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Android Public Tracker > App Development > Jetpack (androidx) > Car App 188332628

App not visible on real car/Android Auto, only shows up after using DHU emulator first

+1³

Hotlists (1)

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Comments (10)

Dependencies

Duplicates (0)

Blocking (0)

Resources (9)

Fixed

Bug

P2

+ Add Hotlist

STATUS UPDATE

No update yet.

Edit

DESCRIPTION

ca...@digitalchargingsolutions.com created issue [#1](#)

Library version used: 1.0.0.

Devices/Android versions reproduced on: Samsung A70.

Android Auto version reproduced on: 6.3.611324-release.

Car/Infotainment used: Skoda Octavia from 2020 or 2021, not sure which version etc

Our app is not visible on the real car's Android Auto (See attachment "20210515_184238.jpg"), but the Android Auto app on the phone says that the app is installed (See attachment "Bildschirmfoto 2021-05-17 um 11.51.36.png")

I am not sure whether I haven't read the documentation on this, there is none or whether our code is wrong.

On the code side, `debuggable true` is set on the build, the manifest includes all necessary metadata & service mentions, the method `createHostValidator()` returns `HostValidator.ALLOW_`

As I had my MacBook nearby, I connected the phone to it, ran `adb forward` and opened the debug server and the DHU. It showed up there. I then connected the phone to the car again and the app

So now I'm wondering whether the app needs to be distributed via the Play Store (and without `debuggable true`) for it to show up as expected on the car, or whether something is wrong on Android

20210515_184238.jpg

2 MB

[View](#)

[Download](#)

Bildschirmfoto 2021-05-17 um 11.51.36.png

369 KB

[View](#)

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✓ Links (8)

Links (8)

"For the same we have followed the given documentation: <https://developer.android.com/training/cars/navigation>"

"<automotiveApp xmlns:tools=" <http://schemas.android.com/tools> ">"

"reference taken from: <https://developer.android.com/training/cars/messaging>"

"About my original issue: <https://developer.android.com/training/cars/navigation#car-head-unit> says that it has to be distributed via the Play Store, so what I am describing at #1 and #2 is both expected"

"...sure! I followed <https://developer.android.com/training/cars/navigation?authuser=2#configure-manifest-files> and <https://github.com/android/car-samples>. Perhaps you need to allow untrusted sources"

See all related links

COMMENTS

ca...@digitalchargingsolutions.com

<ca...@digitalchargingsolutions.com> [#2](#)

After publishing and installing it via the Internal App Sharing, it reliably showed up on the Android Auto app drawer.

ms...@gmail.com

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

We are facing similar issue. We are UNABLE to detect navigation app in Android Auto

Library version used:

implementation "androidx.car.app:app:1.0.0"

implementation "androidx.car.app:app:1.0.0-rc01"

Below you will see:

b) Android Manifest file

c) automotive app desc file code for Android auto

d) Different solutions we tried but didn't work

For the same we have followed the given documentation: <https://developer.android.com/training/cars/navigation>

Now the issue we are currently facing is the detection of app in Android Auto (The android auto along with the desktop head unit for testing are both updated to the latest version)

b) Here is how the Android Manifest file looks:-

<service

android:name=".AndroidAuto.HelloWorldService"

android:exported="true">

<intent-filter>

<!-- <action android:name="android.media.browse.MediaBrowserService" /-->

<action android:name="androidx.car.app.CarAppService"/>

```
<category android:name="androidx.car.app.category.NAVIGATION"/>
```

```
<!-- <category android:name="androidx.car.app.category.NAVIGATION" /> -->
</intent-filter>
</service>
```

and the meta data is:-

```
<meta-data
    android:name="com.google.android.gms.car.application"
    android:resource="@xml/automotive_app_desc" />
```

c) Further the automotive app desc file code for Android auto is:-

```
<automotiveApp xmlns:tools="http://schemas.android.com/tools">
    <uses name="template"
    tools:ignore="InvalidUsesTagAttribute" />
</automotiveApp>
```

d) Now I would like to point out couple of things:-

1. The name="template" is not supported we have to add tools:ignore="InvalidUsesTagAttribute"
2. The multiple combinations so tried includes:-

i) Simple changing template to - media/sms/notification (Still not detected in android auto)

ii) Further on changing the service's name to Messaging or Media and keeping template as the name in xml file the app is still not detected in android auto

iii) Now the only case the app was detected in android auto was when I switched the category to Media/Messaging in the intent filter of service and keeping the automotive app tag name as

So the combination in iii) point although detected by android auto doesn't fit requirement of Navigation App.

