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📖 **nodejs** / **node-gyp**   ⊙ Watch ▾ 194   ★ Star 3,371   ⑂ Fork 589

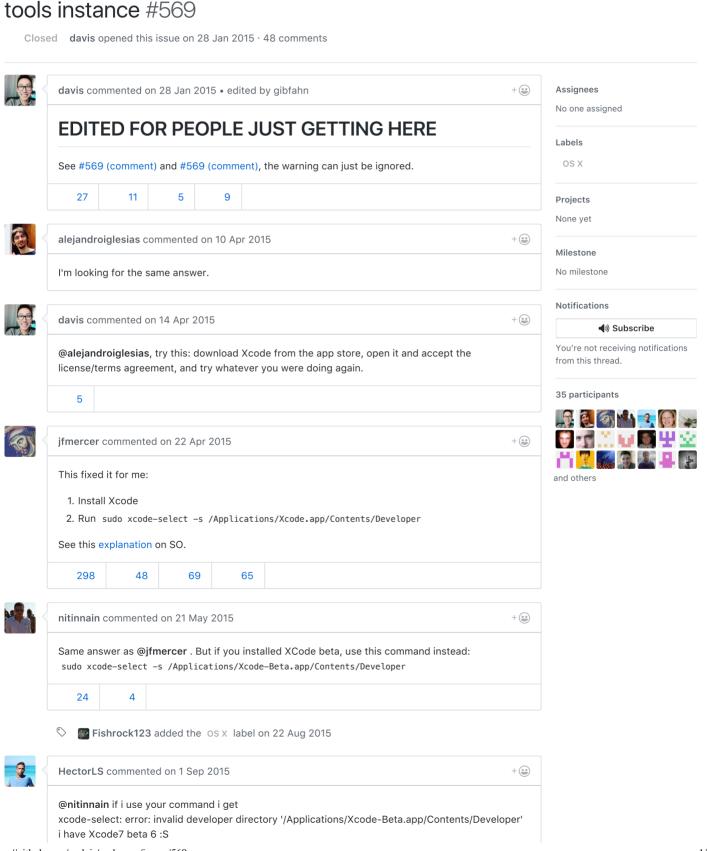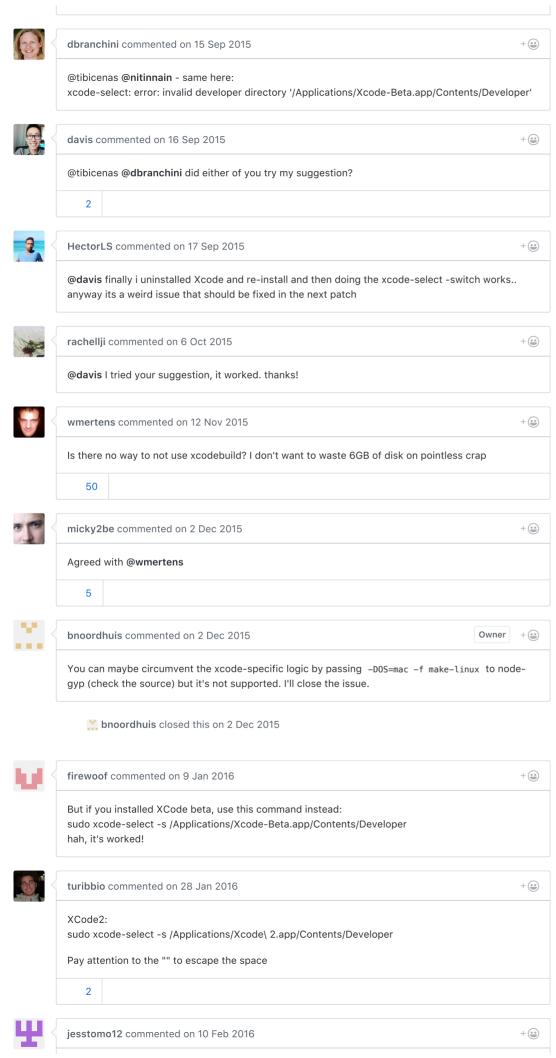‹› Code   ⓘ Issues **192**   ⌥ Pull requests **34**   ▦ Projects **0**   ▤ Wiki   Insights ▾

