



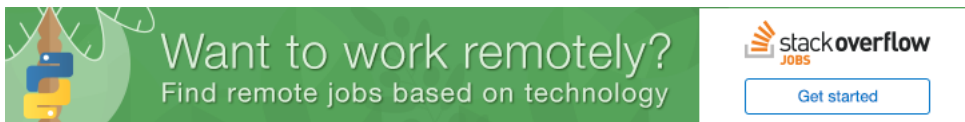
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## xcode-select active developer directory error



Saw the following error when running an `npm install` which required `node-gyp` .. but could be triggered by anything which requires `xcode-select`

```
xcode-select: error: tool 'xcodebuild' requires Xcode, but active developer directory '/Library/Developer/CommandLineTools' is a command line tools instance
```

[xcode](#) [osx](#) [command-line-tool](#)

edited Jun 2 '16 at 13:27



[Mihriban Minaz](#)

2,452 2 23 49

asked Jul 31 '13 at 20:52



[tymehta](#)

6,241 3 14 14

- 2 a blunt force alternative would be just to uninstall it and reinstall it again. out of all these answers that is the only thing that worked for me – [qodeninja](#) Nov 1 '13 at 17:27
- 2 What is 'it'? Xcode? – [Tyler Gillies](#) Jan 6 '14 at 8:47
- 2 Works for YOSEMITE too – [tymehta](#) Jan 9 '15 at 19:41
- 7 Works for El Capitan too – [tymehta](#) Jun 22 '15 at 7:59
- 2 Works for Sierra too – [tymehta](#) Sep 10 '16 at 23:09

### 9 Answers

This problem happens when `xcode-select` developer directory was pointing to `/Library/Developer/CommandLineTools` , when a full regular XCode was required (happens when CLT are installed after XCode)

Solution:

1. Install Xcode (get it from <https://developer.apple.com/xcode/>) if you don't have it yet.
2. Accept the Terms and Conditions.
3. Ensure Xcode app is in the `/Applications` directory (NOT `/Users/{user}/Applications` ).
4. Point `xcode-select` to the Xcode app Developer directory using the following command:  

```
sudo xcode-select -s /Applications/Xcode.app/Contents/Developer
```

Note: Make sure your Xcode app path is correct.

- Xcode: `/Applications/Xcode.app/Contents/Developer`
- Xcode-beta: `/Applications/Xcode-beta.app/Contents/Developer`

edited Oct 23 '16 at 14:03



[Jake Berger](#)

3,678 20 19

answered Jul 31 '13 at 20:54



[tymehta](#)

6,241 3 14 14

- 2 what happens if the Xcode app directory is not the same? – [qodeninja](#) Oct 28 '13 at 20:48

@qodeninja Then replace `/Applications/Xcode5-DP4.app` with the proper path, I would assume. – [Max Nanasy](#) Nov 1 '13 at 10:39

@MaxNanasy i mean that's obvious. But no that didnt work. I had to uninstall and reinstall xcode for it to

work again – [qodeninja](#) Nov 1 '13 at 17:26

I've been bitten by this a couple of times, generally when using cocos2dx. It happens if you have alternate versions of Xcode, or have some other nonstandard installation. Basically the path to pass to xcode-select should be one that contains your Xcode binaries at a subpath <path>/usr/bin. If that exists, <path> is your argument to xcode-select. – [Echelon](#) May 15 '14 at 6:41

- 7 With the Xcode 6 Beta this worked. Thanks! `sudo xcode-select --switch /Applications/Xcode6-Beta.app/Contents/Developer/` – [jpincheira](#) Jun 4 '14 at 8:26



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Other solution for those who don't want to install Xcode:

1. Install Command Line Tools (if you haven't already):

```
xcode-select --install
```

2. Change the active directory:

```
sudo xcode-select --switch /Library/Developer/CommandLineTools
```

This worked for me (git).

answered Oct 22 '13 at 22:44



[Indamix](#)

1,216 1 10 11

- 21 I prefer this solution to installing Xcode, however it looks like you can't download `xcode-select` from Apple any longer: [cl.ly/image/2T0u2f2D471a/content](#) – user1082754 Oct 25 '13 at 20:38

- 3 I think I already have Command Line Tools installed, however, so this will not fix anything. – user1082754 Oct 25 '13 at 21:33

- 4 So, is the only way to get a usable `xcodebuild` to install the whole of Xcode? :( – user1082754 Oct 26 '13 at 10:52

- 22 **This answer seems incorrect.** The whole point is that '**xcodebuild**' **requires Xcode**, i.e., a full install of Xcode, nor `CommandLineTools`. Testing it here, switching to `CommandLineTools` doesn't stop the error, nor would it. – [mikemaccana](#) Sep 10 '14 at 15:11

- 8 This answer is no longer correct. As of May 2015, when using Command Line Tools for OSX 10.10 (Yosemite), the `xcodebuild` command no longer functions without full xcode installed. – [HipsterZipster](#) May 15 '15 at 2:39

I was having an issue while trying to install packages using npm. I got the error: "sudo xcode-select -s /Applications/Xcode.app/Contents/Developer/"

To fix this

- I opened Xcode.
- Preferences
- Locations
- Selected the Command Lin Tools: Xcode 6.1.1

