I now have the two NDKs installed SxS since I need to move forward on my work now. The repro steps are quite clear I think, and work 100%.

I don't think (and hope!) it's the "*complexity of my code*" triggering this. Besides the archaic limitations of the Android development environment, requiring *three layers* of abstraction code before using *real C++* (i.e. <Java interface> + <JNI exports> + <static(!) C++ interface that has to mimic class instances> + <actual-real portable C++ code> - with .NET just a C++/CLI interface is needed), my project is no complex-er than just a Java App with external C++ code.

If it's just a matter of *having the whole Android Studio dev rig hit a couple of releases to "settle" with deprecated stuff* (such as the top-level sysroot and platforms directories mentioned above), then personally I can just flipper with it.

da...@google.com <da...@google.com> [#17](#)

Jan 8, 2021 10:42AM ⋮

<http://b/175078618#comment4> says QA tested with 4.1.1 and they did not encounter this issue. ⇄ [The error message does not appear in AGP.](#)

I suspect enh is right and this is being caused by a build script in your project or dependencies.

da...@google.com <da...@google.com>

Oct 20, 2022 09:55AM

Status: Won't Fix (Not Reproducible)

gi...@gmail.com <gi...@gmail.com> [#18](#)

Oct 22, 2022 04:39AM ⋮

"Won't fix (Not Reproducible)"... this bug was "aged to a self-solution" :D