xcode-select: error: tool 'xcodebuild' requires Xcode, but active developer directory '/Library/Developer/CommandLineTools' is a command line tools instance #569
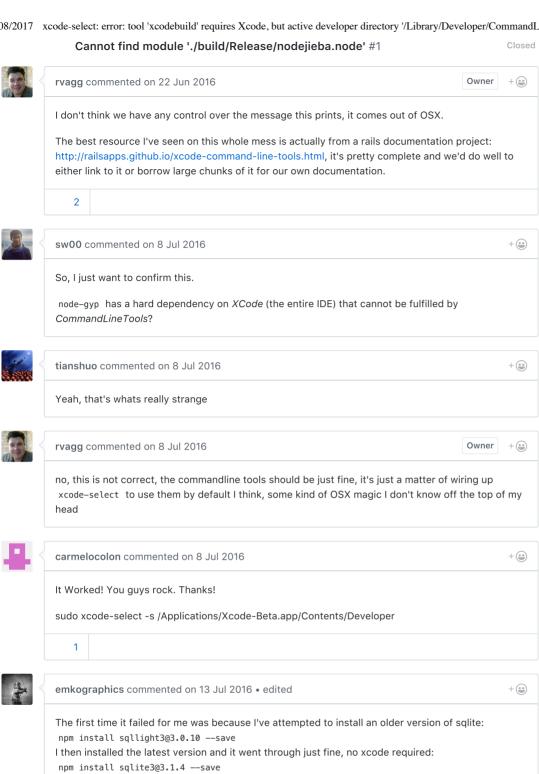
New issue

Closed   **davis** opened this issue on 28 Jan 2015 · 48 comments

---

davis commented on 28 Jan 2015 • edited by gibfahn   +☺

EDITED FOR PEOPLE JUST GETTING HERE

See #569 (comment) and #569 (comment), the warning can just be ignored.

| 27 | 11 | 5 | 9 | |

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alejandroiglesias commented on 10 Apr 2015   +☺

I'm looking for the same answer.

---

davis commented on 14 Apr 2015   +☺

@alejandroiglesias, try this: download Xcode from the app store, open it and accept the license/terms agreement, and try whatever you were doing again.

| 5 | |

---

jfmercer commented on 22 Apr 2015   +☺

This fixed it for me:

1. Install Xcode
2. Run `sudo xcode-select -s /Applications/Xcode.app/Contents/Developer`

See this explanation on SO.

| 298 | 48 | 69 | 65 | |

---

nitinnain commented on 21 May 2015   +☺

Same answer as @jfmercer . But if you installed XCode beta, use this command instead:

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

| 24 | 4 | |

🏷 **Fishrock123** added the OS X label on 22 Aug 2015

HectorLS commented on 1 Sep 2015   +☺

@nitinnain if i use your command i get
xcode-select: error: invalid developer directory '/Applications/Xcode-Beta.app/Contents/Developer'
i have Xcode7 beta 6 :S

Assignees

No one assigned

Labels

OS X

Projects

None yet

Milestone

No milestone

Notifications

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35 participants

and others

dbranchini commented on 15 Sep 2015   + ☺

@tibicenas **@nitinnain** - same here:
xcode-select: error: invalid developer directory '/Applications/Xcode-Beta.app/Contents/Developer'

davis commented on 16 Sep 2015   + ☺

@tibicenas **@dbranchini** did either of you try my suggestion?