Now when installing packages with npm I no longer get errors.

answered Feb 9 '15 at 13:18



[jay-nbt](#)

651 5 4

- 2 this is the easiest way that worked on me! thanks man – [Gürhan KODALAK](#) May 27 '15 at 13:18

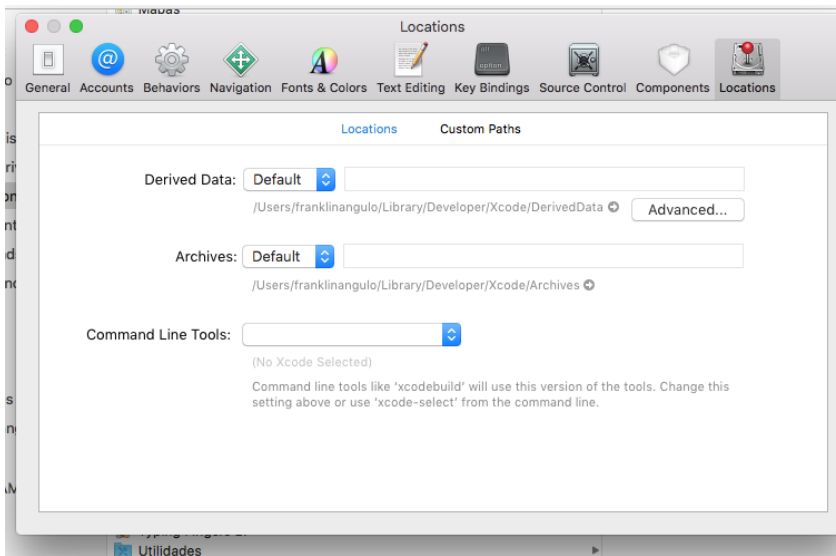
- 2 This is what worked for me too. – [Jon](#) Sep 29 '15 at 15:56

Fixed Robo VM setup. – [Sensei](#) Mar 16 '16 at 10:29

Worked like charm. Thanks. – [build\\_code](#) Sep 12 '16 at 16:38

Great,Thanks – [zhulinpinyu](#) Sep 21 '16 at 8:39

Xcode->Preferences->Locations->command line tools



Select the option: Xcode 8.x

edited Nov 26 '16 at 15:10



[FelixSFD](#)  
3,333 7 23 49

answered Nov 26 '16 at 15:03



[FranklinA](#)  
111 1 4

Click on the link and look at the image. The solution to this problem is not complicated. – [FranklinA](#) Nov 26 '16 at 15:10

This works perfectly. No need to do anything else in my case. – [JoeGalind](#) May 18 at 1:19

Just in case you're using xcode beta:

```
sudo xcode-select -s /Applications/Xcode-Beta.app/Contents/Developer
```

answered Feb 8 '16 at 20:30



[Andrey Deineko](#)  
34.6k 7 32 67

Thanks!! that saved my hours of effort! – [Jayprakash Dubey](#) Oct 11 '16 at 10:40

Install Xcode from App Store. After installing run xcodebuild with root privileges i.e. `sudo xcodebuild` and accept the language. After this `npm install bcrypt` worked like a charm!

edited Feb 20 '15 at 11:57



[vaxquis](#)  
6,316 5 29 48

answered Mar 25 '14 at 14:24



[sandeepkohli](#)  
49 1

Without Xcode: create file `/usr/local/bin/xcodebuild` with content to cheat XcodeSelect

```
#!/bin/bash
exit 0
```

```
chmod +x /usr/local/bin/xcodebuild
```

answered Dec 23 '15 at 16:13



[javamonk](#)  
115 6

I must say I'm having issues with node-gyp for some reason running `xcodebuild` when I only have CLT installed. I'd rather not install Xcode just to install some native extensions nothing to do with Mac and iOS development, so I'm very up for trying this technique to basically just shut the error up. Do you know if there are any repercussions of doing this? I can only imagine that node-gyp is calling `xcodebuild` for a reason, and by doing an `exit 0` we're breaking the toolchain for a given build, but I'm not sure, as I don't know why it'd be using `xcodebuild` in the first place. Any ideas? – [alexRussell](#) May 10 '16 at 9:33

XCode2: `sudo xcode-select -s /Applications/Xcode\ 2.app/Contents/Developer`

Pay attention to the "\" to escape the space

answered Jan 27 '16 at 23:35



turibbio  
21 6

I had two instance of Xcode installed xcode.app and xcode-beta.app When I tried to create a build with netbeans it showed me the error "supported version of xcode and command line tools not found netbeans"

I followed the following steps:

1. "xcode-select --print-path" is equal to "/Applications/Xcode.app/Contents/Developer"
2. "/Applications/Xcode.app/Contents/Developer/Platforms/iPhoneSimulator.platform" exists
3. "xcodebuild -version" starts with "Xcode"

after 1 I found that it is pointing me to xcode-beta.app

so here is the solution which worked like a charm:

**sudo xcode-select -s /Applications/Xcode.app/Contents/Developer**

edited Apr 1 '16 at 6:36



bummi  
23.7k 8 39 73

answered Apr 1 '16 at 6:16



Shashank Saxena  
1,061 9 9