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environment? Google is committed to promoting racial equity for black communities. See how. The Android SDK consists of several packages required for app development. This page lists the most important command-line tools available, organized by the packages they are delivered in. You can install and update each package using Android Studio SDK Manager or the sdkmanager command-line tool. All packages are downloaded to your Android SDK catalog, which you can find as follows: In Android Studio, click > Project Structure. In the left pane, select SDK location. The path appears under the Android SDK position. Located in: android_sdk/cmdline-tools/version/bin/ Note: For information about the deprecated SDK tools, see the SDK Tools release notes. If you only need these tools because you are not using Android Studio, you can download the command-line tool pack here. apkanalyzer Provides insight into the composition of apk after the construction process is completed. avdmanager Allows you to create and manage Android Virtual Devices (AVDs) from the command line. lo A code scanning tool that can help you identify and correct problems with the structural quality of the code. retrace For applications prepared by R8, retrace decoder an obfuscated stack track that is assigned back to the original source code. sdkmanager Allows you to view, install, update, and uninstall packages for the Android SDK. Located in: android_sdk / Build Tool / Version / See also: SDK Build Tool Release Notes This package is required to build Android apps. Most of the tools in here are invoked by the building tools and not intended for you. However, the following command-line tools can be useful: aapt2 Parses, indexes and compile Android resources into a binary format optimized for the Android platform, packing the compiled resources into a single output. apksigner signs APKs and checks whether APK signatures will be verified on all platform versions that a given APK supports. zipalign Optimizes APK files by ensuring that all uncompressed data starts with a specific adjustment relative to the start of the file. Note: You can have multiple versions of the building tools to build your app for different Android versions. Located in: See also: also: Platform Tools release notes These tools are updated for each new version of the Android platform to support new features (and sometimes more often to fix or improve the tools), and each update is backward compatible with older platform versions. In addition to downloading from SDK Manager, you can download SDK Platform Tools here. adb Android Debug Bridge (adb) is a versatile tool that allows you to manage the state of an emulator instance or Android-powered device. You can also use it to install an APK on a device. etc1tool A command-line tool that allows you to encode PNG images to the ETC1 compression standard and decode ETC1 compressed images back to PNG. fastboot Flashes a device with platform and other system images. For flashing instructions, see Factory images for Nexus and Pixel devices. logcat This is a tool launched via adb to view app and system logs. Located in: android_sdk / emulator/ Watch also: Android Emulator release notes This package is required to use Android Emulator. It includes the following: . emulator A QEMU-based device emulation tool that you can use to troubleshoot and test your applications in an actual Android runtime environment. mksdcard Helps you create a disk image that you can use with the emulator to simulate the presence of an external storage card (such as an SD card). Note: Before revision 25.3.0, the emulator tools were included in the SDK Tools package. Jetifier Jetifier reads a library that uses support library classes and sends out a corresponding library that uses the newer AndroidX classes. Content and code examples on this page are subject to the licenses described in the content license. Java is a registered trademark of Oracle and/or its affiliates. Last updated 2020-10-20 UTC. Android manager has a graphical interface. But it can also be used via the command line in some cases. Run with -u (no UI) option: android update sdk -u Accept licenses (y) and this will install / update everything required automatically. To update / install selective packages only, first list packages available for installation / update: android list sdk -u This will list available packages with a number index, such as: Packages available for installation or update: 11 1-Android SDK Platform tools, revision 24 2-Android SDK Build tools, revision 24 3-Documentation for Android SDK, API 23, revision 1 4-SDK Platform Android N, API 24, revision 1 5-GPU Troubleshooting Tool, revision 3.1 6-GPU Troubleshooting Tools, Revision 1.0.3 7- Android Support Repository, Revision 33 8- Android Auto Desktop Head Unit emulator, Revision 1.1 9 - Google Play Services, Revision 30 10- Google Play APK Expansion Library, Revision 1 11- Google Play Licensing