Install android sdk manager ubuntu 20.04

Here is how I installed my android sdk to run React Native on my Android phone: Considering that Java and adb is already installed: sudo apt update && sudo apt install android-sdk This will add the environment variables: echo 'export ANDROID_HOME="/usr/lib/android-sdk" export ANDROID_SDK_ROOT="/usr/lib/android-sdk" PATH=$PATH:$ANDROID_HOME/tools PATH=$PATH:$ANDROID_HOME/platform-tools ' >> ~/.bashrc We now need to install the missing sdkManager: source ~/.bashrc # Download the archive wget unzip commandlinetools-linux-6609375_latest.zip -d cmdline-tools # Make the sdk directory writable sudo chmod -R a+rw $ANDROID_HOME # Merge bin with bin and tools with tools mv cmdline-tools/tools/bin/* $ANDROID_HOME/tools/bin/ rm -rf cmdline-tools/tools/bin mv cmdline-tools/tools/* $ANDROID_HOME/tools/ rm -rf cmdline-tools # Accept the licences yes | $ANDROID_HOME/tools/bin/sdkmanager --sdk_root=${ANDROID_HOME} --licenses Now, Here is what I get when running react-native run-android: FAILURE: Build failed with an exception. * What went wrong: Could not determine the dependencies of task ':app:installDebug'. > SDK location not found. Define location with an ANDROID_SDK_ROOT environment variable or by setting the sdk.dir path in your project's local properties file at '/xxx/android/local.properties'. Ok, I can set sdk.dir in local.properties and this works, but I don't want to do this in every single project I have to work with. Why is the ANDROID_SDK_ROOT being ignored? CLI approach Tested on Ubuntu 15.10, Android 22. One the device: Then: sudo apt-get install ant gradle openjdk-7-jdk cd # Get device permissions. # MANUAL find vendor ID on this table: # VENDOR_ID='054c' UDEV_PATH='/etc/udev/rules.d/51-android.rules' echo 'SUBSYSTEM=="usb", ATTR'"$VENDOR_ID"'=="0bb4", MODE="0666", GROUP="plugdev"' | sudo tee "$UDEV_PATH" sudo chmod a+r "$UDEV_PATH" sudo /etc/init.d/udev restart wget tar -xvf android-sdk_r24.4.1-linux.tgz # MANUAL run the ./tools/android GUI and install the SDK versions you need # Better: just download EVERYTHING to save you annoyances later on. # Yes, it takes a ton of space (50Gib+). # # The automated command line should look something like: #API=22 #N="$(android list sdk --all |& grep 'SDK Platform Android' | grep "API $API" | cut -d- -f1)" #android update sdk -u -a -t $N # Studio wget unzip android-studio-ide-141.2456560-linux.zip cd android-studio/bin ./studio.sh # NDK wget chmod a+x android-ndk-r10e-linux-x86_64.bin ./android-ndk-r10e-linux-x86_64.bin mv android-ndk-r10e android-ndk Add to your ~/.profile: TODO: which of those are actually necessary? export ANDROID_SDK="$HOME/android-sdk" # Present on the default build.xml generated by "android create project [...] in Android 22. export ANDROID_HOME="$ANDROID_SDK" export ANDROID_NDK="$HOME/android-ndk"s export ANDROID_NDK_ROOT="$ANDROID_NDK" # Used by export ANDROID_NDK_HOME="$ANDROID_NDK" export ANDROID_ABI='armeabi-v7a' export ANDROID_JAVA_HOME="$JAVA_HOME" export ANDROID_STUDIO="$HOME/android-studio/" export PATH="$ANDROID_SDK/platform-tools:$ANDROID_SDK/tools:${ANDROID_STUDIO}/bin:${ANDROID_NDK}:${PATH}" Logout and login. You may need: sudo "$(which adb)" kill-server sudo "$(which adb)" start-server Test the installation Get your hands on a minimal project like this one or look under $ANDROID_SDK/samples/. If it is an Ant project (contains a build.xml file) run: ant debug ant installd If it is a Gradle project (contains a gradlew file) run: ./gradlew assembleDebug ./gradlew installDebug The app should be installed on your device. Studio (ADT successor) can be launched with: studio.sh NDK samples can be found under $ANDROID_NDK/samples and you can build and install them with: ndk-build # Create build.xml, as per: android update project -p . -t android-22 ant clean ant debug ant installd State of official Debian packages There is currently no official Debian package. But there is a Google Summer of Code 2015 project trying to solve that: [{ "type": "thumb-down", "id": "missingTheInformationINeed", "label":"Missing the information I need" },{ "type": "thumb-down", "id": "tooComplicatedTooManySteps", "label":"Too