Android Source Code Build For Mac

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磁盘工具 fdisk df

# Establishing a Build Environment

## Creating a case-sensitive disk image

hdiutil create -type SPARSE -fs 'Case-sensitive Journaled HFS+' -size 512g ~/android.dmg

resize

hdiutil resize -size **<new-size-you-want>**g ~/android.dmg.sparseimage

mount the image

hdiutil attach ~/android.dmg.sparseimage -mountpoint /Volumes/android

unmount the image

hdiutil detach /Volumes/android

## Setting a file descriptor limit

On Mac OS, the default limit on the number of simultaneous file descriptors open is too low and a highly parallel build process may exceed this limit. To increase the cap, add the following lines to your ~/.bash\_profile:

**# set the number of open files to be 1024**

**ulimit -S -n 1024**

## Installing the JDK

xcode-select –install

# Download the Source

1 Create bin directory

mkdir ~/bin

PATH = ~/bin:$PATH

2 Download repo

**curl https://storage.googleapis.com/git-repo-downloads/repo > ~/bin/repo**o

**chmod a+x ~/bin/repo**

3

4

5

Preparing to Build

# Build

Clean out

make clobber

source build/envsetup.sh

lunch aosp\_arm-eng

make -j8

# Build Error

## NOT Find SDK

internal error: Could not find a supported mac sdk: [“10.10” “10.11” “10.12”]

<https://github.com/phracker/MacOSX-SDKs/releases>

cd

/Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs

xz -d \*.xz

tar -xvf \*.tar

## Googletest already

unset NDK\_ROOT

## Bison Recompile