

## CrystaX NDK - Bug #358

### Native Debugging in Eclipse fails with ndk r8-crystax-1

05/28/2013 12:17 PM - Timo Bußhaus

<b>Status:</b>	Closed	<b>Start date:</b>	05/28/2013
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Alexander Zhukov	<b>% Done:</b>	100%
<b>Category:</b>	build	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	10.2.0	<b>Android version:</b>	
<b>CPU Architecture:</b>	armeabi	<b>CrystaX Version:</b>	
<b>Host OS:</b>	Windows		
<b>Toolchain:</b>	gcc-4.6, gcc-4.7		

#### Description

I switched the NDK from android-ndk-r7-crystax-5.beta3 to the new android-ndk-r8-crystax-1 and native debugging in Eclipse fails with the error message:

Failed to execute MI command:

-file-exec-and-symbols C:/Projekte/Android/CISdroid\_unstable/CISdroid/obj/local/armeabi/app\_process

Error message from debugger back end:

I'm sorry, Dave, I can't do that. Symbol format `elf32-littlearm' unknown.

#### History

##### #1 - 07/19/2014 07:01 AM - Dmitry Moskalchuk

- Target version set to 10.0.0

##### #2 - 11/26/2014 07:34 PM - Alexander Zhukov

- Assignee set to Alexander Zhukov

##### #3 - 12/18/2014 06:42 PM - Alexander Zhukov

- Status changed from Open to In Progress

##### #4 - 12/28/2014 12:46 PM - Alexander Zhukov

- Target version deleted (10.0.0)

##### #5 - 01/18/2015 05:53 PM - Dmitry Moskalchuk

- Priority changed from Normal to High

##### #6 - 01/22/2015 06:24 PM - Alexander Zhukov

- Target version set to 10.2.0

##### #7 - 01/29/2015 03:57 PM - Alexander Zhukov

- Status changed from In Progress to Done

- % Done changed from 0 to 100

Debugging with ndk-gdb from a command line works now for all supported platforms, i.e linux, mac, windows.

Debugging with Eclipse does not work because of ADT plugin issues.

See this topic for example: <https://code.google.com/p/android/issues/detail?id=57865>

NB Debugging with Eclipse does not work for Google's NDK too as of r10d.

##### #8 - 01/29/2015 03:58 PM - Alexander Zhukov

- Status changed from Done to Closed