2

HectorLS commented on 17 Sep 2015   + ☺

@davis finally i uninstalled Xcode and re-install and then doing the xcode-select -switch works..
anyway its a weird issue that should be fixed in the next patch

rachellji commented on 6 Oct 2015   + ☺

@davis I tried your suggestion, it worked. thanks!

wmertens commented on 12 Nov 2015   + ☺

Is there no way to not use xcodebuild? I don't want to waste 6GB of disk on pointless crap

50

micky2be commented on 2 Dec 2015   + ☺

Agreed with **@wmertens**

5

bnoordhuis commented on 2 Dec 2015   Owner + ☺

You can maybe circumvent the xcode-specific logic by passing `-DOS=mac -f make-linux` to node-gyp (check the source) but it's not supported. I'll close the issue.

▦ **bnoordhuis** closed this on 2 Dec 2015

firewoof commented on 9 Jan 2016   + ☺

But if you installed XCode beta, use this command instead:
sudo xcode-select -s /Applications/Xcode-Beta.app/Contents/Developer
hah, it's worked!

turibbio commented on 28 Jan 2016   + ☺

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

Pay attention to the "" to escape the space

2

jesstomo12 commented on 10 Feb 2016   + ☺

im having this problem what is the password when you do sudo xcode-select -s
/Applications/Xcode.app/Contents/Developer

davis commented on 11 Feb 2016   +😀

@**jesstomo12** your sudo password

dharmanibc commented on 14 Mar 2016   +😀

I have the same error: "xcode-select: error: invalid developer directory
'/Applications/Xcode.app/Contents/Developer'"
I also tried: 1. Install Xcode
2. Run sudo xcode-select -s /Applications/Xcode.app/Contents/Developer
or Run sudo xcode-select -switch /Applications/Xcode.app/Contents/Developer
Nothing works. How I know which version of Xcode is loaded?

bnoordhuis commented on 14 Mar 2016   `Owner`   +😀

@**dharmanibc** `xcode-select --print-path`

dharmanibc commented on 14 Mar 2016   +😀

Thanks! The problem is solved now. Actually, this was an map-error on OS X 10.10, as somehow it
checks for some module to be available for 10.11 and which is not available for 10.10. So, simply, I
ignored the error msg. The fink seems properly installed. Thanks again!

