

Comments (6) Dependencies Duplicates (0) Blocking (0) Resources (5)

Fixed Bug P3 + Add Hotlist

STATUS UPDATE No update yet. Edit



DESCRIPTION sm...@gmail.com created issue #1

Mar 25, 2021 05:31PM ⋮

Build: AI-203.7148.57.2031.7209405, 202103151817,

AI-203.7148.57.2031.7209405, JRE 11.0.8+10-b944.6842174x64 JetBrains s.r.o, OS Mac OS X(x86_64) v10.15.7, screens 1280.0x800.0

AS: Arctic Fox | 2020.3.1 Canary 11; Kotlin plugin: 203-1.4.30-release-AS7148.5; Android Gradle Plugin: 7.0.0-alpha11; Gradle: 6.8.2; NDK: from local.properties: (not specified), latest from SDK: (not found); LLDB: pinned revision 3.1 not found, latest from SDK: (package not found); CMake: from local.properties: (not specified), latest from SDK: 3.18.1-g262b901, from PATH: (not found)

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

NDK 21.4.7075529 Installed
CMAKE 3.18.1 Installed
SDK VERSION: 29

build.gradle:

```
plugins {  
    id 'com.android.library'  
}  
  
android {  
    buildFeatures { prefab true }  
    externalNativeBuild {  
        cmake {  
            path "src/main/cpp/CMakeLists.txt"  
            version "3.18.1"  
        }  
    }  
    defaultConfig {  
        externalNativeBuild {  
            cmake {  
                cppFlags "-std=c++17"  
            }  
        }  
        minSdkVersion 29  
        targetSdkVersion 29  
        versionCode 1  
        versionName "1.0"  
  
        testInstrumentationRunner "androidx.test.runner.AndroidJUnitRunner"  
        consumerProguardFiles "consumer-rules.pro"  
    }  
    compileSdkVersion 29  
    buildToolsVersion "29.0.3"  
  
    buildTypes {  
        release {  
            minifyEnabled false  
            proguardFiles getDefaultProguardFile('proguard-android-optimize.txt'), 'proguard-rules.pro'  
        }  
    }  
    compileOptions {  
        sourceCompatibility JavaVersion.VERSION_1_8  
        targetCompatibility JavaVersion.VERSION_1_8  
    }  
}  
  
dependencies {  
  
    api project(':AndroidDAW_SDK_Plugin')  
  
    implementation 'androidx.appcompat:appcompat:1.2.0'  
    implementation 'com.google.android.material:material:1.3.0'  
    //noinspection GradleDynamicVersion  
    testImplementation 'junit:junit:4.+'  
    androidTestImplementation 'androidx.test.ext:junit:1.1.2'  
    androidTestImplementation 'androidx.test.espresso:espresso-core:3.3.0'
```

```
}

ERROR:

> Task :AAudioTrack2:configureCMakeDebug FAILED
C/C++: prefabUsage: prefab [OPTIONS] [PACKAGE_PATH]...
C/C++: prefabError: Missing argument "PACKAGE_PATH".

FAILURE: Build failed with an exception.

* What went wrong:
Execution failed for task ':AAudioTrack2:configureCMakeDebug'.
> [CXX1405] error when building with cmake using /Users/matthewgood/Desktop/AAudioTrack/AAudioTrack2/src/main/cpp/CMakeLists.txt: Build command failed.
Error while executing java process with main class com.google.prefab.cli.AppKt with arguments {-build-system cmake --platform android --abi armeabi-v7a --os-version 29 --stl
c++_static --ndk-version 21 --output /Users/matthewgood/Desktop/AAudioTrack/AAudioTrack2/.cxx/Debug/4x552c2w/prefab/armeabi-v7a/prefab}

Usage: prefab [OPTIONS] [PACKAGE_PATH]...

Error: Missing argument "PACKAGE_PATH".

* Try:
Run with --stacktrace option to get the stack trace. Run with --info or --debug option to get more log output. Run with --scan to get full insights.

* Get more help at https://help.gradle.org

BUILD FAILED in 8s
121 actionable tasks: 1 executed, 120 up-to-date
```

✓ Links (5) Hide all

🔗 Links (5)

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

["http://consumer-rules.pro"](http://consumer-rules.pro)

["http://proguard-rules.pro"](http://proguard-rules.pro)

"* Get more help at <https://help.gradle.org>"

"...eliably reproduced with the following patch to the hello-jni sample: <https://github.com/DanAlbert/ndk-samples/commit/edc29db8b7b24a5fd4fec6206b3a4894174c3162>"

sm...@ #1

sm...@ #1

sm...@ #1

sm...@ #1

da...@ #4

COMMENTS

All comments ▾

↓ Oldest first

dn...@google.com <dn...@google.com> Mar 27, 2021 05:11AM

Assigned to an...@google.com.

ar...@google.com <ar...@google.com> Mar 31, 2021 03:52AM

Reassigned to da...@google.com.

da...@google.com <da...@google.com> [#2](#) Mar 31, 2021 07:24AM ⋮

Status: Won't Fix (Not Reproducible)

Not enough information here. It seems you haven't actually enabled prefab and *probably* don't have any dependencies that would use it anyway. I cannot figure out how you caused the error. If you can provide a repro case I'll reopen.

da...@google.com <da...@google.com> [#3](#) Apr 30, 2021 05:42AM ⋮

Status: Assigned (reopened)

Got a similar report via email that has identified a probably repro case, so reopening.

It seems that even though we do check to see if we have any inputs for prefab before invoking it, that check isn't working correctly, so projects with no inputs for prefab are broken when prefab is enabled.

The fix is trivial: don't enable build features you're not using. Will look in to making it not cause errors either way.

da...@google.com <da...@google.com> [#4](#) Apr 30, 2021 05:54AM ⋮

Can be reliably reproduced with the following patch to the hello-jni sample: <https://github.com/DanAlbert/ndk-samples/commit/edc29db8b7b24a5fd4fec6206b3a4894174c3162>

da...@google.com <da...@google.com> [#5](#) Apr 30, 2021 07:25AM ⋮

A refactoring unintentionally introduced a behavior change. Have undone most of the behavior change so that this is no longer an error case. Regression test added as well.

It's too late for this to be fixed in 4.2 but I'll push for getting it checked in to 4.2.1.



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

May 5, 2021 07:14AM ⋮

Marked as fixed.

Cherry-pick was submitted. I think that's for 4.2.1. and not for 4.2.0.