Install adb and fastboot

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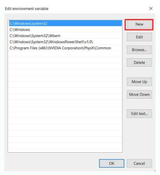

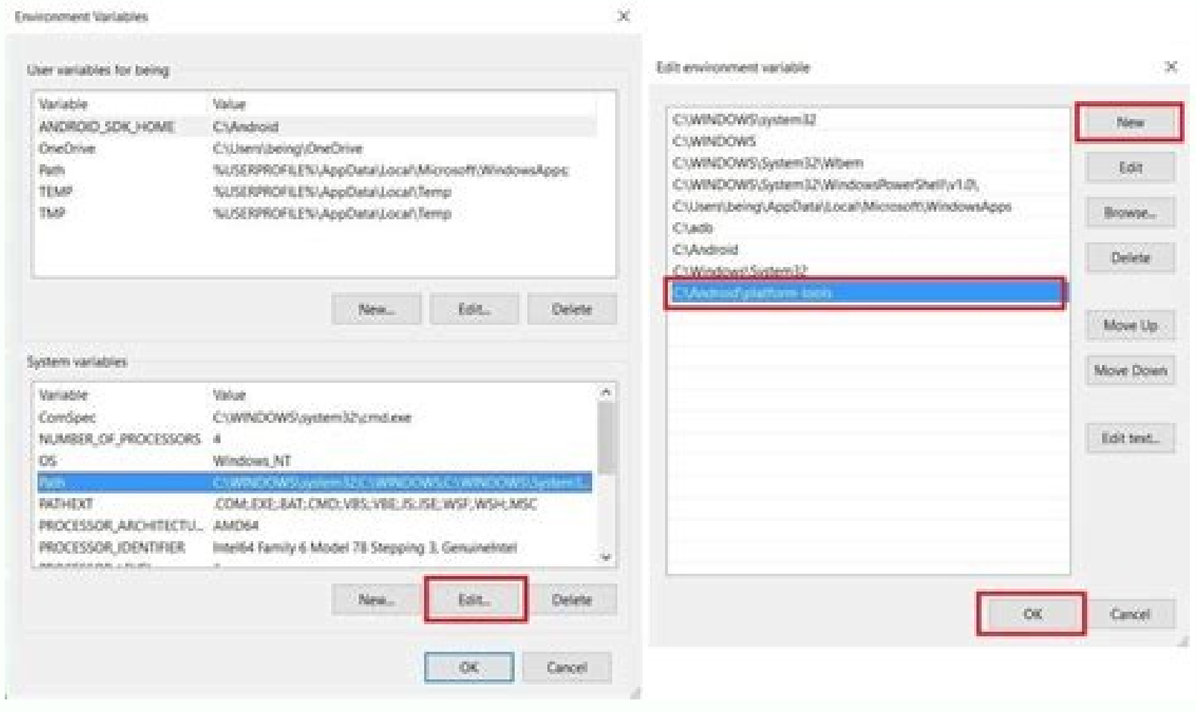

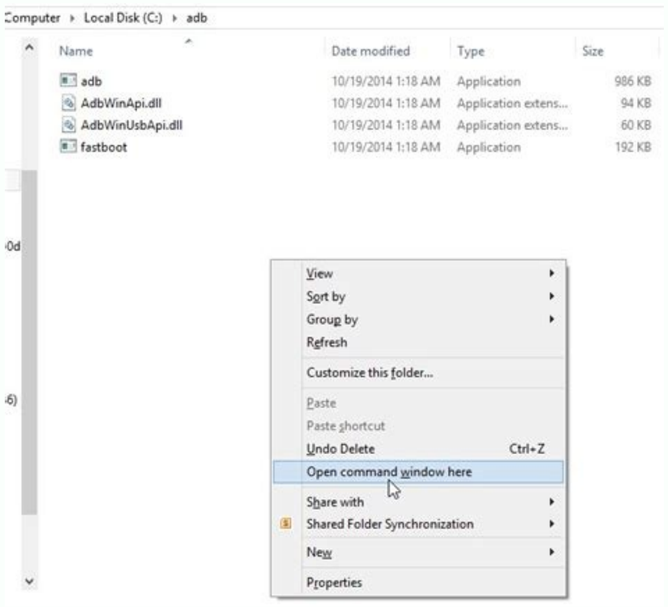

Install adb and fastboot on kali linux. Install adb and fastboot windows 7. Install adb and fastboot on mac. Install adb and fastboot for android. Install adb and fastboot linux. Install adb and fastboot in windows. Install adb and fastboot in termux. Install adb and fastboot ubuntu.