In conclusion, the setup for Android Manifest and XML file are working fine and are getting detected by android auto in case of Media/Messaging app reference taken from: <https://developer.android.com/training/cars/messaging>

But on the same website content of the given files present in the document for Navigation: <https://developer.android.com/training/cars/navigation> is not working.

Please guide us on what changes needs to be done in order to fix the same.

ca...@digitalchargingsolutions.com <ca...@digitalchargingsolutions.com> [#4](#)

#3, Please stop spamming. You have created new tickets already..

About my original issue: <https://developer.android.com/training/cars/navigation#car-head-unit> says that it has to be distributed via the Play Store, so what I am describing at #1 and #2 is bo
@Googlers: Can you please add to the <https://developer.android.com/training/cars/navigation#car-head-unit> documentation that Internal App Sharing is also fine? It's missing currently. Thar

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

Hi,
Just wanted to know is your app getting detected on desktop head unit? If yes would you mind sharing the Android Manifest file with me with relevant data and the dependency used in gradle
This would be of great help. Thanks in advance.

mo...@gmail.com <mo...@gmail.com> [#6](#)

#5, sure! I followed <https://developer.android.com/training/cars/navigation?authuser=2#configure-manifest-files> and <https://github.com/android/car-samples>. Perhaps you need to allow unit
AndroidManifest.xml excerpt:

```
<uses-permission android:name="androidx.car.app.MAP_TEMPLATES" />

<application>

    <meta-data
        android:name="com.google.android.gms.car.application"
        android:resource="@xml/automotive_app_desc" />

    <meta-data
        android:name="androidx.car.app.theme"
        android:resource="@style/CarAppTheme"/>

    <service
        android:name=".presentation.auto.CustomCarAppService"
        android:exported="true"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name">
        <intent-filter>
            <action android:name="androidx.car.app.CarAppService" />
            <category android:name="androidx.car.app.category.CHARGING" />
        </intent-filter>
    </service>
```

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

Assigned to sh...@google.com.

>> @Googlers: Can you please add to the <https://developer.android.com/training/cars/navigation#car-head-unit> documentation that Internal App Sharing is also fine? It's missing currently. T

Thank you, we will do. Keeping this bug to track that documentation update.

Message last modified on May 22, 2021 02:31AM

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

Marked as fixed.

Updated the development guide with internal app sharing testing option.

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

Thanks a lot! :)

dh...@gmail.com <dh...@gmail.com> [#10](#)

Hi thanx for the reply, I followed all the links you mentioned as it is but no luck, I have the same Android Manifest file as you provided.

Here is my gradle file:-

apply plugin: 'com.android.application'

apply plugin: 'com.google.gms.google-services'

```
android {
    compileSdkVersion 29
    buildToolsVersion "29.0.3"
    defaultConfig {
        applicationId "com.xyz.nav"
        minSdkVersion 23
        targetSdkVersion 29
        versionCode 1
        versionName "1.0"
        testInstrumentationRunner "androidx.test.runner.AndroidJUnitRunner"
        multiDexEnabled true
        vectorDrawables.useSupportLibrary = true
    }
    buildTypes {
        release {
            minifyEnabled true
            proguardFiles getDefaultProguardFile('proguard-android-optimize.txt'), 'proguard-rules.pro'
        }
    }

    compileOptions {
        sourceCompatibility JavaVersion.VERSION_1_8
        targetCompatibility JavaVersion.VERSION_1_8
    }

    externalNativeBuild {
        ndkBuild {
            path 'src/main/jni/Android.mk'
        }
    }
    ndkVersion '22.1.7171670'
}

dependencies {
    implementation fileTree(dir: 'libs', include: ['*.jar'])
    implementation 'androidx.appcompat:appcompat:1.3.0'
    implementation 'androidx.constraintlayout:constraintlayout:2.1.0-beta02'
    testImplementation 'junit:junit:4.13.2'
    androidTestImplementation 'androidx.test.runner:1.3.0'
    androidTestImplementation 'androidx.test.espresso:espresso-core:3.3.0'
    testImplementation 'androidx.car.app:app-testing:1.0.0-alpha01'
    testImplementation 'org.robolectric:robolectric:4.4'
    testImplementation 'androidx.test:core:1.3.0'

    implementation 'androidx.car.app:app:1.0.0'
}
```

Can you tell me where am I going wrong that it is not getting recognized on the desktop head unit also if you can share your manifest (only the part related to car navigation) it would be of gr

Also this is my automative_app_desc file:-

```
<automotiveApp>  
  <uses name="template"/>  
</automotiveApp>
```

Its been days since I am figuring this out, any help would be much appreciated.

Message last modified on May 24, 2021 12:09AM
