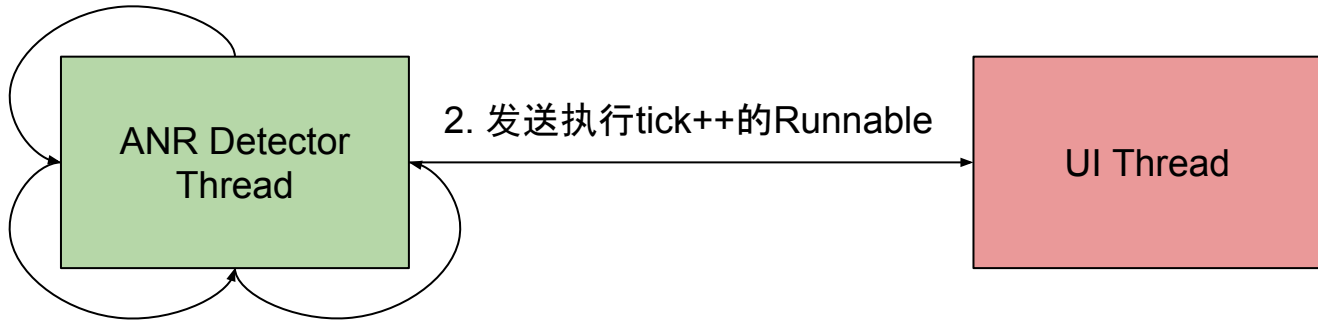


1. 保存tick到lastTick



3. 睡眠5s

4. if (tick == lastTick) throw ANRError