

Tools Help

The Android SDK includes a variety of tools that help you develop mobile applications for the Android platform. The tools are classified into two groups: SDK tools and platform tools. SDK tools are platform independent and are required no matter which Android platform you are developing on. Platform tools are customized to support the features of the latest Android platform.

SDK Tools

The SDK tools are installed with the SDK starter package and are periodically updated. The SDK tools are required if you are developing Android applications. The most important SDK tools include the Android SDK Manager ([android sdk](#)), the AVD Manager ([android avd](#)) the emulator ([emulator](#)), and the Dalvik Debug Monitor Server ([ddms](#)). A short summary of some frequently-used SDK tools is provided below.

[android](#)

Lets you manage AVDs, projects, and the installed components of the SDK.

[Dalvik Debug Monitor Server \(ddms\)](#)

Lets you debug Android applications.

[dmtracedump](#)

Generates graphical call-stack diagrams from trace log files. The tool uses the Graphviz Dot utility to create the graphical output, so you need to install Graphviz before running [dmtracedump](#). For more information on using [dmtracedump](#), see [Profiling with Traceview and dmtracedump](#)

[Draw 9-patch](#)

Allows you to easily create a [NinePatch](#) graphic using a WYSIWYG editor. It also previews stretched versions of the image, and highlights the area in which content is allowed.

[Android Emulator \(emulator\)](#)

A QEMU-based device-emulation tool that you can use to design, debug, and test your applications in an actual Android run-time environment.

[Hierarchy Viewer \(hierarchyviewer\)](#)

Lets you debug and optimize an Android application's user interface.

[hprof-conv](#)

Converts the HPROF file that is generated by the Android SDK tools to a standard format so you can view the file in a profiling tool of your choice.

[layoutopt](#)

Lets you quickly analyze your application's layouts in order to optimize them for efficiency.

[mksdcard](#)

Helps you create a disk image that you can use with the emulator, to simulate the presence of an external storage card (such as an SD card).

[Monkey](#)

Runs on your emulator or device and generates pseudo-random streams of user events such as clicks, touches, or gestures, as well as a number of system-level events. You can use the Monkey to stress-test applications that you are developing, in a random yet repeatable manner.

[monkeyrunner](#)

Provides an API for writing programs that control an Android device or emulator from outside of Android code.

[ProGuard](#)

Shrinks, optimizes, and obfuscates your code by removing unused code and renaming classes, fields, and methods with semantically obscure names.

[Systrace](#)

Lets you analyze the execution of your application in the context of system processes, to help diagnose display and performance issues.

[sqlite3](#)

Lets you access the SQLite data files created and used by Android applications.

[traceview](#)

Provides a graphical viewer for execution logs saved by your application.

[zipalign](#)

Optimizes **.apk** files by ensuring that all uncompressed data starts with a particular alignment relative to the start of the file. This should always be used to align .apk files after they have been signed.

Platform Tools

The platform tools are typically updated every time you install a new SDK platform. Each update of the platform tools is backward compatible with older platforms. Usually, you directly use only one of the platform tools—the [Android Debug Bridge \(adb\)](#). Android Debug Bridge is a versatile tool that lets you manage the state of an emulator instance or Android-powered device. You can also use it to install an Android application (.apk) file on a device.

The other platform tools, such as [aidl](#), [aapt](#), [dexdump](#), and [dx](#), are typically called by the

Android build tools or Android Development Tools (ADT), so you rarely need to invoke these tools directly. As a general rule, you should rely on the build tools or the ADT plugin to call them as needed.

Note: The Android SDK provides additional shell tools that can be accessed through [adb](#), such as [bmgr](#) and [logcat](#).

Android Debug Bridge

IN THIS DOCUMENT

- . [Syntax](#)
- . [Commands](#)
- . [Querying for Emulator/Device Instances](#)
- . [Directing Commands to a Specific Emulator/Device Instance](#)
- . [Installing an Application](#)
- . [Forwarding Ports](#)
- . [Copying Files to or from an Emulator/Device Instance](#)
- . [Issuing Shell Commands](#)
 - . [Using activity manager \(am\)](#)
 - . [Using package manager \(pm\)](#)
 - . [Examining sqlite3 databases from a remote shell](#)
 - . [Recording a device screen](#)
 - . [UI/Application Exerciser Monkey](#)
 - . [Other shell commands](#)
- . [Enabling logcat logging](#)
- . [Stopping the adb server](#)

Android Debug Bridge (adb) is a versatile command line tool that lets you communicate with an emulator instance or connected Android-powered device. It is a client-server program that includes three components:

- A client, which runs on your development machine. You can invoke a client from a shell by issuing an `adb` command. Other Android tools such as the ADT plugin and DDMS also create `adb` clients.
- A server, which runs as a background process on your development machine. The server manages communication between the client and the `adb` daemon running on an emulator or device.