Android SDK Platform-Tools は Android SDK のコンポーネントです。 Android プラットフォームとインターフェースするツール (主に adb と fastboot) が含まれます。 Android アプリの開発には adb が必要ですが、アプリ デベロッパーは通常、Studio がインストールするコピーのみを使用します。このダウンロードは、Studio をインストールせずに、コマンドラインから直接 adb を使用する場合に便利です (Studio をすでにインストールしている場合は、Studio がそのコピーを自動的に更新するので、インストール済みのそのコピーを使用することもできます) 。デバイスのブートローダーのロックを解除し、新しいシステム イメージを書き込む場合は、fastboot が必要です。このパッケージには以前 systrace が含まれていましたが、非推奨となり、Studio Profiler、gpuinspector.dev、Perfetto に置き換えられました。 adb と fastboot の新機能の中には、Android の最近のバージョンでしか使用できないものもありますが、下位互換性があるため、最新バージョンの SDK Platform-Tools があれば十分です。例外が見つかった場合は、バグを報告してください。 ダウンロード Android デベロッパーは、最新の SDK Platform-Tools を Android Studio の SDK Manager から、または sdkmanager コマンドライン ツールから取得する必要があります。これにより、SDK Platform-Tools が他の Android SDK ツールとともに適切な場所に保存され、更新が容易になります。 ただし、以下のコマンドライン ツールが必要な場合は、以下のリンクをご使用ください。 SDK Platform-Tools for Windows をダウンロード SDK Platform-Tools for Mac をダウンロード SDK Platform-Tools for Linux をダウンロード これらのリンク自体は変更されませんが、リンク先の内容は常に最新バージョンのツールになります。 改訂 33.0.3 (2022 年 8 月) adb adb root の最初の試行が失敗した場合は、再試行しなくなりました。 トラック デバイスの重複エントリを修正しました。 受信ウィンドウ処理を追加しました (高レイテンシの接続でのスループットを向上) 。 「複数のデバイス」に関連する失敗でのエラー メッセージをさらに具体的にしました。 予期しない逆方向のリクエストを拒否するようにしました。 Windows の install-multi-package を修正しました。 fastboot SDK Platform-Tools に含まれる e2fsdroid を削除しました。 成功時に OemCmdHandler のリターン メッセージが出力されるようになりました。 33.0.2 (2022 年 5 月) fastboot vendor_kernel_boot パーティションのサポート。 33.0.1 (2022 年 3 月) adb Windows mdns で発生するクラッシュの問題を修正しました。 古いデバイスでの enable-verity/disable-verity を修正しました。 古いデバイスでの「複数インストール」の問題を修正しました。 サポートされているすべての圧縮方法が含まれるように、ヘルプ出力を改善しました。 systrace 削除しました。代わりに Studio Profiler、gpuinspector.dev、または Perfetto を使用してください。 33.0.0 (2022 年 2 月) adb 引数なしで実行したときに 32.0.0 で発生するクラッシュの問題を修正しました。 32.0.0 (2022 年 1 月) adb Apple M1 デバイス用のユニバーサル バイナリです。 既知の問題: このバージョンは、引数なしで実行するとクラッシュします。 31.0.3 (2021 年 8 月) fastboot fastboot flashall / update 用の vbmeta_vendor.img のフラッシュがサポートされました。 31.0.2 (2021 年 4 月) adb Linux での vsock への転送がサポートされました。 adb track-devices において、ワイヤレスでデバッグしたデバイスでアップデートがすぐに受信されないバグを修正しました。 mDNS デバイス検出の予備サポートが追加されました (mDNS サービスを別途インストールする必要はありません) 。これはデフォルトで無効になっています。有効にするには、adb サーバーの起動時に環境変数 ADB_MDNS_OPENSCREEN を 1 に設定してください。 fastboot ブート パーティション サイズを取得できない場合に失敗しなくなりました。 カーネル コマンドラインの解析の代わりに、プロパティからデバイスのロック状態を取得するようになりました。 31.0.1 (2021 年 3 月) adb TCP キープアライブの間隔が短縮されました。 増分インストールのパフォーマンスが向上しました。 fastboot 圧縮されたスナップショットのマージのサポートが追加されました。 以前の A/B サポートが復元されました。 31.0.0 (2021 年 2 月) adb 30.0.5 (2020 年 11 月) adb 高速証接続を介して多数のファイルを push するときの adb push のパフォーマンスを改善しました。 Windows での adb push/pull のパフォーマンスを改善しました。 複数の入力を伴う adb push --sync を修正しました。 APK の増分インストールのパフォーマンスを改善しました。 APK の増分インストールのエラー処理を改善しました。 30.0.4 (2020 年 7 月) adb Android 11 以前のデバイスでの APK の非増分インストールへのフォールバックを修正しました。 adb install-multi-package を修正しました。 adb ワイヤレスペア設定に関連するクラッシュをいくつか修正しました。 