

## CrystaX NDK - Task #1391

### LLVM libc++ directories layout should reflect the same as in Google's NDK

05/14/2016 08:43 PM - Dmitry Moskalchuk

<b>Status:</b>	Open	<b>Start date:</b>	05/14/2016
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Dmitry Moskalchuk	<b>% Done:</b>	0%
<b>Category:</b>	llvm-libc++	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	11.0.0	<b>Toolchain:</b>	
<b>CPU Architecture:</b>		<b>Android version:</b>	
<b>Host OS:</b>			

#### Description

Google's NDK includes just one version of LLVM libc++, while we include several. Our LLVM libc++ instances are located in \$NDK/sources/cxx-stl/llvm-libc++/\$LLVM\_VERSION, whereas in Google's NDK it reside in \$NDK/sources/cxx-stl/llvm-libc++ (note absent \$LLVM\_VERSION at the end). Unfortunately, Android Studio gradle plugin looks in hard-coded path \$NDK/sources/cxx-stl/llvm-libc++ when specifying c++\_shared as C++ Standard Library implementation. MS Visual Studio do the same. So we should keep the same directory layout (keeping there "default" LLVM libc++) to make AS and VS happy, even though it looks ugly.