

Comments (6) Dependencies Duplicates (0) Blocking (0) Resources (1)

Fixed Bug P3 + Add Hotlist adexe s nau NeedsInfo

STATUS UPDATE No update yet. Edit

DESCRIPTION bl...@gmail.com created issue #1 Sep 5, 2022 02:42AM

DESCRIBE THE ISSUE IN DETAIL:

After upgrading from Bumblebee to Chipmunk, I am no longer able to debug JNI code. There appears to be no support for JNI debugging at all. This is on
- Apple M1 Pro, MacOS Monterey 12.5.1
- Android Studio Chipmunk 2021-2-1 Patch 2

STEPS TO REPRODUCE:

1. Uninstall previous version of Android Studio
2. Download and Install Chipmunk for Apple M1 dmg
3. Install
4. Run.
5. Click New Project
6. Scroll to bottom of templates and select Native C++, hit Next
7. Configure New C++ Project (see upload configure new c++ project.png) Min SDK 30, hit Next
8. Select Default Toolchain, Click Finish
9. NOTE in project explorer, no C++ code can be found (See Android Studio Workspace (no native code).png)
10. NOTE in Run -> Edit Configurations, No Debugger Tab Found (see No debugger tab.png)
11. Verify that at least we can run the app.
 - a. Select debug build variant, arm64-v8a abi.
 - b. Select Pixel 5 API 32 emulator target
 - c. click make project
 - d. click debug app
12. NOTE Application runs fine (see Android Studio App Runs.png)
13. Explicitly Open cpp file by selecting "File -> Open", navigating to app > src > main > cpp > native-lib.cpp
14. Set breakpoint at line 8 "Hello from C++" (see Set JNI Breakpoint.png)
15. Click on Debug App to restart the app
16. NOTE: No breakpoint hit

NOTE: About Android Studio.png
NOTE: About this Mac.png
NOTE: SDK Manager SDK Platforms with API 32.png
NOTE: SDK Tools NDK Side by Side.png
NOTE: Command Line Tools and CMake.png
NOTE: Platform Tools and SDK Tools.png

It seems debugging JNI code is just not supported in Chipmunk.

ATTACH SCREENSHOTS/RECORDINGS OF THE ISSUE

ATTACH LOG FILES (Select Help > Show Log in Files, or Show Log in Finder on a Mac)

IMPORTANT: Please read <https://developer.android.com/studio/report-bugs.html> carefully and supply all required information.












Studio Build: Android Studio Chipmunk | 2021.2.1 Patch 2
Build #AI-212.5712.43.2112.8815526, built on July 10, 2022
Runtime version: 11.0.12+0-b1504.28-7817840 aarch64
VM: OpenJDK 64-Bit Server VM by JetBrains s.r.o.
macOS 12.5.1
GC: G1 Young Generation, G1 Old Generation
Memory: 2048M
Cores: 8
Registry: external.system.auto.import.disabled=true
Non-Bundled Plugins: com.intellij.marketplace (212.5712.51), name.kropp.intellij.makefile (212.5712.51), org.jetbrains.kotlin (212-1.7.0-release-281-AS5457.46), com.thoughtworks.gauge (212.4746.52)Version of Gradle Plugin:
Version of Gradle: AGP 7.2.2
Version of Java:echo \$JAVA_HOME
/Library/Java/JavaVirtualMachines/openlogic-openjdk-11.jdk/Contents/Home
OS: MacOS 12.5.1 M1

idea.log 5 MB View Download

About Android Studio.png

Reporter bl...@gmail.com
Type Bug
Priority P3
Severity S3
Status Fixed
Access Default access View
Assignee em...@google.com
Verifier --
Collaborators
CC bl...@gmail.com
AOSP ID --
Blocking Release --
Release Status --
Found In --
Targeted To --
Verified In --
In Prod

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COMMENTS

All comments

↓ Oldest first

 **py...@google.com** <py...@google.com> Sep 6, 2022 03:28AM
Assigned to an...@google.com.

 **gi...@google.com** <gi...@google.com> Sep 15, 2022 08:09AM
Reassigned to em...@google.com.

 **em...@google.com** <em...@google.com> #2 Sep 19, 2022 11:24PM ⋮


Looking at the log file, I see a bunch of logs from July, and then another bunch of logs from September.

The logs from september have:


```
2022-09-04 11:21:08,603 [3005238] INFO - run.AndroidLaunchTasksProvider - Using debugger: Java
```

Which means the native debugger is disabled.


Can you go to Run Configuration > Debugger > Debug Type and verify what's selected there?

 **bl...@gmail.com** <bl...@gmail.com> #3 Sep 20, 2022 02:46AM ⋮

That was one of the points I mentioned in the issue. I don't have a debugger tab in Run Configurations. See "No Debugger Tab.png" in my original uploads.

 **em...@google.com** <em...@google.com> #4 Sep 20, 2022 03:57AM ⋮


Can you double-shift, type "Plugins", and then check if Android NDK and Android APK plugins are enabled?

 **bl...@gmail.com** <bl...@gmail.com> #5 Sep 20, 2022 05:20AM ⋮

You are the man!! Yes, the plugins were there, but they were off. Once I enabled them the debugger tab appeared in the run configurations. I could add symbol directories and begin to debug the JNI code once again.

I looked all over the place for solutions to this issue. I'm not sure if I missed it, or if that plugins page you mentioned (shift shift) is just not well documented. Also not sure why when upgrading from bumblebee to chipmunk, the ndk plugins would get disabled. Even after re-adding the NDK to the sdk-tools.

Anyway, I suppose other than perhaps missing documentation, I guess things do work. Thank you for your help

 **em...@google.com** <em...@google.com> #6 Sep 20, 2022 09:30AM ⋮

Marked as fixed.

These are bundled plugins, I don't see how they got disabled, the logs don't tell me how/why either, so I am marking this bug as fixed (and the plugin-disabling aspect is not reproducible on my side).

