Message "flutter run: No connected devices"

Asked 3 years, 11 months ago   Active 8 days ago   Viewed 462k times

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I am trying to create a sample application with Flutter (fresh installation). [Android Studio](#) is also installed (fresh installation).

Here is the output of `flutter run`

```
flutter run
No connected devices.
```

The output of `flutter doctor` :

```
Doctor summary (to see all details, run flutter doctor -v):
[✓] Flutter (Channel beta, v0.1.5, on Linux, locale en_US.UTF-8)
[✓] Android toolchain - develop for Android devices (Android SDK 27.0.3)
[✓] Android Studio (version 3.0)
[!] VS Code (version 1.20.1)
[!] Connected devices
! No devices available

! Doctor found issues in 2 categories.
```

Is there a solution to this problem?

flutter   android-studio   android-emulator   ios-simulator   flutter-run

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edited Dec 26 2021 at 9:27

Paresh Mangukiya
31.3k 15 182 150

asked Mar 1 2018 at 8:22

Romantic Dev
13.8k 5 34 60

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10 ▲ Do you have a device connected (USB debugging enabled) or an emulator running?
⚑ – Günter Zöchbauer Mar 1 2018 at 8:31 ✎

11 ▲ I had same problem, I've fixed by changing the USB Cable, because some cables are for power only.
⚑ – Thiago Silva Ferreira Nov 22 2019 at 12:23