- A daemon, which runs as a background process on each emulator or device instance.

You can find the `adb` tool in `<sdk>/platform-tools/`.

When you start an adb client, the client first checks whether there is an adb server process already running. If there isn't, it starts the server process. When the server starts, it binds to local TCP port 5037 and listens for commands sent from adb clients—all adb clients use port 5037 to communicate with the adb server.

The server then sets up connections to all running emulator/device instances. It locates emulator/device instances by scanning odd-numbered ports in the range 5555 to 5585, the range used by emulators/devices. Where the server finds an adb daemon, it sets up a connection to that port. Note that each emulator/device instance acquires a pair of sequential ports — an even-numbered port for console connections and an odd-numbered port for adb connections. For example:

Emulator 1, console: 5554 Emulator 1, adb: 5555 Emulator 2, console: 5556 Emulator 2, adb: 5557 and so on...

As shown, the emulator instance connected to adb on port 5555 is the same as the instance whose console listens on port 5554.

Once the server has set up connections to all emulator instances, you can use adb commands to access those instances. Because the server manages connections to emulator/device instances and handles commands from multiple adb clients, you can control any emulator/device instance from any client (or from a script).

Note: When you connect a device running Android 4.2.2 or higher to your computer, the system shows a dialog asking whether to accept an RSA key that allows debugging through this computer. This security mechanism protects user devices because it ensures that USB debugging and other adb commands cannot be executed unless you're able to unlock the device and acknowledge the dialog. This requires that you have adb version 1.0.31 (available with SDK Platform-tools r16.0.1 and higher) in order to debug on a device running Android 4.2.2 or higher.

Syntax

You can issue adb commands from a command line on your development machine or from a script. The usage is:

```
adb [-d|-e|-s <serialNumber>] <command>
```

If there's only one emulator running or only one device connected, the adb command is sent to that device by default. If multiple emulators are running and/or multiple devices are attached, you need to use the `-d`, `-e`, or `-s` option to specify the target device to which the command should be directed.

Commands

The table below lists all of the supported adb commands and explains their meaning and usage.

Table 1. Available adb commands

Category	Command	Description	Comments
Target Device	<code>-d</code>	Direct an adb command to the only attached USB device.	Returns an error if more than one USB device is attached.
	<code>-e</code>	Direct an adb command to the only running emulator instance.	Returns an error if more than one emulator instance is running.
	<code>-s <serialNumber></code>	Direct an adb command a specific emulator/device instance, referred to by its adb-assigned serial number (such as "emulator-5556").	See Directing Commands to a Specific Emulator/Device Instance .
General	<code>devices</code>	Prints a list of all attached emulator/device instances.	See Querying for Emulator/Device Instances for more information.
	<code>help</code>	Prints a list of supported adb commands.	
	<code>version</code>	Prints the adb version number.	
Debug	<code>logcat [option] [filter-specs]</code>	Prints log data to the screen.	
	<code>bugreport</code>	Prints <code>dumpsys</code> , <code>dumpstate</code> , and <code>logcat</code> data to the screen, for the purposes of bug reporting.	
	<code>jdwp</code>	Prints a list of available JDWP processes on a given device.	You can use the <code>forward jdwp:<pid></code> port-forwarding specification to connect to a specific JDWP process. For example: <code>adb forward tcp:8000 jdwp:472</code> <code>jdb -attach localhost:8000</code>
Data	<code>install <path-to-apk></code>	Pushes an Android application (specified as a full path to an .apk file) to an emulator/device.	
	<code>pull <remote> <local></code>	Copies a specified file from an emulator/device instance to your development computer.	
	<code>push <local> <remote></code>	Copies a specified file from your development computer to an emulator/device instance.	
Ports and Networking	<code>forward <local> <remote></code>	Forwards socket connections from a specified local port to a specified remote port on the emulator/device instance.	Port specifications can use these schemes: <ul style="list-style-type: none"> <code>tcp:<portnum></code> <code>local:<UNIX domain socket name></code> <code>dev:<character device name></code> <code>jdwp:<pid></code>
	<code>ppp <t></code>	Run PPP over USB.	

