android

Android Open Source Project - Issue Tracker

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☆ **Issue 13189**: **Orientation does not change from landscape to portrait on Emulator on 2.3**

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Status: Declined
Owner: _to...@android.com_
Closed: Jun 2013

Type-Defect
Priority-Medium
ReportedBy-Developer
Component-Tools
Subcomponent-Tools-emulator

Add a comment below

Reported by cspeche...@gmail.com, Dec 14, 2010

```
Host OS: Windows 7
SDK tools version :  revision 8
Eclipse version: 3.5
ADT plug-in version: 8.0.1
Platform targeted by your project: 2.3
Version of the platform running in the emulator:2.3

STEPS TO REPRODUCE:
1. Activity 1 (no screen orientation) -
   Activity 2 (screen orientation = landscape)

2. Going from Activity 1 to 2 works fine. Pressing back changes the orientation of
Activity 1 to landscape


EXPECTED RESULTS: Activity 1 should be in portrait mode

OBSERVED RESULTS: Behavior is observed only in gingerbread, works as expected on froyo.
```

#1 yyyyaaaa...@gmail.com   Dec 20, 2010

[FYI] related thread in Android Developers Group
http://groups.google.com/group/android-developers/browse_thread/thread/2b751cfc6a946b8b/

#2 eugen.co...@yahoo.co.uk   Dec 20, 2010

It would be nice if we could get a confirmation from the developement team if this
happens only on the emulator (and therefor it is a bug in the emulator code only) or it
also happens on the live Android 2.3 devices (making it a bug in the OS code).
I don't think that app developers like me will get their hands on Android 2.3 device
very soon, since Gingerbread has just been released.

#3 rob.cobb...@gmail.com   Jan 2, 2011

One interesting point: the Contacts app seems to handle rotation correctly (and not only
the app, but the skin as well, are redrawn).
Maybe the Contacts app does something special that no other app does?

#4 ralf%and...@gtempaccount.com   Jan 13, 2011

(No comment was entered for this change.)

   Status: Unassigned
   Labels: Subcomponent-Tools-emulator

#5 eugen.co...@yahoo.co.uk   Jan 26, 2011

Does the labeling "Subcomponent-Tools-emulator" mean that this bug is present in the

emulator only, and everything works fine on the real live devices ?

#6 xav%andr...@gtempaccount.com   Jan 26, 2011

Yes. this is an emulator only bug.

#7 tee.ay...@gmail.com   Jan 27, 2011

This problem persists with ADT plugin 9.0. SDK tools revision 9. Android 2.3.1.

#8 tee.ay...@gmail.com   Feb 23, 2011

This problem persists with ADT plugin 10.0.

#9 giorgio....@gmail.com   Mar 23, 2011

This problem persists with ADT plugin 10.0.1.

#10 markusga...@googlemail.com   May 12, 2011

In Gingerbread this can be even easier be reproduced:
  - Start emulator in landscape mode
  - Start browser
  - Rotate to portrait mode (Ctrl+F11)
The browser remains in (rotated) landscape mode. All applications that either do not
define an orientation or base their orientation on sensors fail.

The reason for this is the missing sensor support in the Gingerbread emulator. From
FroYo to Gingerbread Google has modified a lot of the sensor handling.
Alas they haven't updated the emulator part so the sensor emulation will not be used
anymore. You can also see this in the logcat at emulator startup:
    D/SensorService(65): nuSensorService starting...
    E/SensorService(65): couldn't open device for module sensors (Invalid argument)

So the current sensor implementation for the emulator (/system/lib/hw
/sensors.goldfish.so) is still based on the FroYo HAL and does not work with the updated
Gingerbread HAL which is the problem.
A fixed version is already available on the AOSP master branch however didn't make into
an official release.

#11 i...@livedefinition.com   Sep 19, 2011

Any news on this issue?

#13 MartyMacGyver@gmail.com   Sep 26, 2011

I'm seeing the same issue and I built off the very latest platform_external_qemu code
just yesterday (which has some changes since r13 of the SDK). I'm curious where exactly
the fix is on the master branch that's referred to above.

