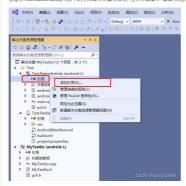


3.4 项目创建完成

3.5 添加引用

在左侧Test.NativeActivity项目下的引用上单击鼠标右键, 选择弹出菜单:添加引用(R)...



选中MyTestSo,单击确定完成设置。



2. 4. 设置IDE属性

选择VS2019菜单项:工具 > 选项, 打开选项设置页面。 选择跨平台 -> C++ > Android, 填写右边的开发工具目录。

2. 5. 设置项目属性

直接编译创建出来的项目会出现一些如下所示的错误:



需要设置MyTestSo项目和Test.NativeActivity两个项目的编译属性,以下以MyTestSo项目为例。

打开MytestSo项目属性,选择左侧常规。修改右边的平台工具集为: GCC 4.9,目标API级别为android-la



1. 6. 编译运行

6.1 修改动态库项目代码

在MyTestSo.cpp源码文件中增加测试函数test, 代码如下:

```
1 | void test()
2 {
3 | LOGI("Wello World From MyTestSo");
4 }
```

```
| Section | Sect
```

6.2 修改测试项目代码

在main.cpp源码文件中调用测试函数test, 代码如下:

extern "C" void test();

6.3 编译运行项目

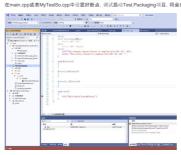
设置Test.Packaging项目为启动项目,选择编译并运行Test.Packaging项目,查看Logcat输出日志。

项目在有些低版本Android平台上运行可能会崩溃,解决方案参考第7节。

```
United the second of the secon
            1.00 BT-0.07.53 BD-0.00.07 (Protestical of all release depoted proteins), supplied section, supplied section, supplied section (Protein section), supplied section (Protein se
```

6.4 调试代码

在main.cpp或者MyTestSo.cpp中设置好断点,调试启动Test.Packaging项目,将会在设置的断点处中断,效果如下图所示



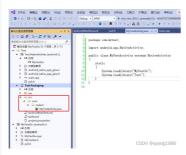
7. 崩溃问题解决

项目在有些低版本Android平台上运行可能会崩溃,出现如下错误:

原因在于IbTestso库使领了IbMyTestSoso库,项目在运行时加税IbTestso库之前并没有加税IbMyTestSoso库,从而导致了崩溃,解决方案为自定义项目局动类。在局动类里加税so库。

在项目Test.Packaging中添加目录结构: src/com/mytest, 在mytest目录下创建java源文件MyTestActivity.java, 内容如下:

```
1 package com.mytest;
public class MyTestActivity extends NativeActivity {
      static
{
    System.loadLibrary("MyTestSo");
    System.loadLibrary("Test");
}
```



7.2 修改AndroidManifest.xml

打开AndroidManifest.xml编辑内容,

- android:hasCode 属性修改为:true
- android:name 属性修改为:com.mvtest.MvTestActivity

7.3 重新编译运行项目

附录: 使用jar包

原文链接:https://retro ce.net/visual ... -studio-android-ndk-jar-files.html

Android NDK, JAR files, JNI, and Visual Studio

For those of you who don't know, I have been a Visual Studio user for a long time now, amoung other forms of IDEs I've used Visual Studio the most. Something isles I also love to use is the C programming language (I wish VS was more up to date for C but It's good enough). One of the things you can do is develop for Android using NDK and Visual Studio which works fairly well, even though it is using Ant Instead of Gradle, I film dat his as usited all on my needs so far. That beings asid, I'm going to drop some tips here on how to make the development process a bit more friendly to be able to interact via JNI and native code.

Note: I am assuming you've setup Visual Studio and installed native android development

Update ART

If you've installed Android native development through Visual Studio, you should have everything you need (NDK.8 SDK) inside of
the C:/Hicrosoft folder. Something we need to do is tell the Ant build system to use a more modern version of JDK (OpenJDK) for
building java code. To do this, open the C:/Hicrosoft/AndroidSDK/25/tools/Ant/build.xml file in a text editor and loca
line that stafts with properety name="java.target". Change the value of this to 1.7. Do the same thing for cproperty
name="java.source". At this point you should see something like the following:

```
1 (--- compilation options --)
2 cproperty names "java.encoding" value="UT-8" />
3 cproperty names "java.encoding" value="1.7" />
4 cproperty names "java.compilerargs" value="" />
5 cproperty names "java.compilerargs" value="" />
6 cproperty names "java.compiler.classpath" value="" />
```

My project properties file in the .sin looks like the following:

```
1 # Project target
2 target=S(androidspilevel)
3 # Provide path to the directory where prebuilt external jar files are by setting jar.libs.dir=4 jar.libs.dir=10.
```