エラー メッセージをいくつか改善しました。 fastboot fastboot oem コマンドに関するコンソール出力を改善しました。 Nexus 7 などの古いデバイスでの fastboot flashall を修正しました。 30.0.3 (2020 年 6 月) adb Android 11 以前のデバイスで v4 署名スキームで署名された APK のインストールを修正しました。 ADB_VENDOR_KEYS を使用せずに認証するときに発生するクラッシュを修正しました。 adb -H の使用時に発生するクラッシュを修正しました。 30.0.2 (2020 年 6 月) adb adb ワイヤレスペア設定を改善しました。 デバイスの接続前に adb logcat で発生するハングアップを修正しました。 root 権限取得 / root 権限解除 / 再起動後にデバイスが表示されなくなるのをスクリプトが安全に待つことができるように、adb transport-id を追加しました。 30.0.1 (2020 年 5 月) adb adb mdns 自動接続をデフォルトで無効にしました。これは、ADB_MDNS_AUTO_CONNECT 環境変数で再度有効にできます。 Android 10 以降のデバイスで adb install-multi のパフォーマンスを改善しました。 TCP で接続されたデバイスで adb root/unroot を使用するときに発生するタイムアウトを修正しました。 ワイヤレスペア設定のサポートを更新しました。 30.0.0 (2020 年 4 月) adb ワイヤレスペア設定に対する初期サポートを追加しました。 APK の増分インストールのサポートを追加しました。 Android 11 デバイスで使用する場合の、adb {push, pull, sync} の圧縮に対するクライアント側のサポートを実装しました。 高速証接続での adb push のパフォーマンスを改善しました。 Windows での push / pull のパフォーマンスを改善しました。 29.0.6 (2020 年 2 月) adb Android 11 デバイスで使用する場合の adb ls の 64 ビットサイズと時間をサポートしました。 POSIX での ::1 のリッスンをサポートしました。 WinUSB 記述子を公開する WinUSB デバイスのクライアント サポート (Android 11 に必要) で、USB ドライバのインストールが不要になりました。 実際はファイルではないものに adb install を使用するときに発生するハングアップを修正しました。 29.0.5 (2019 年 10 月) adb 同時接続を多数使用する場合の Linux でのパフォーマンスを改善しました。 開発中に APK を増分更新するために、--fastdeploy オプションを adb install に追加しました。 29.0.4 (2019 年 9 月) adb LLDB でのネイティブ デバッグ タイムアウトに関する修正プログラム (問題 #134613180 を参照) 。idea.log ファイルで確認できる AdbCommandRejectedException を引き起こす Android Studio Profiler の関連バグも修正されます。 29.0.3 (2019 年 9 月) adb adb forward --list は複数のデバイスが接続された状態で機能します。 Windows でデバイスがオフラインになる問題を修正しました。 adb install 出力とヘルプテキストを改善しました。 ポートを指定しない、以前の adb connect の動作に戻しました。 29.0.2 (2019 年 7 月) adb Windows ヒープの整合性が失われる問題を修正しました。 fastboot 近日発売予定のデバイスのパーティション レイアウトに対するサポートを追加しました。 29.0.1 (2019 年 6 月) adb Windows のクラッシュに関する修正プログラム (ﷺ 29.0.0 (2019 年 6 月) adb adb reconnect は Linux で USB リセットを行います。 Linux で新しい adb サーバーに接続するとき、adb はサーバーを強制終了して古いサーバーを起動するのではなく、新しいバージョンのサーバーを透過的に起動しようとします。 adb root は、接続が解除された後、デバイスが再接続されるまで待機します。 以前は、デバイスの接続が解除されたことを adb が認識する前に adb wait-for-device が開始されると、直ちに adb root; adb wait-for-device が誤って返されることがありました。 fastboot fastboot が macOS でタッチバーまたはキーボードを起動しようとしたときに表示されるエラー メッセージが表示されなくなりました。 28.0.2 (2019 年 3 月) adb エラー メッセージ「Connection reset by peer」が表示される原因となる adb shell のポート転送の不安定性を修正しました。 デバイスの再接続時の ADB_VENDOR_KEYS による認証を修正しました。 認証に使用する秘密鍵と公開鍵が一致しない場合の認証を修正しました。これらの鍵が一致することを前提とするのではなく、秘密鍵から公開鍵を計算します。 fastboot 動的パーティションに対するサポートを追加しました。 Windows の要件の更新 プラットフォーム ツールが Windows ユニバーサル C ランタイムに依存するようになりました。Windows ユニバーサル C ランタイムは通常、デフォルトで Windows Update によってインストールされます。DLL が欠落しているエラーが表示される場合、ランタイム パッケージを手動で取得してインストールする必要が生じることがあります。 28.0.1 (2018 年 9 月) adb TCP 接続の再接続に対するサポートを追加しました。接続が解除されると、adb は接続を放棄する前に最大 60 秒間再接続を試みます。 Windows での Unicode コンソール出力を修正しました (社外の Spencer Low 氏にご協力いただきました) 。 