#14 rachana....@gmail.com   Oct 14, 2011

hey hi.....i am quiet new to android....
what problem i am facing is when my code is executed 1st screen can be seen perfectly
with landscape view...
but from 2nd screen onwards it is showing data in horizontal manner....
and if i try to change it to portrait then it shows in reverse manner.....
i.e. i have to read data from down to up........
can anybody help me??
BTW i am using android platform 2.2......my senior has developed in this platform
only.........
images are attached with this......

📎 **Landscape-PortraitView.docx**
1.5 MB   Download

#15 ovojemoj...@gmail.com   Dec 28, 2011

is there any progress on this problem?

any solution?

#16 grantsan...@gmail.com   Feb 28, 2012

Workaround: Press the home button, then reopen your app.

Works because the gravity sensor is reset.

#17 cbalme...@gmail.com   Mar 16, 2012

Top most IT company on the earth and they don't get enought people to fix so simple
bugs... Please Google, do not make the same mistakes as Micro$oft did.

#18 tienmanh...@gmail.com   Mar 29, 2012

Has this problem had any solution yet?
It makes me somewhat uncomfortable :(

#19 jiten...@hinkhoj.com   Mar 31, 2012

I have this issue from landscape to portrait. I searched lot of things

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#20 alexande...@gmail.com   May 3, 2012

Same problem here on Mac using 2.3.3 Google APIs.
Will there ever be a fix?

#21 john.k....@gmail.com   Jul 24, 2012

based on comment #10, and based on orientation working for me in the emulator for AVDs
based on 3.1, 3.2 and 4.1, the fix seems to have sort of made it in … but as mentioned
in comment #20, i am having this problem in a 2.3.3 based AVD. if there's a setting
workaround i could place in one of my ~/.android/avd/dev/*config* files or a patch i
could apply to my source or something, i'll do it. a lot of Me, too!'s here even with
the box to the right. seems like a pretty (UN)popular problem …

#22 piotr.za...@gmail.com   Aug 25, 2012

These f*** made a lot of emulator bugs ON PURPOSE, because I don't believe they are so
stupid.

4.x not starting (memory failures), keyboard support gone, acccelerator not works and
many more. And SPEED - my god, it is almost unusable! THOUSANDS of developers reports
bugs like these for years. Response - zero.

I will be not suprised if they remove emulators support at all. All for your own good,
because you should go and buy Nexus 7.

Microsoft at least knows how to make WORKING, and WORKING FAST emulators.

#23 mindgame...@gmail.com   Aug 25, 2012

Wrote two apps for Android. Used actual phones for both. Emulator just does not
represent the actual phone. It fails to emulate so to speak. Slow, and in some cases
just plain wrong. Rubbish platform, rubbish tools and rubbish phones. Google's attempt
to copy Apple failed miserably. iOS bebe. Perfection itself.

#24 simfel...@gmail.com   Sep 3, 2012

I see where this came from. This is likely to discourage developers to release for
Gingerbread and enforce ICS/Jellybean.
Well, know that I'll use my device for testing instead of the emulator, and I encourage
anybody else reading this to do so.

#25 janitha....@gmail.com   Sep 19, 2012

No solutions? So I'm assuming all of us who develop for 2.3 have used an actual phone to
test the apps?

#26 glenview...@gmail.com   Sep 20, 2012

You can set the orientation with Robotium using
solo.setActivityOrientation(Solo.LANDSCAPE). If you're not using Robotium, you can set
your orientation programmatically from within your tests via
activity.setRequestedOrientation(ActivityInfo.SCREEN_ORIENTATION_LANDSCAPE);

I'm not sure why you'd ever want to do your testing manually with your hands and
keyboard every time you update your app.

