IssueTracker Search IssueTracker Sign in

Android Public Tracker > App Development > Android Studio > Gradle > Android Gradle Plugin 234737605

Gradle 7.3.3 / Plugin 7.2.1 does not include native debug symbols in bundles (again)

+1 16 Hotlists Mark as Duplicate

Comments (20) Dependencies Duplicates (0) Blocking (0) Resources (4)

Can't Repro Bug P3 + Add Hotlist

STATUS UPDATE No update yet. Edit

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

It was the same with Gradle 7.0.3 plugin 7.0.2 with Android Studio 2020.3.1 Patch 3.

Now with Android Studio 2021.2.1 Patch 1, gradle 7.3.3 plugin 7.2.1, still no debug symbols in app bundles.

If I revert to gradle 4.3.1 plugin 6.5.1, everything is working again.

Noticeably lib folder is 4 times bigger with latest gradle than it was before!

The gradle builds are not changed in any ways between version of gradle's. One version works (6.5.1), the other does not (7.2.1).

See attached screenshot showing app bundles with plugin 7.2.1 on the left, 6.5.1 on the right.

The left one has no debug symbols included and lib folder is 2.8MB, the one on the right have debug symbols and lib folder is 714KB!

Thu Jun 02 2022 19_23_20 GMT+0200 (Central European Summer Time).png
93 KB View Download

✓ Mentioned issues (2) ✓ Links (1)

Mentioned issues (2)

P2 Android Studio 4.2 no longer creates debug symbols in bundles for Play Console upload "https://issuetracker.google.com/187734554"

P3 Play Console doesn't load mapping or debug symbols from bundles anymore! "From Issue 192470297 :"

Links (1)

" ...n android library with native libraries(or native code built as part of the library build) and this library is part of your project, then we should check if the libraries in source are not stripped(using nm)

COMMENTS

ri...@google.com <ri...@google.com>

Assigned to an...@google.com.

cc...@gmail.com <cc...@gmail.com> #2

FWIW, I've created a sample project to reproduce this, see attached.

Here is how to reproduce this:
1- Create a new project with a base app
2- Add a lib module and attach it to app, possibly use build.gradle from project (not even sure that matters).
3- Add ndk options debugSymbolLevel = 'FULL'
4- build bundle, no debug symbols in bundle

Please also note the size of the lib folder: 33.1KB.

Building with older gradle (5.6.1 / 4.3.1) not only I get the debug symbols included, but the lib folder is only 6.3KB !!! 5 times smaller!

See attached screenshot for proof of the result with older gradle.

test_project.zip
2.5 MB Download

Fri Jun 03 2022 03_08_36 GMT+0200 (Central European Summer Time).png
54 KB View Download

cc...@gmail.com <cc...@gmail.com> #3

FWIW, issue was supposedly solved in plugin 7.1.0-alpha05, but it appears it's not: https://issuetracker.google.com/issues/187734554

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

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

Reassigned to sp...@google.com.

When I unzip your test_project and run `./gradlew :app:bundleRelease`, the resulting bundle has native libs with size ~6.3kb and also native debug symbol files.

In the picture you attached to #2, it looks like the native libs also have size ~6.3kb.

Screen Shot 2022-06-03 at 10.44.32 AM.png
149 KB View Download

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

I'm running Windows 11, Java 8 supposedly, here's AS version:

Android Studio Chipmunk | 2021.2.1 Patch 1
Build #AI-212.5712.43.2112.8609683, built on May 18, 2022
Runtime version: 11.0.12+7-b1504.28-7817840 amd64
VM: OpenJDK 64-Bit Server VM by Oracle Corporation
Windows 10 10.0
GC: G1 Young Generation, G1 Old Generation
Memory: 1280M
Cores: 16
Registry: external.system.auto.import.disabled=true

I've done the effort to build a repro project in which you can find the bundle created with it, so please check it and explain me why lib size is 5 times bigger and why it doesn't contain debug s

On my side simply switching to gralde 7.x causes the issue, reverting to 6.5.1 fixes it. That's that simple!

I've reported that issue a year ago (if not more), and since reinstalled my whole system, upgraded to Windows 11, reinstalled Android Studio 2020, moved to Android Studio 2021 clean-install

And still no solution at sight.

cc...@gmail.com <cc...@gmail.com> #6

And by the way I'm building from IDE. What's the point of having an IDE if
running command line?

Le ven. 3 juin 2022, 19:45, <buganizer-system@google.com> a écrit :

- Show quoted text -

sp...@google.com <sp...@google.com> #7

From Issue 192470297:

> But the other issue with Gradle is still a problem for me, which I start to believe happens on windows only.

I don't have a Windows machine handy to try on. I tried building with the IDE on my mac via `Build > Build Bundle(s) / APK(s) > Build Bundle(s)`, and I'm still not able to repro. Is that

Can you try building from the command line on your Windows machine (`./gradlew :app:bundleRelease`) to see if that works?

If still broken from the command line, could you also try these things and see if it resolves the issue:

- try *not* specifying an `ndkVersion` in lib3c's `build.gradle.`
- try upgrading AGP to `7.3.0-beta01`

cc...@gmail.com <cc...@gmail.com> #8

It didn't use to work when not specifying ndkVersion in build.gradle, and would instead break the build entirely, downloading version 23.x incompatible with the version of AS.