	<code>ty> [parm]..</code> <code>.</code>	<ul style="list-style-type: none"> • <code><tty></code> — the tty for PPP stream. For example <code>dev:/dev/omap_csmi_tty1</code>. • <code>[parm]...</code> — zero or more PPP/PPPD options, such as <code>defaultroute</code>, <code>local</code>, <code>notty</code>, etc. <p>Note that you should not automatically start a PPP connection.</p>	
Scripting	<code>get-serialno</code>	Prints the adb instance serial number string.	See Querying for Emulator/Device Instances for more information.
	<code>get-state</code>	Prints the adb state of an emulator/device instance.	
	<code>wait-for-device</code>	Blocks execution until the device is online — that is, until the instance state is <code>device</code> .	<p>You can prepend this command to other adb commands, in which case adb will wait until the emulator/device instance is connected before issuing the other commands. Here's an example:</p> <pre>adb wait-for-device shell getprop</pre> <p>Note that this command does <i>not</i> cause adb to wait until the entire system is fully booted. For that reason, you should not prepend it to other commands that require a fully booted system. As an example, the <code>install</code> requires the Android package manager, which is available only after the system is fully booted. A command such as <code>adb wait-for-device install <app>.apk</code> would issue the <code>install</code> command as soon as the emulator or device instance connected to the adb server, but before the Android system was fully booted, so it would result in an error.</p>
Server	<code>start-server</code>	Checks whether the adb server process is running and starts it, if not.	
	<code>kill-server</code>	Terminates the adb server process.	
Shell	<code>shell</code>	Starts a remote shell in the target emulator/device instance.	See Issuing Shell Commands for more information.
	<code>shell [shellCommand]</code>	Issues a shell command in the target emulator/device instance and then exits the remote shell.	

Querying for Emulator/Device Instances

Before issuing adb commands, it is helpful to know what emulator/device instances are connected to the adb server. You can generate a list of attached emulators/devices using the `devices` command:

```
adb devices
```

In response, adb prints this status information for each instance:

- Serial number — A string created by adb to uniquely identify an emulator/device instance by its console port number. The format of the serial number is `<type>-<consolePort>`. Here's an example serial number: `emulator-5554`
- State — The connection state of the instance may be one of the following:
 - `offline` — the instance is not connected to adb or is not responding.
 - `device` — the instance is now connected to the adb server. Note that this state does not imply that the Android system is fully booted and operational, since the instance connects to adb while the system is still booting. However, after boot-up, this is the normal operational state of an emulator/device instance.
 - `no device` — there is no emulator/device connected.

The output for each instance is formatted like this:

```
[serialNumber] [state]
```

Here's an example showing the `devices` command and its output:

```
adb devices
List of devices attached
emulator-5554    device
emulator-5556    device
emulator-5558    device
```

Directing Commands to a Specific Emulator/Device Instance

If multiple emulator/device instances are running, you must specify a target instance when issuing adb commands. To do so, use the `-s` option in the commands. The usage for the `-s` option is:

```
adb -s <serialNumber> <command>
```

As shown, you specify the target instance for a command using its adb-assigned serial number. You can use the `devices` command to obtain the serial numbers of running emulator/device instances. For example:

```
adb -s emulator-5556 install helloWorld.apk
```

Note that, if you issue a command without specifying a target emulator/device instance while multiple devices are available, adb generates an error.

If you have multiple devices available (hardware or emulated), but only one is an emulator, simply use the `-e` option to send commands to the emulator. Likewise if there's multiple devices but only one hardware device attached, use the `-d` option to send commands to the hardware device.

Installing an Application

You can use `adb` to copy an application from your development computer and install it on an emulator/device instance. To do so, use the `install` command. With the command, you must specify the path to the `.apk` file that you want to install:

```
adb install <path_to_apk>
```

For more information about how to create an `.apk` file that you can install on an emulator/device instance, see [Building and Running](#)

Note that, if you are using the Eclipse IDE and have the ADT plugin installed, you do not need to use `adb` (or `aapt`) directly to install your application on the emulator/device. Instead, the ADT plugin handles the packaging and installation of the application for you.