jalghizzi commented on 29 Mar 2016   +😀

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:

```
  Install Xcode (get it from https://developer.apple.com/xcode/) if you don't have it yet,

  Point xcode-select to the Xcode Developer directory using the following command:

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

Note: Make sure your Xcode app directory is the same as in the address above; most notably, it'll be
probably /Applications/Xcode-Beta.app/Contents/Developeror /Applications/Xcode-
beta.app/Contents/Developer if you installed beta XCode release instead.

The Source: http://stackoverflow.com/questions/17980759/xcode-select-active-developer-
directory-error/17980786#17980786

zhanglun commented on 18 Jun 2016 • edited   +😀

I do not want install xcode, it's stupid. How can i do

         14

tianshuo commented on 22 Jun 2016   +😀

Why should this force an installation of the overbloated xcode instead of xcode command line tools?

         14

📑 🐠 **tianshuo** referenced this issue in **007pig/plugin-jieba** on 22 Jun 2016

Cannot find module './build/Release/nodejieba.node' #1

rvagg commented on 22 Jun 2016   `Owner` + 😀

I don't think we have any control over the message this prints, it comes out of OSX.

The best resource I've seen on this whole mess is actually from a rails documentation project: http://railsapps.github.io/xcode-command-line-tools.html, it's pretty complete and we'd do well to either link to it or borrow large chunks of it for our own documentation.

2

sw00 commented on 8 Jul 2016   + 😀

So, I just want to confirm this.

`node-gyp` has a hard dependency on *XCode* (the entire IDE) that cannot be fulfilled by *CommandLineTools*?

tianshuo commented on 8 Jul 2016   + 😀

Yeah, that's whats really strange

rvagg commented on 8 Jul 2016   `Owner` + 😀

no, this is not correct, the commandline tools should be just fine, it's just a matter of wiring up `xcode-select` to use them by default I think, some kind of OSX magic I don't know off the top of my head

carmelocolon commented on 8 Jul 2016   + 😀

It Worked! You guys rock. Thanks!

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

1

emkographics commented on 13 Jul 2016 • edited   + 😀

The first time it failed for me was because I've attempted to install an older version of sqlite:
`npm install sqllight3@3.0.10 --save`
I then installed the latest version and it went through just fine, no xcode required:
`npm install sqlite3@3.1.4 --save`

syntacticsugar commented on 11 Aug 2016   + 😀

I write to confirm **@davis** ' suggestion, followed by running `sudo xcode-select -s /Applications/Xcode.app/Contents/Developer` solved it for me.

FYI anyone using a new MacBook or doing a first install of xCode needs to accept the terms/conditions ;)

2

davis commented on 12 Aug 2016   + 😀

@rvagg nice find! I've updated my original post with that link so people who run into this in the future hopefully see that link.

crazyyi commented on 16 Aug 2016 • edited

So there is no way to get around this other than installing a 6GB XCode application? Are you kidding me? I don't see the point here.

9

bnoordhuis commented on 16 Aug 2016   `Owner`

You can try downloading clang from http://llvm.org/releases/download.html but you'll be on your own, it's not a supported configuration.

chachaxw commented on 15 Sep 2016

Got it, I've solved this problem

TomCosta commented on 23 Sep 2016

Nice!
```
sudo xcode-select -s /Applications/Xcode.app/Contents/Developer
```
It works good for me on Mac OS X El Capitan...

1   1

🔖 📗 **stereobooster** referenced this issue in **atom/atom** on 11 Oct 2016   Open

Build from master fails/inconsistent on macOS 10.12 #12878

bergerjac commented on 23 Oct 2016

Common Problems:

- Error: xcode-select: error: tool 'xcodebuild' requires Xcode, but active developer directory is a command line tools instance
- whether or not you installed XCode beta

Here's all the answers from this thread and links compiled into one.

1. Install Xcode or Xcode-beta
2. Initiate Spotlight Search and type `Xcode` (Note whether you see `Xcode`, `Xcode-beta`, `Xcode-87` ...)
3. CMD+enter to open Xcode's directory
4. Open Xcode and Accept Terms and Conditions
5. Move Xcode to `/Applications` directory ← **NOT** `/Users/{user}/Applications`
6. Open Terminal
   - **Xcode-beta**: `sudo xcode-select --switch /Applications/Xcode-beta.app/Contents/Developer`
   - Xcode: `sudo xcode-select --switch /Applications/Xcode.app/Contents/Developer`
   - **Other**: Get the proper path to your Xcode app. If yours is `Xcode-87`, then it would be: `sudo xcode-select --switch /Applications/Xcode-87.app/Contents/Developer`

Tested on

- Macbook Pro, El Capitan OS X 10.11.6

174   13   42   39

🔖 👤 **mlloreda** referenced this issue in **arrayfire/arrayfire** on 26 Oct 2016   Open

NVCC does not support Apple Clang version 8.x #1384

allen6131 commented on 28 Oct 2016

I have a simple fix that may be of help when installing Xcode beta for some reason in stays in your downloads folder if you just move it to your application folder that may solve the problem worked for me

3

bangnguyen77 commented on 1 Nov 2016   + 😃

This is the error when I ran 'ionic build ios' in the terminal.
"Error: xcode-select: error: tool 'xcodebuild' requires Xcode, but active developer directory
'/Library/Developer/CommandLineTools' is a command line tools instance"

I just updated the Xcode a few days ago. My OS is macOS Sierra 10.12.1

vedmant commented on 9 Nov 2016   + 😃

So there is no way without full XCode installation? I don't want to waste disk space on something I
will never use.

15

allen6131 commented on 9 Nov 2016   + 😃

@**vedmant** unfortunately no

3

gibfahn commented on 9 Nov 2016 • edited   Member   + 😃

@**vedmant** I just tried, and I am able to build with node-gyp using the Command Line tools instance. I
still see these warning messages, but the node-gyp build did work.

