

If you have problem (i.e., missing libGL) of starting the Android Virtual Devices successfully on workstations in the lab (e.g. CO246), please follow the instructions below to solve.

Step. 1

Run a new terminal.

Step. 2

```
mv ~/Android/Sdk/tools/lib64/libstdc++/libstdc++.so.6{,.bak}
```

```
mv ~/Android/Sdk/tools/lib64/libstdc++/libstdc++.so.6.0.18{,.bak}
```

```
ln -s /usr/lib/libstdc++.so /vol/as/ ecs_acount/Android/Sdk/tools/lib64/libstdc++/
```

NOTE: Please change the red line part to your own SDK path, for example,
“/vol/as/**achen**/Android/Sdk/tools/lib64/libstdc++/”