Android Public Tracker > App Development > Android Studio > Gradle > C++ Build   298556737 ▾

← C ☆ Bug with clang++ on latest android studio girafe   +1   Hotlists (5)   Mark as Duplicate 🔔 ⋮

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Can't Repro   Bug   P3   + Add Hotlist   NeedsInfo

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

📄 **DESCRIPTION** l....@free.fr created issue #1

Hello, I have got a unlimited compilation time with clang++.exe on arm7v abi with AndroidStudio, I was obliged to disable optimizations on one .cpp file that you can see in CMakeFiles.txt of the

https://sourceforge.net/projects/deaddeer/files/sourceszip2023/NEDAppAndroid.zip/download

✓ **Links (3)**

🔗 **Links (3)**

"https://sourceforge.net/projects/deaddeer/files/sourceszip2023/NEDAppAn…"

"Thank you for the explanation. I can reproduce now. This is an Android NDK / clang bug. It is not an Android Studio (IDE) or Android Gradle Plugin bug. Can you please file an issue at https://github.co

"In the future, if you encounter this or any other issue, please read https://developer.android.com/studio/report-bugs.html and file a new bug report with all the required information. This will help ens

COMMENTS

pe...@google.com <pe...@google.com>

Assigned to an...@google.com.

em...@google.com <em...@google.com> #2

Reassigned to em...@google.com.

Can you provide more information please?

I did the following:

1. Downloaded the project.
2. Opened the project in Android Studio Giraffe Patch 1.
3. I'm on a MacOS, so I had to replace a bunch of backward slashes with forward slashes e.g., `#include "..\lib3d\base\params.h"`
4. Build > Make Project

And it built. `BUILD SUCCESSFUL` (screenshot attached).

Can you provide more detailed instructions for us to reproduce this?

📎 **nedappandroid-Screenshot 2023-09-01 at 11.15.38 AM.png**
734 KB View Download

l....@free.fr <l....@free.fr> #3

At this point on Windows, the src/main/jni/CMakeLists.txt at line 345 is set with "target_compile_options(anim PRIVATE -O0)", that fix the problem on Clang++ with disabling optimisations...
When i set -O3 it loops.

em...@google.com <em...@google.com> #4

Thank you for the explanation. I can reproduce now. This is an Android NDK / clang bug. It is not an Android Studio (IDE) or Android Gradle Plugin bug. Can you please file an issue at https://

Minimum repro instructions:

1. Use the attached `preprocessed.cpp` file.

2. Execute the following compile command (for `armeabi-v7a`):

```
C:\Users\emrekultursay\AppData\Local\Android\Sdk\ndk\23.1.7779620\toolchains\llvm\prebuilt\windows-x86_64\bin\clang++.exe --target=armv7-none-linux-androi
```

Expected result:

- Compilation takes 30 seconds (that's how long it takes for `arm64-v8a`).

Actual result:

- Compilation takes over 30 minutes.

Also tried:

- NDK 25.2 => same result.

Message last modified on Sep 6, 2023 06:56AM

📎 **preprocessed.cpp**
3.9 MB   View   Download

wh...@gmail.com <wh...@gmail.com> #5

Just Checking

Message last modified on Sep 14, 2023 06:54PM

an...@google.com <an...@google.com> #6

Status: Won't Fix (Not Reproducible)

Our team had requested additional information for this issue which was not provided within 30 days. Unfortunately there is not enough information for us to proceed and this issue is now clo

In the future, if you encounter this or any other issue, please read https://developer.android.com/studio/report-bugs.html and file a new bug report with all the required information. This will h

Thank you!