```
xcode-select: error: tool 'xcodebuild' requires Xcode, but active developer directory '/Lib

xcode-select: error: tool 'xcodebuild' requires Xcode, but active developer directory '/Lib
```

Commands I used were:

- Install command line tools: `xcode-select --install`
- Switch to using (already installed) command line tools: `sudo xcode-select --switch`
  `/Library/Developer/CommandLineTools`
- Switch back to (already installed) full xcode: `sudo xcode-select --switch`
  `/Applications/Xcode.app/Contents/Developer`
- Show which version you're currently using: `xcode-select -p`
  - Mine was `/Library/Developer/CommandLineTools`

Could you give an example of something that didn't work for you?

11

bharath063 commented on 23 Nov 2016 • edited   + 😃

Go to:
`/usr/local/lib/node_modules/npm/node_modules/node-gyp/gyp/pylib/gyp/xcode_emulation.py`

Edit _GetSdkVersionInfoItem to look like this

```
def _GetSdkVersionInfoItem(self, sdk, infoitem):
    try:
        return self._GetStdout(['xcodebuild', '-version', '-sdk', sdk, infoitem])
    except:
        pass
    return ""  # Add this line
```

Fix permissions to this after you write to it.

★ This was referenced on 18 Dec 2016

[[[INSTALL ISSUES]]] 404 node-pre-gyp ERR! Pre-built binaries not found for v8-debug stack Error: Failed to execute node-inspector/node-inspector#960   Open

Facing issue while installing iOS-deploy phonegap/ios-deploy#274   Closed

iOS: Live reload seems broken (Mac OS) centrual/cordova-template-framework7-vue-webpack#1   Closed

[ci/osx] xcode-select: error: tool 'xcodebuild' requires Xcode nodejs/build#615   Closed

Deviad commented on 25 Feb   + 😀

This is frustrating to say the least, we are in 2017 and still this error showing up.
I have gcc installed from Homebrew. I do not need Xcode command line tools.

4

bnoordhuis commented on 25 Feb   `Owner`   + 😀

@Deviad You'd be wrong to think so. homebrew-gcc is not 100% compatible with apple-gcc or apple-clang.

★ 🐙 **kartsims** referenced this issue in **kartsims/vue-cordova-demo** on 5 Apr

$ npm run ios, throw Error #10   Closed

fireheadman commented on 20 Apr   + 😀

I also get the error.... however verifying my settings....
[fireheadman@demon ~ 613]$ sudo xcode-select --switch /Library/Developer/CommandLineTools
[fireheadman@demon ~ 615]$ xcode-select -p
/Library/Developer/CommandLineTools

I was able to ignore the error and homebridge (in my case) works fine without needing the full Xcode install.

★ This was referenced on 15 Jun

Build Failure on Node 7.1.0 and 8.1.0 material-components/material-components-web#832   Closed

Getting debug error NativeScript/nativescript-cli#2933   Closed

Summary of warnings and errors from recent run-through pivotal/workstation-setup#133   Open

sebastianhaberey commented 16 days ago   + 😀

I agree that it's utterly frustrating to have to install 6GB of XCode. *The Ruby on Rails* documentation that was linked earlier in this thread states:

> You don't need the full Xcode package to get the Xcode Command Line Tools. You only need the full Xcode package if you are doing development of applications for the Apple operating systems.

That seems like a reasonable approach. Any reasons why this should be different for nodejs? Not flaming but genuinely interested in technical reasons.

bnoordhuis commented 16 days ago   `Owner`   + 😀

@sebastianhaberey Just Command Line Tools works, see #569 (comment).

sebastianhaberey commented 16 days ago   + 😀

@bnoordhuis I actually had the same symptom on my machine - I get the error, but on a closer look everything seemed to work. But then, why the error? Is it true that it's thrown by Xcode and cannot

be removed? I believe it leads to people wasting time searching for solutions.

bnoordhuis commented 16 days ago   Owner   + 😀

The warning is printed by xcode-select, node-gyp doesn't have control over that.

Write   Preview   AA▾ B *i*   ❝ <> 🔗   ☰ ☰ ✓☰   ↰▾ @ 🔖

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