Forwarding Ports

You can use the `forward` command to set up arbitrary port forwarding — forwarding of requests on a specific host port to a different port on an emulator/device instance. Here's how you would set up forwarding of host port 6100 to emulator/device port 7100:

```
adb forward tcp:6100 tcp:7100
```

You can also use `adb` to set up forwarding to named abstract UNIX domain sockets, as illustrated here:

```
adb forward tcp:6100 local:logd
```

Copying Files to or from an Emulator/Device Instance

You can use the `adb` commands `pull` and `push` to copy files to and from an emulator/device instance. Unlike the `install` command, which only copies an APK file to a specific location, the `pull` and `push` commands let you copy arbitrary directories and files to any location in an emulator/device instance.

To copy a file or directory (and its sub-directories) *from* the emulator or device, use

```
adb pull <remote> <local>
```

To copy a file or directory (and its sub-directories) *to* the emulator or device, use

```
adb push <local> <remote>
```

In the commands, `<local>` and `<remote>` refer to the paths to the target files/directory on your development machine (local) and on the emulator/device instance (remote). For example:

```
adb push foo.txt /sdcard/foo.txt
```


Issuing Shell Commands

Adb provides a Unix shell that you can use to run a variety of commands on an emulator or connected device. The command binaries are stored in the file system of the emulator or device, at `/system/bin/...`

Two of the most common command tools are [activity manager \(am\)](#) and [package manager \(pm\)](#).

You can use the `shell` command to issue commands, with or without entering the adb remote shell on the emulator/device. To issue a single command without entering a remote shell, use the `shell` command like this:

```
adb [-d|-e|-s <serialNumber>] shell <shell_command>
```

Or enter a remote shell on an emulator/device like this:

```
adb [-d|-e|-s <serialNumber>] shell
```

When you are ready to exit the remote shell, press CTRL+D or type `exit`.

Using activity manager (am)

Within an adb shell, you can issue commands with the activity manager (`am`) tool to perform various system actions, such as start an activity, force-stop a process, broadcast an intent, modify the device screen properties, and more. While in a shell, the syntax is:

```
am <command>
```

You can also issue an activity manager command directly from adb without entering a remote shell. For example:

```
adb shell am start -a android.intent.action.VIEW
```

Table 2. Available activity manager commands

Command	Description
<code>start [options] <INTENT></code>	Start an Activity specified by <code><INTENT></code> . See the Specification for <INTENT> arguments . Options are: <ul style="list-style-type: none">• <code>-D</code>: Enable debugging.• <code>-W</code>: Wait for launch to complete.• <code>--start-profiler <FILE></code>: Start profiler and send results to <code><FILE></code>.• <code>-P <FILE></code>: Like <code>--start-profiler</code>, but profiling stops when the app goes idle.• <code>-R</code>: Repeat the activity launch <code><COUNT></code> times. Prior to each repeat, the top activity will be finished.• <code>-S</code>: Force stop the target app before starting the activity.• <code>--opengl-trace</code>: Enable tracing of OpenGL functions.• <code>--user <USER_ID> current</code>: Specify which user to run as; if not specified, then run as the current user.
<code>startservice [options] <INTENT></code>	Start the Service specified by <code><INTENT></code> .