Now it automatically downloaded ndk 21.4.7075529... and it worked as expected. So 21.1 is not compatible with gradle 7.x.

Obviously AS is behaving differently on different OS and that ndkVersion in gradle is likely not considered on Mac !

It would be nice if AS was tested on Windows, at least when an issue is opened on that platform that cannot be reproduced on others.

FWIW, debug symbols total size is now 4 times what it was with ndk 21.1, agp 6.5.1. One of my app used to have 3MB of debug symbols, now it's 12MB, LOL.

sp...@google.com <sp...@google.com> #9

Thanks. Do I understand correctly that omitting the `ndkVersion` resolved the issue for you?

Yes, I know that sometimes it's necessary to specify the `ndkVersion` for some reason, but it's best to omit the `ndkVersion` if possible, in which case AGP will use the default version that ha

AS and AGP are tested on Windows (along with linux and mac), but they're tested with the default version of the NDK.

> FWIW, debug symbols total size is now 4 times what it was with ndk 21.1, agp 6.5.1. One of my app used to have 3MB of debug symbols, now it's 12MB, LOL.

Was the increase in the size of the native libraries themselves resolved by omitting the `ndkVersion` from the `build.gradle`?

I'm not sure why there would be an increase in the size of the debug symbols, but it's less concerning to me than an increase in the size of the native libraries themselves because the debug

ri...@gmail.com <ri...@gmail.com> #10

Debug symbols are still not created.
Chipmunk 2021.2.1 Patch 2
AGP 7.2.2
Gradle 7.3.3

sp...@google.com <sp...@google.com> #11

Re #10, can you upload a repro project or give repro instructions?

cc...@gmail.com <cc...@gmail.com> #12

I'm on Windows 11 + Chipmunk 2021.2.1 Patch 1 + AGP 7.2.1 + Gradle 7.3.3 and it creates debug symbols.

On previous versions of AS, AGP 7.2.1 / AG 7.3.3 would not create debug symbols.

I would suspect AGP 7.2.2 is no longer compatible with Chipmunk or Patch 2 broke something again ! Won't update to patch 2 as I already wasted days with this.

This issue has been recurring for years and sadly it's never been tested for regression.

ri...@gmail.com <ri...@gmail.com> #13

I'm on MacOS Monteray 12.5 + Chipmunk 2021.2.1 Patch 2 + AGP 7.2.1+ Gradle 7.3.3. No debug symbols are included in the AAB nor is one generated alongside an APK.
Also tried with the lastest supported AGP and Gradle versions but to no avail.

sp...@google.com <sp...@google.com> #14

Re #13, I tried on MacOS Monteray 12.5 + Chipmunk 2021.2.1 Patch 2 + AGP 7.2.1+ Gradle 7.3.3 with the "Hello JNI" sample project (File > New > Import Sample > Hello JNI), and I see the de

Can you try the same with your setup and see if it works for you?

Screen Shot 2022-08-16 at 1.56.13 PM.png
158 KB View Download

ri...@gmail.com <ri...@gmail.com> #15

Re #14, I've checked the Hello JNI sample project. Native debug symbols are indeed generated. Also, I was able to generate the debug symbol on my working project. It appears that the issue

vi...@nobel-systems.com <vi...@nobel-systems.com> #16

Also happens with AS Dolphin 2021.3.1 RC 1, AGP 7.3.0-rc01, Gradle 7.5.1, macOS Monterey 12.5.1 Intel. I have both tried setting `ndkVersion` to the latest version and also tried omitting it.

ma...@gaming1.com <ma...@gaming1.com> #17

Confirm that I get native debug symbols on macOS Monterey 12.4, AS Chipmunk 2021.2.1 patch 2, AGP 7.2.1, Gradle 7.3.3 and removing any ndkVersion reference from build.gradle

sp...@google.com <sp...@google.com> #18

Reassigned to am...@google.com.

Re: #16, can you upload a repro project if you are still hitting this issue?

am...@google.com <am...@google.com> #19

--copying from b/187734554--

A sample project where this problem can be reproduced would be immensely helpful. But I want to leave some notes that may be helpful.

When building an android bundle, if the debug symbols are not being packaged(check `BUNDLE-METADATA/com.android.tools.build.debugsymbols/<platform>/*.so[.dbg|.sym]`), first

1. If the application you are building has native source code(built using external native build tool like cmake) or binaries in `src/**/jniLibs`, check the binaries if they have debug symbols
   If the native libraries included in build are stripped, AGP cannot package what it does not have.
2. If the app depends on an android library with native libraries(or native code built as part of the library build) and this library is part of your project, then we should check if the libraries in
   repro this behavior.
3. If the app depends on an android library with native code but this android library is not part of the build, it is most likely that the android library only has stripped native libs. When androi

Currently, only way for AGP to package debug symbols in Android bundle is when these debug symbols can be extracted from the native libraries during the build. To extract debug symbols,

Message last modified on Nov 22, 2022 08:00AM

am...@google.com <am...@google.com> #20

Status: Won't Fix (Not Reproducible)

Closing this until we have clear repro steps with sample project where it can be reproduce.