complicated / too many steps" },{ "type": "thumb-down", "id": "outOfDate", "label":"Out of date" },{ "type": "thumb-down", "id": "samplesCodeIssue", "label":"Samples / code issue" },{ "type": "thumb-down", "id": "otherDown", "label":"Other" }] [{ "type": "thumb-up", "id": "easyToUnderstand", "label":"Easy to understand" },{ "type": "thumb-up", "id": "solvedMyProblem", "label":"Solved my problem" },{ "type": "thumb-up", "id": "otherUp", "label":"Other" }] The sdkmanager is a command line tool that allows you to view, install, update, and uninstall packages for the Android SDK. If you're using Android Studio, then you do not need to use this tool and you can instead manage your SDK packages from the IDE. The sdkmanager tool is provided in the Android SDK Tools package (25.2.3 and higher) and is located in android_sdk/tools/bin/. Usage You can use the sdkmanager to perform the following tasks. List installed and available packages sdkmanager --list [options] \ [--channel=channel_id] // Channels: 0 (stable), 1 (beta), 2 (dev), or 3 (canary) Use the channel option to include a package from a channel up to and including channel_id. For example, specify the canary channel to list packages from all channels. Note: To list only stable packages, use --channel=0 or remove the --channel option entirely. Install packages sdkmanager packages [options] The packages argument is an SDK-style path as shown with the --list command, wrapped in quotes (for example, "build-tools;30.0.2" or "platforms;android-28"). You can pass multiple package paths, separated with a space, but they must each be wrapped in their own set of quotes. For example, here's how to install the latest platform tools (which includes adb and fastboot) and the SDK tools for API level 28: sdkmanager "platform-tools" "platforms;android-28" Alternatively, you can pass a text file that specifies all packages: sdkmanager --package_file=package_file [options] The package_file argument is the location of a text file in which each line is an SDK-style path of a package to install (without quotes). To uninstall, simply add the --uninstall flag: sdkmanager --uninstall packages [options] sdkmanager --uninstall --package_file=package_file [options] To install CMake or the NDK, use the following syntax: sdkmanager --install ["ndk;major.minor.build[suffix]" | "cmake;major.minor.micro.build"] [--channel=channel_id] // NDK channels: 0 (stable), 1 (beta), or 3 (canary) For example, use the following command to install the specified NDK version regardless of which channel it is currently on. sdkmanager --install "ndk;21.3.6528147" --channel=3 // Install the NDK from the canary channel (or below) sdkmanager --install "cmake;10.24988404" // Install a specific version of CMake sdkmanager --update [options] Options The following table lists the available options for the above commands. Option Description --sdk_root=path Use the specified SDK path instead of the SDK containing this tool --channel=channel_id Include packages in channels up to and including channel_id. Available channels are: 0 (Stable), 1 (Beta), 2 (Dev), and 3 (Canary). --include_obsolete Include obsolete packages in the package listing or package updates. For use with --list and --update only. --no_https Force all connections to use HTTP rather than HTTPS. --verbose Verbose output mode. Errors, warnings and informational messages are printed. --proxy={http | socks} Connect via a proxy of the given type: either http for high level protocols such as HTTP or FTP, or socks for a SOCKS (V4 or V5) proxy. --proxy_host={IP_address | DNS_address} IP or DNS address of the proxy to use. --proxy_port=port_number Proxy port number to connect to. Note: If you want to install packages for an operating system different from the current machine, set the REPO_OS_OVERRIDE environment variable to either "windows", "macosx", or "linux". [{ "type": "thumb-down", "id": "missingTheInformationINeed", "label":"Missing the information I need" },{ "type": "thumb-down", "id": "tooComplicatedTooManySteps", "label":"Too complicated / too many steps" },{ "type": "thumb-down", "id": "outOfDate", "label":"Out of date" },{ "type": "thumb-down", "id": "samplesCodeIssue", "label":"Samples / code issue" },{ "type": "thumb-down", "id": "otherDown", "label":"Other" }] [{ "type": "thumb-up", "id": "easyToUnderstand", "label":"Easy to understand" },{ "type": "thumb-up", "id": "solvedMyProblem", "label":"Solved my problem" },{ "type": "thumb-up", "id": "otherUp", "label":"Other" }] Content and code samples 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 2021-08-05 UTC. Download SDK Manager via NVONLINE with one of these two following methods: Turn on active filters by enabling the Show Groups Only option, then click the hyperlink for NVIDIA SDK Manager. In the search field, type "SDK Manager" and click Search. Locate and click the hyperlink for NVIDIA SDK Manager. Download the file to your host machine operating system. From a terminal, install the SDK Manager via one of the following methods. Ubuntu host: install the Debian package. sudo apt install ./sdkmanager_[version]-[build#]_amd64.deb CentOS host: install the RPM package. CentOS 8.0 or 8.2:sudo dnf install ./sdkmanager_[version]-[build#].x86_64.rpmCentOS 7.6:sudo yum install ./sdkmanager_[version]-[build#].x86_64.rpm You can start SDK Manager using one of the following two methods: Launch SDK Manager from the Ubuntu launcher. Open a terminal and launch SDK Manager with the following command:sdkmanager To obtain the Android SDK, Android Studio is required by default. However, Android Studio sizes 772 MB and still download of the others needed tools.For those that want to have only Visual Studio Code as mobile development IDE, they can get just the Android Command Tools.1. Download Android Command Tools:Visual Studio Code is highly recommended to use with Android Command Tools.1.1 Check for the correct “commandlinetools***” file download:2. Create a Development Tools directory in your home directory, called DevTools (or use an appropriate name):TIP: Use that directory to install any others development tools, software development kits et all.3. Create a sub-directory, into DevTools, called Android:It’s necessary to locate all ANDROID SDK subdirectories.2.1 Create another sub-directory, into Android, called cmdline-tools:3. Extract the “commandlinetools-linux-***.zip” file into a specific directory: cmdline-tools:3. Move tools directory into the cmdline-tools directory:Next to it will be the other sub-directories of the Android SDK. Since commandlinetools is just an Android tool, as well as the others that will be on the side.3.2 Check for the tools was moved successful:5. Set the path of Android SDK directory in the Ubuntu environment variables. Edit the following file:5.1 Add to the end of the .bashrc file:TIP: To install and set up JDK (required), read this story.5.2 Reset PATH:6. Testing sdkmanager:7. Listing all packages available:8. Install Platform for Android 29:9. Install Build Tools for Android 29:10. Accept Android Licenses:11. Update Android Packages when necessary:It worked for me. I use Ubuntu Mate 20.04.I hope that works for you too.Thank you! Photo by Glenn Carstens-Peters on UnsplashThe foundation of android mobile development using any library is the “Android SDK”. Android SDK is the prerequisite for building android apps, be it via native Kotlin, or other popular libraries like React Native and Flutter.Now I’ve been building apps using React Native for about 4 years now, and didn’t have any need for a full-fledged Android Studio IDE other than to install SDK(s) and emulator(s). Also I’ll be honest, it’s a big IDE, till last month I was using a early 2015 macbook air with 128G of storage, so you can guess yourself how precious the space was to me.Also, I like using command line as much as I can, because for me, it’s easier than the GUI (debatable, I know, but we all have our preferences).So I looked for a way to install Android SDK and other stuff, without installing the “Android Studio”, and I found it. Fortunately, Google has provided us with Android Command-Line Tools. So in this article I would like to show you how you can set it up.PrerequisitesFor this guide I assume you’ve already installed the Java JDK of your choice. I’d suggest installing openjdk8, as