AndroidManifest.xlm

Since we are going to be writing .jar files and possibly loading in external libraries at runtime, we will need to setup our project to have our own custom native activity code. Inside the <code>AndroidManifest.xim</code> file you will need to find the <code>android:hasCode=""</code> value in the <code><application></code> tag and set it's value to true. It should look similar to the following:

Next we will want to set the <activity android:name="" value to our package and activity name that we will be creating. So if you activity class name is going to be FancyActivity then you should have something similar to the following:

```
me="com.PackageName.FancyActivity" android:label="@string/app_name">
```

Creating our custom activity

Since our full class path will be com. PackageName. FancyActivity we will need to create a few folders inside of our * Fackaging project in Visual studio. Create a folder path named src/com/FackageName/. Next create a file inside of the FackageName folder named FancyActivity, java. Below is the code you should have inside of FancyActivity, java.

```
package com.PackageName;
import android.app.NativeActivity;
public class FancyActivity extends Nat
4 {
5 static
6 {
7 //System.Loads(Brary("other_(tb");
8 }
9 }
```

Notice the commented out line System. loadLibrary. You can call this as many times as needed, but all you need to do is replace "other lib" with the name of your library, like System.loadLibrary("fmod"); or something similar. At this point you should be able to build without any issues.

Pro tip: You should always add System.loadLibrary("ProjectName"); where ProjectName is the name of the .so file that is generated for your NDK project build. This will allow you to call native functions from within your Java code (great for callbacks and the like

Now that we've setup our activity to better interact with JNI and load other libraries, we are going to look at how to add our own . jaz files and access the types within them from native code.

Make sure and compile your code with -source 1.7 -target 1.7 so that it is matching Ant's versions we setup earlier. After you've was sue and confine you does with "estimate 1.7" — Larget 1.7 % that is instituting Alls a weak the season was study made to builty our "classes" files, ensure you will oblige structure is control as it relates to the package path [Four package path for your class(es) is package cos. Fackage(Name f**, class. When you build your "jaz" file it should be for the whole folder structure.

Now that you have your . jar file, you should create a folder named libs in your * . Packaging project. Place your . jar file into this folder and make sure to right click it and select Include In Project

Accessing your code inside the .jar file

Xamarin/vs开发Android笔记案例 Xamarin/vs开发Android笔记案例,有学习需要的朋友可以下载查阅

适用VS2019尝试生成跨平台的动态库 查看日志提示编译生成的相关文件在/home/fi

小白记录第一个Android APP, VS2019, Xamarin, C# 小白记录第一个Android APP, VS2019, Xamarin, C#一, App 功

Lets assume for this part you've created a class named Dummy with a function that has the signature void SayHi (string name) which will print out "Hello, %s!" (%s = name input string of function). We will use JNI to access your code and invoke your method. Below is the code we will use to call our function. You can place it directly inside of your void android main (struct android_app* state) function



Now those who have had a little exposure with JNI might say "Can't we just use the (*env) ->FindClass method? While this may be true for normal Android built in classes, it is not true for our own custom class. The reasoning is that JNI can only look through what is currently on the stack, and believe it or not, even though our FancyActivity is running our code, it isn't on the stack on occan't even find; it. So what we need to do is get the current activity, then find a method on it called getClassLoadec. Once we have this function, we are free to load any class from anywhere that is loaded, even inside our . jar code.

Hope this helps people who are having trouble. It tooke me a full day to figure out all of this stuff because there isn't anything straight forward on the internet, I had to dig really deep to find all the pieces to put this together!



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  ...C++进行申口通信编程-1_vs2019用申口控件开发申口程序
在windows系统,非行口和其它通信设备能是作为文件进行处理物。非行口的打开、关闭、及送和接收所用的函数都与操作文件的函数相同。总体来说,利用Visu
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vs2019开发android应用,VS 2019开投APP(一)界面和代码
1.界面在Resourcesolayour>目示下的"2mi文件就是界面文件2.美联界面接下来、通过行支持代码振入到MainActivity类中来添加代码以关照用户界面。在Ma.
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(Win10 x64环境下使用VS2019编译PJSIP曾频通话床的译领步骤) PJSIP是一数开源的多媒体通信床支持SIP协议。可用于实现VoIP应用。在Wi
Visual Studio开发Android环境配置
                               o或者Visual Studio开发能够运行在Android、IOS、Windows Phone下运行的项目
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存Android并及中、NEK (Native Development KO)是一种重要的工具,允许并发表使用C和C++指写部分应用程序,以实现高性能的计算或者利用已有的CC+
```

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AndroidSo动态调试.zip 064 在Android平台上, 动态调试二进制作(如.so文件)是一项关键技能。这对于开发者和安全研究人员来设至关重要。本文程深入提付Android So纳态调试的核心

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