ファイル記述子の double-close を修正しました (adb connect が同時に存在する場合、接続が解除されます) 。 接続されている複数のデバイスを指定した場合の adb forward --list を修正しました。 fastboot 処理の遅い bootloader コマンドのサポートを強化するために、コマンドのタイムアウトを 30 秒に延ばしました。 28.0.0 (2018 年 6 月) adb: Android P が搭載されているデバイスでのチェックサムの不要な処理に対するサポートを追加しました。これにより、スループットが最大 40% 向上します。 接続タイプとデバイス シリアル番号で adb devices の出力を並べ替えることができます。 ソケット リッスンのバックログを拡張し、同時に実行できる adb コマンドを増やしました。 adb connect のエラー出力を改善しました。 fastboot: 出力形式を改善し、詳細出力モード (-v) を追加しました。 ヘルプの出力を整理しました。 fastboot flashall によってフラッシュされるパーティションのリストに product.img と odm.img を追加しました。 ファクトリー イメージのパッケージで特定のパーティションに対するサポートを要求できるようにすることで、非常に古いバージョンの fastboot を使用する場合に新しいデバイスがブリックされないようにしました。 27.0.1 (2017 年 12 月) adb: USB 3.0 でデバイスを接続する際に発生する MacOS でのアサーション エラーを修正しました。 fastboot: Windows に関して、F2FS (Flash-Friendly File System) を使用するデバイスをワイプするためのサポートを追加しました。 27.0.0 (2017 年 12 月) 26.0.1 で修正したものの 26.0.2 で再び発生した、macOS 10.13 の fastboot のバグを再修正しました。 26.0.2 (2017 年 10 月) Pixel 2 デバイスに対する fastboot のサポートを追加しました。 26.0.1 (2017 年 9 月) macOS 10.13 High Sierra での fastboot の問題を修正しました (バグ 64292422) 。 26.0.0 (2017 年 6 月) Android O の最終版 SDK (API レベル 26) のリリースに伴うアップデートを行いました。 25.0.5 (2017 年 4 月 24 日) Windows での大規模なアップデートの adb sideload を修正し、「std::bad_alloc」として明示しました (バグ 37139736) 。一部の Windows ファイアウォールでの adb の問題を修正し、「cannot open transport registration socketpair」として明示しました (バグ 37139725) 。 adb --version と fastboot --version の両方にインストール パスが含まれるようになりました。 誤って設定された VPN を回避するために、localhost を解決しないように adb を変更しました。 Linux において USB デバイスをリセットしないように adb を変更しました (リセットすることで、接続済みの他の USB デバイスに影響する可能性がありました) 。 25.0.4 (2017 年 3 月 16 日) 実験用の libusb サポートを Linux と Mac の adb に追加しました。 libusb バックエンドを使用するには、新しい adb サーバーを起動する前に環境変数 ADB_LIBUSB=true を設定します。新しい adb host-features コマンドを実行すると、libusb を使用しているかどうかがわかります。 libusb を使用して adb を再開し、libusb が動作していたことを確認するには、adb kill-server; ADB_LIBUSB=1 adb start-server; adb host-features を使用します。出力に「libusb」が含まれるはずです。 このリリースでは、以前の libusb 以外の実装はデフォルトのままになっています。 fastboot による 2016 MacBook Pro のハングが発生しなくなりました (バグ 231129) 。 Mac での Systrace コマンドライン キャプチャを修正しました。 25.0.3 (2016 年 12 月 16 日) Android Things デバイスがフラッシュできなくなる fastboot のバグを修正しました。 25.0.2 (2016 年 12 月 12 日) Android N MR1 安定版リリース (API 25) に伴うアップデートを行いました。 25.0.1 (2016 年 11 月 22 日) Android N MR1 Developer Preview 2 (API 25) のリリースに伴うアップデートを行いました。 25.0.0 (2016 年 10 月 19 日) Android N MR1 Developer Preview 1 (API 25) のリリースに伴うアップデートを行いました。 24.0.4 (2016 年 10 月 14 日) ADB と Mac OS Sierra の問題に対処するためにアップデートを行いました。 ダウンロードする前に、次の利用規約に同意する必要があります。 This is the Android Software Development Kit License Agreement 1.1 The Android Software Development Kit (referred to in the License Agreement as the "SDK" and specifically including the Android system files, packaged APIs, and Google APIs add-ons) is licensed to you subject to the terms of the License Agreement. 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