

Long ago, we used to track which commits were “bad” (had known serious regressions). We have since stopped tracking builds in this manner. This page is a historical record of which commits we considered “bad”.

1.25.0-8.0.pre

- flutter build apk fails #72627

1.21.0-5.0.pre

- Dart SDK reports wrong version, violating flutter_tools version constraint #62174

1.20.0-7.0.pre

- Motion events are not getting dispatched to the virtual display #61169

1.19.0-2.0.pre - 1.20.0-1.0.pre

- Windows users without git installed cannot use any flutter commands that require it #57802 and was fixed in #59369.

1.18.0-8.0.pre

- --start-paused broken due to in-progress VM service migration. Bug has since been fixed.

1.18.0-7.0.pre - present

- Web benchmark regression bench_picture_recording #55597 #55389

1.17.0-dev.0.0 - 1.18.0-5.0.pre

- New version format not reported correctly to flutter doctor and FlutterUsage #54160 fixed in 19c894 but not yet published.

1.17.0-dev.0.0

- Version format not parsed by Flutter tool #53688
- MacOS artifacts not signed

v1.15.4 - 1.16.3

- Text disappear while typing on Samsung keyboard #53086

v1.15.21 - v1.15.22:

- Japanese keyboard input on iOS gets duplicated #52718

v1.15.18 - v1.15.19:

- Unhidden errors following `avoid_catches_without_on_clauses` lint #52272.

v1.15.17 - v1.15.19:

- Git tags fetched too frequently for ordinary Flutter commands where it should not be necessary. #52121

v1.14.4 - v1.15.3:

- `FontWeight` ignored on iOS 13.3: #49492

v1.14.5:

- Calling `compute` without specifying a `debugLabel` in release mode crashes #49601

v1.14.2 - v1.14.5:

- Commit `b67d5ec6e9f4aa42bf420e95be76a572911e645e` unintentionally changed many files #49567

v1.13.9, 1.14.0 - v1.14.1:

- App might crash on startup in release mode #49008

v1.13.0 - :

- `flutter attach` doesn't work on Android if the Flutter engine is already running #52975

v1.12.7 - v1.12.12:

- An mdns lookup failure during tool attach will crash the tool instead of falling back on log scraping #45468

v1.12.4 - v1.12.10

- Flutter framework shows assertion error on showing and dismissing a Flutter Activity or ViewController #45575

v1.12.3 - v1.12.15

- `PageView`'s last page can no longer be swiped to when `viewportFraction` is set to less than 1 #45096

v1.10.15 - v1.12.10

- `ActivityPluginBinding.getLifecycle` unwrapping doesn't work because transitive Android dependencies weren't brought in #45188

v1.12.3 - v1.12.4:

- iOS apps are rejected during App Store submission skia#9657
- Images don't display on iOS #45098

v1.10.15-pre.396 - v1.10.16

- Android plugins using auto registration doesn't work #44161

all versions before v1.10.15:

- Android and IOS Add-to-App apps will crash if a view is presented, dismissed, presented again, and any user interaction occurs #31139

v1.9.2 - v1.10.14

- iOS Apps built with Bitcode will crash on launch #42458

v1.10.8

- `microbenchmarks_stock_build_iteration` regression #41919

v1.10.4 - v1.10.6

- iOS Gesture detector is not working well #40863

v1.9.4 - v1.10.4

- `WidgetsFlutterBinding.ensureInitialized()` takes down splash screen too early #39494

v1.9.2 - v1.9.7

- Soft keyboard can become unresponsive #39182, #39047

v1.9.0

- Platform views do not display on iPhones #38735

v1.7.6 - v1.7.11

- WebView is sized (0,0) for some pages on Android #35291

v1.7.6 - v1.7.7

- `flutter run` yielded a significant amount of log spam #34876

v1.7.0 - v1.7.5

- Applications built with `flutter build appbundle` and `flutter build apk` will crash in add-to-app scenarios (<https://github.com/flutter/flutter/issues/34308>).

v1.7.1

- Any usage of platform views on Android results in a “reply already submitted” error (<https://github.com/flutter/flutter/issues/33866>).