Library, Revision 1 Now you can install packages, filter (-f) by number index to install only those : android update sdk -u -f 1.2 On You can add Android tools to \$PATH: Lets si sdk directory is / home / user / sdk da: edit the user's bash profile: nano ~/.bashrc Add the following to it: export export export PATH = \$PATH: \$ANDROID_HOME / tools export PATH = \$PATH: \$ANDROID_HOME / platform-tool export PATH = \$PATH: \$ANDROID_HOME / build utility and save (CTRL + O and then CTRL + X) Log out and log back in, run from terminal: echo \$PATH to confirm. The Android software development kit (SDK) contains various components, including SDK Tools, Build Tools and Platform Tools. The SDK tools mainly include the Stock Android emulator, hierarchy viewer, SDK manager, and ProGuard. Building tools primarily include aapt (Android packaging tool for creating . APK), dx (Android tool that converts .java files to .dex files). Platform tools include the Android debugger shell, sqllite3 and Systrace. The Android SDK can be installed automatically using the latest version of Gradle or manually downloading the Android SDK in several different ways. Below is an overview of all different approaches. Installing the Android SDK (Automated Way) Gradle 2.2.0 now supports downloading dependencies automatically. Be sure to upgrade to the latest Gradle version. The Gradle plug-in to manage dependencies is now deprecated. Install for Ubuntu Linux If you are using Ubuntu 15.04 or 15.10, you need to install the following packages. Otherwise, you may notice no such file or directory when running trying to run the aapt application that is part of the Android SDK toolset: sudo apt-get install libc6-dev-i386 lib32z1 openjdk-8-jdk Installing android SDK (via Homebrew) Provided you have macOS/OS X running, you can use Homebrew to install the Android SDK. Install Homebrew - package manager for macOS / OS X Run the following commands: brew press casroom / barrel brew barrel install android sdk This will install Android SDK tools in / usr / local / Cellar / android-sdk /<version number=>: Install Android SDK (Manual Way) You need to download Android SDK without Android Studio bundled. Go to the Android SDK and navigate to only the SDK Tools section. Copy the URL of the download appropriate for the OS builder. Use wget with the correct SDK URL: \$wget Extract and place the contents of the home directory. The directory names may be whatever you want, but save the files in somewhere easy to find (that is, ~/ android-sdk). Run sdkmanager tool: \$tools/bin/sdkmanager --update\$tools/bin/sdkmanager platforms; android-25 build-tools;25.0.2 extras;google;m2repository extras;android;m2repository \$ tools / bin / sdkmanager -licenses Now it's time to set build the environment's PATH variable and other variables to be used to find Android. Edit the file .bash_profile file. If you are not using bash, edit the correct configuration file for the environment. # Android export ANDROID_SDK_ROOT =/Users/ci/android/android-sdk-macosx export PATH=\$PATH:\$ANDROID_SDK_ROOT/tools Save and exit. Load .bash_profile: \$ Source ~/.bash_profile Install via At the command prompt, type android<version>. and press Enter to start Android SDK Manager in Window. If this doesn't work, the PATH variable isn't configured with the Android SDK position. You will want to install the same Android SDK packages on your construction machine as you did to get Gradle to run locally. Before you begin, take a look at the build.gradle file in your project. Packages to be installed Here are the SDK package names you definitely want to choose: Tools > Android SDK Tools Tools > Android Platform Tools Tools > Android SDK Build-tools A version of the Android platform. E.g. It should be the one you named in android: compileSdkVersion part of build.gradle file. You will also download extras: Android Support Repository Android Support Library Note: Select Android SDK Build utility for the version of Android that you listed in the build.gradle file as android: buildToolsVersion target. If build.gradle says android { buildToolsVersion '21' ... } then be sure to download the API version in Android SDK Manager. Installing via the command line You can also download the SDK packages by using the command line with the --no-ui parameter. android update sdk --no-ui --all If you want to be selective about installing, you can use the Android list to view all the packages and use the --filter option for selective installations: sudo android update sdk --no-ui --filter platform tools,tools If you decide to be selective about which packages to install, be sure to include the additional Android Maven repository. Otherwise, you may not be able to use the latest design library for support. android update sdk --no-ui --all --filter extra-android-m2repository There is currently no filter to install building tools directly. See this ticket for more information. Information.

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