	<p>See the Specification for <INTENT> arguments.</p> <p>Options are:</p> <ul style="list-style-type: none"> • <code>--user <USER_ID> current</code>: Specify which user to run as; if not specified, then run as the current user.
<code>force-stop <PACKAGE></code>	Force stop everything associated with <code><PACKAGE></code> (the app's package name).
<code>kill [options] <PACKAGE></code>	<p>Kill all processes associated with <code><PACKAGE></code> (the app's package name). This command kills only processes that are safe to kill and that will not impact the user experience.</p> <p>Options are:</p> <ul style="list-style-type: none"> • <code>--user <USER_ID> all current</code>: Specify user whose processes to kill; all users if not specified.
<code>kill-all</code>	Kill all background processes.
<code>broadcast [options] <INTENT></code>	<p>Issue a broadcast intent.</p> <p>See the Specification for <INTENT> arguments.</p> <p>Options are:</p> <ul style="list-style-type: none"> • <code>[--user <USER_ID> all current]</code>: Specify which user to send to; if not specified then send to all users.
<code>instrument [options] <COMPONENT></code>	<p>Start monitoring with an Instrumentation instance. Typically the target <code><COMPONENT></code> is the form <code><TEST_PACKAGE>/<RUNNER_CLASS></code>.</p> <p>Options are:</p> <ul style="list-style-type: none"> • <code>-r</code>: Print raw results (otherwise decode <code><REPORT_KEY_STREAMRESULT></code>). Use with <code>[-e perf true]</code> to generate raw output for performance measurements. • <code>-e <NAME> <VALUE></code>: Set argument <code><NAME></code> to <code><VALUE></code>. For test runners a common form is <code>-e <testrunner_flag> <value>[,<value>...]</code>. • <code>-p <FILE></code>: Write profiling data to <code><FILE></code>. • <code>-w</code>: Wait for instrumentation to finish before returning. Required for test runners. • <code>--no-window-animation</code>: Turn off window animations while running. • <code>--user <USER_ID> current</code>: Specify which user instrumentation runs in; current user if not specified.
<code>profile start <PROCESS> <FILE></code>	Start profiler on <code><PROCESS></code> , write results to <code><FILE></code> .
<code>profile stop <PROCESS></code>	Stop profiler on <code><PROCESS></code> .
<code>dumpheap [options] <PROCESS> <FILE></code>	<p>Dump the heap of <code><PROCESS></code>, write to <code><FILE></code>.</p> <p>Options are:</p> <ul style="list-style-type: none"> • <code>--user [<USER_ID> current]</code>: When supplying a process name, specify user of process to dump; uses current user if not specified. • <code>-n</code>: Dump native heap instead of managed heap.
<code>set-debug-app [options] <PACKAGE></code>	<p>Set application <code><PACKAGE></code> to debug.</p> <p>Options are:</p> <ul style="list-style-type: none"> • <code>-w</code>: Wait for debugger when application starts. • <code>--persistent</code>: Retain this value.
<code>clear-debug-app</code>	Clear the package previous set for debugging with <code>set-debug-app</code> .
<code>monitor [options]</code>	<p>Start monitoring for crashes or ANRs.</p> <p>Options are:</p> <ul style="list-style-type: none"> • <code>--gdb</code>: Start gdbserve on the given port at crash/ANR.
<code>screen-compat [on off] <PACKAGE></code>	Control screen compatibility mode of <code><PACKAGE></code> .
<code>display-size [reset <WxH>]</code>	<p>Override emulator/device display size. This command is helpful for testing your app across different screen sizes by mimicking a small screen resolution using a device with a large screen, and vice versa.</p> <p>Example: <code>am display-size 1280x800</code></p>

<code>display-density <dpi></code>	Override emulator/device display density. This command is helpful for testing your app across different screen densities on high-density screen environment using a low density screen, and vice versa. Example: <code>am display-density 480</code>
<code>to-uri <INTENT></code>	Print the given intent specification as a URI. See the Specification for <INTENT> arguments .
<code>to-intent-uri <INTENT></code>	Print the given intent specification as an <code>intent:</code> URI. See the Specification for <INTENT> arguments .

Specification for <INTENT> arguments

Using package manager (pm)

Within an adb shell, you can issue commands with the package manager (`pm`) tool to perform actions and queries on application packages installed on the device. While in a shell, the syntax is:

`pm <command>`

You can also issue a package manager command directly from adb without entering a remote shell. For example:

`adb shell pm uninstall com.example.MyApp`

Table 3. Available package manager commands.

Command	Description
<code>list packages [options] <FILTER></code>	Prints all packages, optionally only those whose package name contains the text in <code><FILTER></code> . Options: <ul style="list-style-type: none"> • <code>-f</code>: See their associated file. • <code>-d</code>: Filter to only show disabled packages. • <code>-e</code>: Filter to only show enabled packages. • <code>-s</code>: Filter to only show system packages. • <code>-3</code>: Filter to only show third party packages. • <code>-i</code>: See the installer for the packages. • <code>-u</code>: Also include uninstalled packages. • <code>--user <USER_ID></code>: The user space to query.
<code>list permission-groups</code>	Prints all known permission groups.
<code>list permissions [options] <GROUP></code>	Prints all known permissions, optionally only those in <code><GROUP></code> . Options: <ul style="list-style-type: none"> • <code>-g</code>: Organize by group. • <code>-f</code>: Print all information. • <code>-s</code>: Short summary. • <code>-d</code>: Only list dangerous permissions. • <code>-u</code>: List only the permissions users will see.
<code>list instrumentation</code>	List all test packages. Options: <ul style="list-style-type: none"> • <code>-f</code>: List the APK file for the test package. • <code><TARGET_PACKAGE></code>: List test packages for only this app.
<code>list features</code>	Prints all features of the system.
<code>list libraries</code>	Prints all the libraries supported by the current device.
<code>list users</code>	Prints all users on the system.