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60 Answers

Active | Oldest | Score

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```
adb kill-server
adb start-server
```

4. Reconnect the Device and run following command again: `adb devices`

Now it should display *authorized*.

5. Ready to go.

Now, open your editor, Android Studio or Visual Studio Code, and check if your device is showing in *connected devices* or not.

You can simply check that with the `flutter doctor` command.

Share Edit Follow Flag   edited Apr 16 2021 at 21:36   answered Sep 17 2019 at 15:05
                                                  Peter Mortensen   Akram Chauhan
                                              29.6k   21   98   124   **861**   10   18

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While using it in Windows 7, I had received an error: unable to install device drivers. And the device wasn't recognised.

You need to also install the Android OEM device driver for the particular device, just like mentioned here.

I downloaded the driver for the device from the manufacturer's website and installed the driver from Device Manager.

Share Edit Follow Flag   edited Apr 16 2021 at 21:28   answered Sep 5 2019 at 7:22
                                                  Peter Mortensen   alter123
                                              29.6k   21   98   124   **540**   2   9   29

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31

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🕑

In my case

Menu *File → Project Structure*

Select the latest SDK:
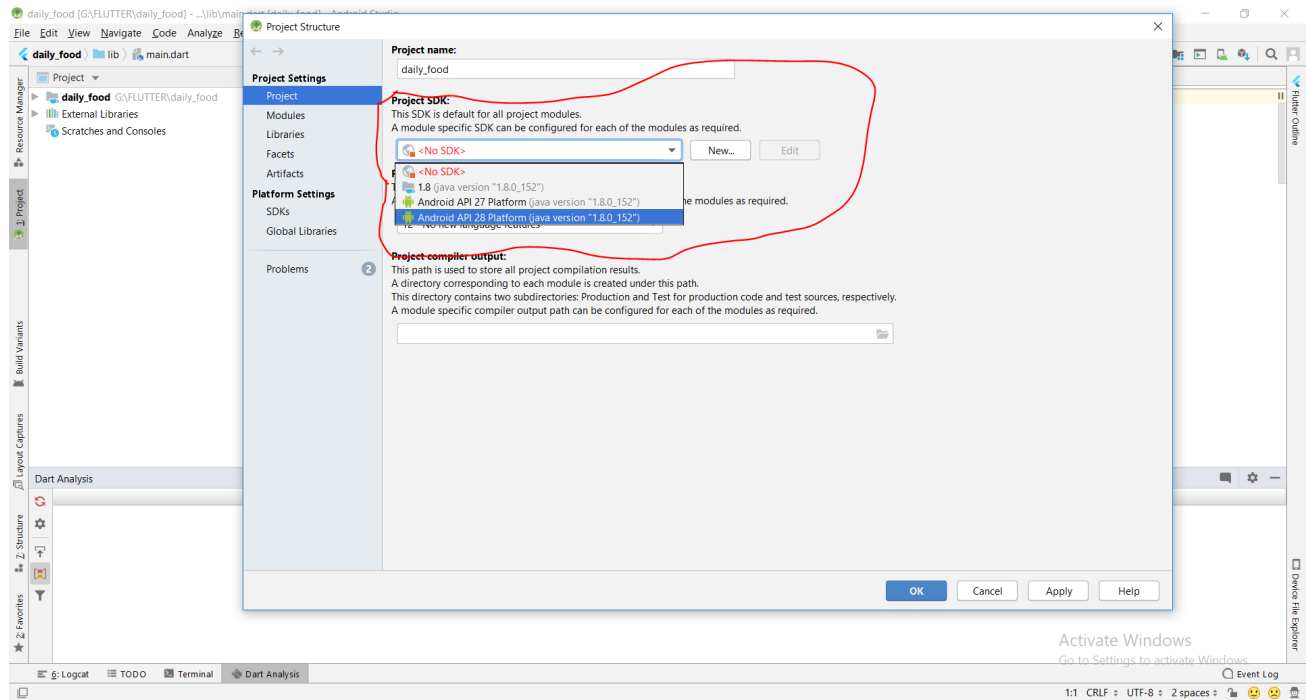
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edited Apr 16 2021 at 21:21   answered Aug 21 2019 at 11:46

Peter Mortensen   Muhaiminur Rahman
29.6k   21   98   124   **2,633**   18   25
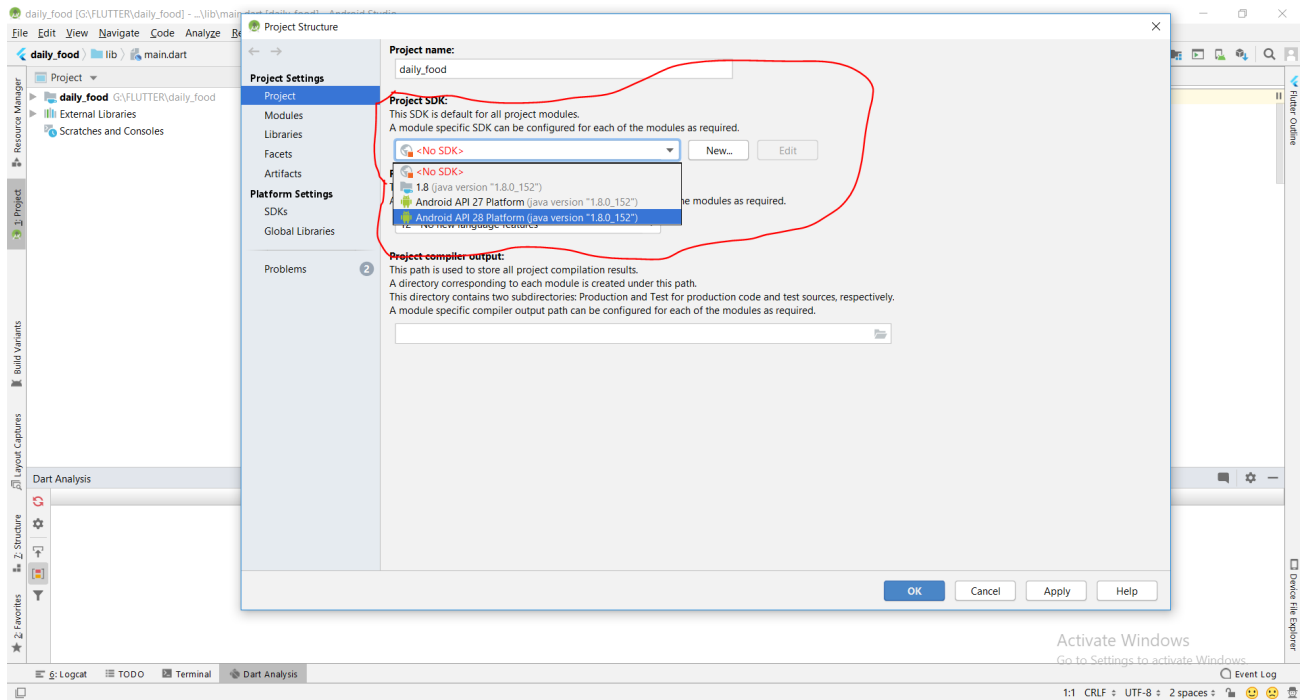
|

Use:

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```
flutter config --android-sdk ANDROID_SDK_PATH
```

Or

- Device Not Found (when setting up Flutter in Android Studio)

- Project structure -> select latest Android API in Project SDK

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edited Apr 16 2021 at 21:17   answered Jun 7 2019 at 9:00

Peter Mortensen   Anilkumar Patel
29.6k   21   98   124   **1,909**   1   9   9

8   By setting both the Project SDK and Module SDK fixed it. Thanks. – Shirish Kadam Jul 18 2019 at 19:06

4   This solved my issue. I had running devices, but flutter was not able to detect them. – Mahdi-Malv Jul 27
     2019 at 10:07

2   Solved for me too. Thank you! – Lee Casey Oct 1 2019 at 8:30

2   Worked for me. No SDK was selected – phyyyl Dec 17 2019 at 22:33

2   Solved for me too. – fermoga Dec 19 2019 at 22:55

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In iOS with Mac, when I got this error, this worked for me:

2

```
open -a simulators
flutter run
```

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edited Apr 16 2021 at 21:14   answered Jun 4 2019 at 21:58

Peter Mortensen   Jackson Smith
29.6k   21   98   124   **476**   3   11

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