**Manual start emulator or Start the Emulator from the Command Line**

**IN ubuntu**

**<https://developer.android.com/studio/run/emulator-commandline.html>**

**add in .bashsrc**

**#android\_path**

**export android=$HOME/android-studio/bin/studio.sh**

**export ANDROID\_HOME=$HOME/Android/Sdk**

**export PATH=$PATH:$ANDROID\_HOME/tools**

**export PATH=$PATH:$ANDROID\_HOME/platform-tools**

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**pandey@pandey-H81M-S:~/Android/Sdk/platform-tools$ emulator -list-avds**

**Nexus\_5X\_API\_26**

**Nexus\_5\_API\_22**

**Pixel\_API\_25**

**pandey@pandey-H81M-S:~/Android/Sdk/platform-tools$ emulator -avd Pixel\_API\_25 -netdelay none -netspeed full**

IN Mac

Anupams-Mac-mini:~ bgpimpl$ ~/Library/Android/sdk/tools/emulator -list-avds

Nexus\_5X\_API\_24

Nexus\_5X\_API\_24\_2

Anupams-Mac-mini:~ bgpimpl$ ~/Library/Android/sdk/tools/emulator -avd Nexus\_5X\_API\_24 -netdelay none -netspeed full

Or

If you are using macOS, add both Android SDK emulator and tools directories to the path:

**Step 1:** In my case the order was important, first emulator and then tools.

export ANDROID\_SDK=$HOME/Library/Android/sdk export PATH=$ANDROID\_SDK/emulator:$ANDROID\_SDK/tools:$PATH

**Step 2:** Reload you .bash\_profile Or .bashrc depending on OS

**Step 3:** Get list of emulators available: $emulator -list-avds

**Step 4:** Launch emulator from the command line and Replace avd with the name of your emulator $emulator @avd

Don't forget to add the @ symbol.

This was tested with macOS High Sierra 10.13.4 and Android Studio 3.1.2.

Download and manual setup gradle in mac

In terminal

Open ~/.bash\_profile

#Set GRADLE\_HOME

export GRADLE\_HOME=/Users/bgpimpl/Desktop/Amit/gradle-4.1

export PATH=$PATH:$GRADLE\_HOME/bin