<code>path <PACKAGE></code>	Print the path to the APK of the given <code><PACKAGE></code> .
<code>install [options] <PATH></code>	Installs a package (specified by <code><PATH></code>) to the system. Options: <ul style="list-style-type: none"> • <code>-l</code>: Install the package with forward lock. • <code>-r</code>: Reinstall an existing app, keeping its data. • <code>-t</code>: Allow test APKs to be installed. • <code>-i <INSTALLER_PACKAGE_NAME></code>: Specify the installer package name. • <code>-s</code>: Install package on the shared mass storage (such as sdcard). • <code>-f</code>: Install package on the internal system memory. • <code>-d</code>: Allow version code downgrade.
<code>uninstall [options] <PACKAGE></code>	Removes a package from the system. Options: <ul style="list-style-type: none"> • <code>-k</code>: Keep the data and cache directories around after package removal.
<code>clear <PACKAGE></code>	Deletes all data associated with a package.
<code>enable <PACKAGE_OR_COMPONENT></code>	Enable the given package or component (written as "package/class").
<code>disable <PACKAGE_OR_COMPONENT></code>	Disable the given package or component (written as "package/class").
<code>disable-user [options] <PACKAGE_OR_COMPONENT></code>	Options: <ul style="list-style-type: none"> • <code>--user <USER_ID></code>: The user to disable.
<code>grant <PACKAGE_PERMISSION></code>	Grant permissions to applications. Only optional permissions the application has declared can be granted.
<code>revoke <PACKAGE_PERMISSION></code>	Revoke permissions to applications. Only optional permissions the application has declared can be revoked.
<code>set-install-location <LOCATION></code>	Changes the default install location. Location values: <ul style="list-style-type: none"> • <code>0</code>: Auto—Let system decide the best location. • <code>1</code>: Internal—install on internal device storage. • <code>2</code>: External—install on external media. Note: This is only intended for debugging; using this can cause applications to break and other undesirable behavior.
<code>get-install-location</code>	Returns the current install location. Return values: <ul style="list-style-type: none"> • <code>0 [auto]</code>: Lets system decide the best location • <code>1 [internal]</code>: Installs on internal device storage • <code>2 [external]</code>: Installs on external media
<code>set-permission-enforced <PERMISSION> [true false]</code>	Specifies whether the given permission should be enforced.
<code>trim-caches <DESIRED_FREE_SPACE></code>	Trim cache files to reach the given free space.
<code>create-user <USER_NAME></code>	Create a new user with the given <code><USER_NAME></code> , printing the new user identifier of the user.
<code>remove-user <USER_ID></code>	Remove the user with the given <code><USER_IDENTIFIER></code> , deleting all data associated with that user
<code>get-max-users</code>	Prints the maximum number of users supported by the device.

Examining sqlite3 databases from a remote shell

From an adb remote shell, you can use the [sqlite3](#) command-line program to manage SQLite databases created by Android applications. The `sqlite3` tool includes many useful commands, such as `.dump` to print out the contents of a table and `.schema` to print the SQL CREATE statement for an existing table. The tool also gives you the ability to

execute SQLite commands on the fly.

To use `sqlite3`, enter a remote shell on the emulator instance, as described above, then invoke the tool using the `sqlite3` command. Optionally, when invoking `sqlite3` you can specify the full path to the database you want to explore. Emulator/device instances store SQLite3 databases in the folder `/data/data/<package_name>/databases/`.

Here's an example:

```
adb -s emulator-5554 shell
# sqlite3
/data/data/com.example.google.rss.rssexample/databases/rssitems.d
b
SQLite version 3.3.12
Enter ".help" for instructions
.... enter commands, then quit...
sqlite> .exit
```

Once you've invoked `sqlite3`, you can issue `sqlite3` commands in the shell. To exit and return to the adb remote shell, use `exit` or `CTRL+D`.

Recording a device screen

The `screenrecord` command is a shell utility for recording the display of devices running Android 4.4 (API level 19) and higher. The utility records screen activity to an MPEG-4 file, which you can then download and use as part of a video presentation. This utility is useful for developers who want to create promotional or training videos without using a separate recording device.

