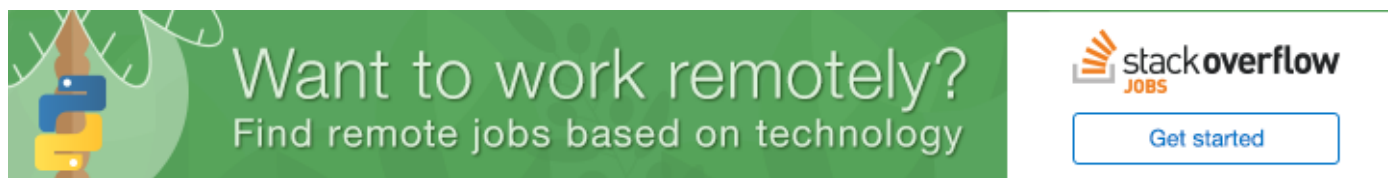


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## How to set //external:android/sdk when it is not bound to anything



While trying to build a git repo which uses bazel I got the error that //external:android/sdk was not bound to anything and I cannot find where this configuration is found so I can fix it.

I have loaded up a new ubuntu 14.04 and I'm trying to build [github.com/google/shipshape](https://github.com/google/shipshape) from source. I have followed the instructions given [here](#) to install everything I need to build it.

Basically installed go, openjdk-8-jdk, openjdk-8-source, bazel and then ran the following:

```
mkdir -p github.com/google && cd github.com/google
git clone https://github.com/google/shipshape.git
cd shipshape
./configure          # Run initial Shipshape+Bazel setup
bazel build //...    # Build all Shipshape source
```

but when I come to building with `bazel build //...` I get this error:

```
___Loading package: shipshape
___Loading package: shipshape/util/rpc/client
___Loading package: shipshape/analyzers/codealert
___Loading package: shipshape/contrib/phabricator
___Loading package: shipshape/javatests/com/google/shipshape/analyzers
___Loading package:
third_party/kythe/java/com/google/devtools/kythe/platform/shared
Loading package: third_party/go/glog
```

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```
___Loading...
___Loading package: @bazel_tools//tools/cpp
___Loading package: @local-jdk//
___Loading package: @bazel_tools//tools/genrule
___Loading package: @bazel_tools//tools/test
___Loading package: @bazel_tools//third_party/java/jdk/langtools
___Loading complete. Analyzing...
ERROR: /DEFAULT.WORKSPACE:75:1: in bind rule //external:android/sdk: The external
label '//external:android/sdk' is not bound to anything.
ERROR: Analysis of target '//tools/defaults:android_jar' failed; build aborted.
___Elapsed time: 3.086s
```

A Google search gave me [this](#) link which states

which doesn't tell you at all that you need to update some information in your WORKSPACE to point to your Android SDK. It would be nice to have a friendlier error message.

I interpret that as there is a binding somewhere which I should update, so an existing line of code that needs to be updated.

But the WORKSPACE in the folder in which I am supposed to just execute build in is empty, so there should be another file which has a bind which I could edit.

I found this folder `/home/alex/.bazel/base_workspace` but I did not find any WORKSPACE that seem to be the correct one to edit.

I also found these with `grep`: `~/.cache/bazel/_bazel_root/hash/README` `~/.cache/bazel/_bazel_root/hash/external/local-jdk/WORKSPACE` But seeing as they are in cache that's probably wrong.

So either DEFAULT.WORKSPACE is somewhere else and I need to do some bind thing there to get it to find my android sdk, or DEFAULT.WORKSPACE really is the empty WORKSPACE inside my shipshape folder which is filled during bazel build runtime and then removed afterwards.

But in either case I am at a loss as to how I should bind //external:android/sdk to anything.

[bazel](#)

asked Jan 27 '16 at 17:16



[Alex Telon](#)

173 2 12

## 1 Answer

**Stack Overflow requires external JavaScript from another domain, which is blocked or failed to load.**

At the moment, building `//...` doesn't work great because it includes everything Bazel might need to build any language or platform. (This has actually been [fixed at HEAD](#), but is not yet in a release). I'd recommend running `bazel build //shipshape/...` for now.

(And if you were building Android targets, you would want to setup your WORKSPACE file as described [here](#), but you're not, so don't bother.)

answered Jan 27 '16 at 21:11



[kristina](#)

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