#27 yuva...@gmail.com   Dec 9, 2012

It is a really annoying bug in 2.3.3
I moved to 4.0.3 (API 15) and the rotation works fine there

#28 jos...@gmail.com   Dec 9, 2012

Wouldn't be a very big issue, but Android 2.3.3 usage is still at 50.6%.

#29 dh.LoTan   Jan 4, 2013

Just confirming that this issue still exists as of 2013.

#30 tuba.li...@gmail.com   Feb 7, 2013

still exists... :(

#31 android....@gmail.com   Feb 17, 2013

still exists in Feb 17,2013... :(

#32 jos...@gmail.com   Feb 17, 2013

Just let it go, guys. Android 2.3.3 usage is declining and clearly this bug will never
be fixed.

Project Member **#33** sba...@google.com   May 20, 2013

Sorry, I know this is still affecting developers, and I also know there wasn't any
action on this for the longest time, but realistically we won't be fixing the 2.3.3
emulator -- we just don't have the resources to fix problems in old OS versions. I'm
marking it as fixed because it works correctly in newer emulators, at least.

  Status: Released

#34 john.k....@gmail.com   May 20, 2013

marking it fixed because it won't ever be fixed? who let dilbert's phb into mark status
on android issues?

realistically, shouldn't it be left open so that those who are having the issue on 2.3
emulators know that the problem still exists … and so that they don't think the problem
has been fixed in 2.3 emulators until they read all 33 comments, and end up thinking the
problem is in their own code, and end up coding poorly around it?

#35 modak.ni...@gmail.com   May 20, 2013

Marking it fixed + released is just weird. Make it NA or keep it open!

#36 janitha....@gmail.com   May 20, 2013

Agreed! I'll be pretty pissed to find out after reading so many comments
that it's not actually solved. Keep it open.

#37 br...@airtechsolutions.biz   May 20, 2013

Yup

Project Member #38 r...@android.com   May 21, 2013

(No comment was entered for this change.)

   Status: NotFixed

#40 renanfra...@renanmobile.com   May 21, 2013

That's why we like you so much Googlers! You listen to us... Thats why i trust on
Google!

Thanks

#41 jbq@android.com   Jun 23, 2013

Far clarity, I'm marking this as Declined, because NotFixed is not a standard status.
The implications are the same: we don't intend to re-release an emulator image of 2.3.x

   Status: Declined

#42 minto5...@gmail.com   Jul 26, 2013

after rapidly pressing the Ctrl+F12 and Ctrl+F12 the screen returns to landscape
mode,and a moment later it goes to the previous state,my guess is that the emulated
gravity sensor is not working properly,so if any of u developers code the .sensor file
and push it into the emulator it may work,

#43 reuben.s...@gmail.com   Nov 22, 2013

This issue is still present in the 4.4 emulator (QVGA screen h/w keyboard off) a mere
three years after the problem was first reported.

I am reminded yet again that free software is only free if your time has no value.

#44 dseab...@gmail.com   Today (15 hours ago)

Why was this bug given status "declined"? This is a serious bug that affects project
development and should be high priority to fix.

#45 jiangzha...@gmail.com   Today (14 hours ago)

Still is a bug in 4.4.2 emulator,who can tell me why? It almost gets my mad.

#46 louis.st...@gmail.com   Today (14 hours ago)

Google is a search company, not a software company. This is evident from their actions

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#47 paul.sid...@gmail.com   Today (11 hours ago)

I am a new learner and have started practising using Android emulator 4.4.2 API Level
19. When comes to orientation, after pressing Ctrl+F11 (on Windows 7), the application's
viewgroup and the views are not getting displayed on the landscape orientation, though
the app is behaving as expected in Portrait orientation. Please provide us the possible
solution.

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orientation_error.png
194 KB View Download
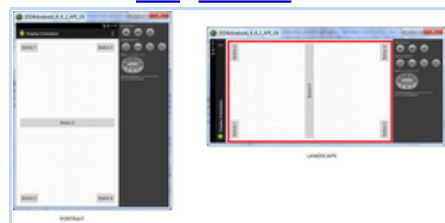
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