Android Source Code Build For Mac

date : 2018/06/25

author : sundayliu

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