it is prime choice for Android development, You can install it via commands below.For Mac -For Linux -You may download and install OpenJDK from AdoptOpenJDK or your system packager.Moving on, follow the Steps below to setup Android tools and install Android SDK.Step 1 — Download the Command Line ToolsYes, Download, instead of directly installing them, I know this is a drag but just bear with me.Click on this link to visit the download page, then to the Command Line Tools Only section, and Download the zip file according to you operating sytem (preferably Linux OR Mac, If you are using windows, switch your OS).Here is the section you need to visit and click on the tools next to your operating systemNow after you’ve downloaded the zip file, move it to your home location i.e. ~/ .Now there’s another way to do this in one step, you can just copy the link to the zip file, then open a terminal window and:Step 2 — Setting up the Android Tools (CLI)Now that you’ve dowloaded the tools zip and moved it to home folder of your system, we can go on ahead on setting them up, so that the CLI is available to you.First we need to create a directory to store the android sdk and other stuff, so open a terminal window and follow the steps:Then we need to move and unzip the tools in android directory we just created:You can change the file name according to yours. At the time this article was written this was the latest zip avaialable (for mac).Now, here’s the tricky part which even confused me the first time I setup android tools.The above created android directory will act as our $ANDROID_HOME so other libraries can access is from the environment variables we’re going to add ahead.After unzipping the content, you will get a directory named cmdline-tools, now follow the next steps carefully.In the android directory:Last command will probably give you a warning, but you don’t need the worry about that.After running the commands above the new directory structure should look like something like this:Step 3 — Adding tools to $PATH.If you don’t have any experience with the environment variable $PATH, this guide will probably give you a start. $PATH is used to tell the terminal where the binaries are to be located, that are defined by user.The file in which you have to append the PATH of the tools is in your home directory ~. for a bash terminal it’s .bash_profile where as for the newer zsh terminals it’s .zshrc.Now before we can add tools to path we have to add $ANDROID_HOME to the path, to do that just open the .zshrc or .bash_profile in you preffered terminal file editor (nano or vim) and add the following code at the end of the file:After adding the code, save the file, close the terminal window and open a new terminal window (I prefer this way as it makes reloading easier, without extra commands).After you’ve opened a new terminal window just type the following command and hit return/enter.If you see the following progressbar, your tools have setup successfully:If not you can go through the guide and check if you’ve followed the steps carefully. If the probrem persists, feel free to drop in a comment.Step 4 — Installing the Android SDKIf you’ve reached this step, congratulations, the journey ahead is clean and simple.Use the following command to list all the available sdks, platform-tools, build tools, emulator, ndks and what-not.To install the package you want, just copy the package name and install:The basic packages you should install are, platform-tools, platforms;android-29 , build-tools;29.0.2 , emulator .This will install all the basic necessary tools you’ll require to start up your android development.If you’ve reached here, Congratulations, again. You’ve successfully setup your Android Development Environment, without Android Studio. You can use the library you’d like to work with i.e React Native or Flutter etc.Although, the tools above should suffice for building your basic debug app, but, if any other tools are to be installed, the libraries handle the installation automatically for the most part, if not you can follow Step 4.Thanks for Reading.CHEERS!

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