To use the `screenrecord` from the command line, type the following:

```
$ adb shell screenrecord /sdcard/demo.mp4
```

Stop the screen recording by pressing `Ctrl-C`, otherwise the recording stops automatically at three minutes or the time limit set by `--time-limit`.

Here's an example recording session, using the adb shell to record the video and the `pull` command to download the file from the device:

```
$ adb shell
shell@ $ screenrecord --verbose /sdcard/demo.mp4
(press Ctrl-C to stop)
shell@ $ exit
$ adb pull /sdcard/demo.mp4
```

The `screenrecord` utility can record at any supported resolution and bit rate you request, while retaining the aspect ratio of the device display. The utility records at the native display resolution and orientation by default, with a maximum length of three minutes.

There are some known limitations of the **screenrecord** utility that you should be aware of when using it:

- Some devices may not be able to record at their native display resolution. If you encounter problems with screen recording, try using a lower screen resolution.
- Rotation of the screen during recording is not supported. If the screen does rotate during recording, some of the screen is cut off in the recording.
- Audio is not recorded with the video file.

Table 4. **screenrecord** options

Options	Description
<code>--help</code>	Displays a usage summary.
<code>--size <WIDTHxHEIGHT></code>	Sets the video size, for example: <code>1280x720</code> . The default value is the device's main display resolution (if supported), 1280x720 if not. For best results, use a size supported by your device's Advanced Video Coding (AVC) encoder.
<code>--bit-rate <RATE></code>	Sets the video bit rate for the video, in megabits per second. The default value is 4Mbps. You can increase the bit rate to improve video quality or lower it for smaller movie files. The following example sets the recording bit rate to 6Mbps: <code>screenrecord --bit-rate 6000000 /sdcard/demo.mp4</code>
<code>--time-limit <TIME></code>	Sets the maximum recording time, in seconds. The default and maximum value is 180 (3 minutes).
<code>--rotate</code>	Rotates the output 90 degrees. This feature is experimental.
<code>--verbose</code>	Displays log information on command line screen. If you do not set this option, the utility does not display any information while running.

UI/Application Exerciser Monkey

The Monkey is a program that runs on your emulator or device and generates pseudo-random streams of user events such as clicks, touches, or gestures, as well as a number of system-level events. You can use the Monkey to stress-test applications that you are developing, in a random yet repeatable manner.

The simplest way to use the monkey is with the following command, which launches your application and sends 500 pseudo-random events to it.

```
adb shell monkey -v -p your.package.name 500
```

For more information about command options for Monkey, see the complete [UI/Application Exerciser Monkey](#) documentation page.

Other shell commands

For a list of all the available shell programs, use the following command:

```
adb shell ls /system/bin
```

Help is available for most of the commands.

Table 5 lists some of the more common adb shell commands.

Table 5. Some other adb shell commands

Shell Command	Description	Comments
<code>dumpsys</code>	Dumps system data to the screen.	The Dalvik Debug Monitor Server (DDMS) tool offers integrated debug environment that you may find easier to use.
<code>dumpstate</code>	Dumps state to a file.	
<code>logcat [option]... [filter-spec]...</code>	Enables system and app logging and prints output to the screen.	
<code>dmesg</code>	Prints kernel debugging messages to the screen.	
<code>start</code>	Starts (restarts) an emulator/device instance.	
<code>stop</code>	Stops execution of an emulator/device instance.	

Enabling logcat logging

The Android logging system provides a mechanism for collecting and viewing system debug output. Logs from various applications and portions of the system are collected in a series of circular buffers, which then can be viewed and filtered by the `logcat` command.

You can use the `logcat` command to view and follow the contents of the system's log buffers. The general usage is:

```
[adb] logcat [option] ... [filter-spec] ...
```

You can use the `logcat` command from your development computer or from a remote adb shell in an emulator/device instance. To view log output in your development computer, you use

```
adb logcat
```

and from a remote adb shell you use

```
logcat
```

See [Reading and Writing Logs](#) for complete information about logcat command options and filter specifications.

Stopping the adb server

In some cases, you might need to terminate the adb server process and then restart it. For example, if adb does not respond to a command, you can terminate the server and restart it and that may resolve the problem.

To stop the adb server, use the `kill-server` command. You can then restart the server by issuing any other adb command.