v1.6.1 - v1.6.7

- Android builds get stuck in the splash screen after deploying an APK from an app bundle (generated using `flutter build appbundle`)

v1.5.8 - v1.6.2

- The analyzer suffers from a serious (>10%) performance regression. (<https://github.com/flutter/flutter/issues/32320>)

v1.5.3 - v1.6.0

- When an iOS back swipe gesture is dropped exactly back at the starting edge of the screen, subsequent back swipes stop working (<https://github.com/flutter/flutter/issues/31471>)

v1.5.2 - 1.5.8

- (minor) Engine crashes when confronted with some unconstrained layouts (<https://github.com/flutter/flutter/issues/31650>)

v1.3.10 - 1.5.8

- Selection handles don't appear on iOS (<https://github.com/flutter/flutter/issues/31287>)

v1.4.8 - v1.4.11

- Opacity layer's child transform matrix is not initialized (started from this engine roll), tracking issue: #30586. Fixed in <https://github.com/flutter/engine/pull/8467> (rolled in <https://github.com/flutter/flutter/commit/e09fc3574a8e4d243668c8f7b703378eca0bab24>).

v1.4.0 - v1.4.8

- “Detected problems with API compatibility” dialog shows on Android P (started at <https://github.com/flutter/flutter/commit/697a2a828fce98ec5cfd9dd2fdb34ccd200e38a>), tracking issue: #30395. Fix was rolled at <https://github.com/flutter/flutter/commit/d639883c5b72e6166c8>
- Error message for setting `PaintingBinding.shaderWarmup` too late #30145 may cause diffs in some (racy?) driver tests.

v1.3.14

- `flutter upgrade` will stash changes in the user’s project folder.

v1.3.9 - v1.3.13

- Android Emulator renders a white screen on first frame or after resuming from background until interaction with app or hot reload/restart (<https://github.com/flutter/flutter/issues/29679>)

v1.3.9

- Android crash on `FlutterView.getAccessibilityNodeProvider` due to NPE (<https://github.com/flutter/flutter/issues/29203>)

v1.2.2

- Android crash on startup in `FlutterView.sendLocalesToDart` on API < 24 (<https://github.com/flutter/flutter/issues/28321>)

v1.1.1 - v1.1.2

- Bad vector graphics caused by a Skia regression (<https://github.com/flutter/flutter/issues/25426>)

v0.11.6 - v0.11.9

- Suffers from splash screen not loading properly for iOS apps (<https://github.com/flutter/flutter/issues/24563>)

v0.10.3 - v0.11.6

- Suffers from hot reload flakiness (<https://github.com/flutter/flutter/issues/24400>)

v0.10.0 - v0.11.1

- Workflows that require customizing the underlying `android` or `ios` apps and newly created apps using `cupertino_icons` are broken by #22565.

v0.10.0

- The `colorScheme` of `ButtonTheme` and `minWidth` of `MaterialButton` are not properly handled. See [#22789](#), [flutter/flutter#22880](#), and [flutter/flutter#22919](#)

v0.9.6

- Copy/pasting broken on iOS in material apps, see [#22624](#).

v0.9.5 - v0.9.6

- Upload to iOS app store is broken, see [#22306](#).

v0.5.2 - v0.5.6

- Dart VM crashes on certain eval calls, see [#18573](#).

v0.4.2

- Windows-specific bug in which `android_arm` release/profile snapshots build with `hardfp` when they should use `softfp`, see [#17387](#).

v0.3.1 - ???

- Accessibility on iOS is broken, see [#16904](#).

v0.2.10 - v0.2.11, v0.3.0

- iOS release binary sizes are bloated with image encoding support. The fix required an API update to `Image.toByteData()`. Since the API containing the image encoding was immediately changed, we don't want to release the bad API. [#16537](#)

v0.2.9

- Android license status shows as “unknown” with certain Android SDK versions. [#16228](#)

v0.2.4 - v0.2.6

- Flutter tool invocation from `xcode_backend.sh` never exits. [#15944](#)

v0.2.5

- Tooltip of FAB doesn't end up as semantics label of FAB [#16063](#)

v0.2.4

- Crash when doing full restart that spawns an isolate. #15894
- Default `TabBar indicatorColor` doesn't contrast with its background. #15958

v0.1.6 - v0.1.8

- `flutter test` loads test forever when run with `--preview-dart-2`. #14931

v0.0.23 - v0.1.4

- Android Gallery gradle build fails on tagged commits without the `-pre.x` suffix. #14912

v0.1.1 - v0.1.2

- Contain Dart SDK version `2.0.0-dev.23.0`, which suffers from `dart-lang/sdk#32172` and manifests to the user as #14696.
- Suffer from #14751. They don't yet contain the change that unified the engine Dart SDK and the flutter tool Dart SDK, but these releases are prone to a different manifestation of the same problem with pub's version resolver checking the flutter tool's Dart SDK version and then running code against the engine Dart SDK version.

v0.0.22

- Anecdotally, we've seen people complain more when using v0.0.22 than v0.0.21.