Title:

Crash at the second launch

Preconditions:

Install the application on Android
The device is connected to the Internet

Steps:

1. Launch the App Ex Me
2. Collapse the App
3. Close the App from collapsed
4. Launch the App from the home page

Actual result:

The App is crashed.

Expected result:

The App is successfully opened.

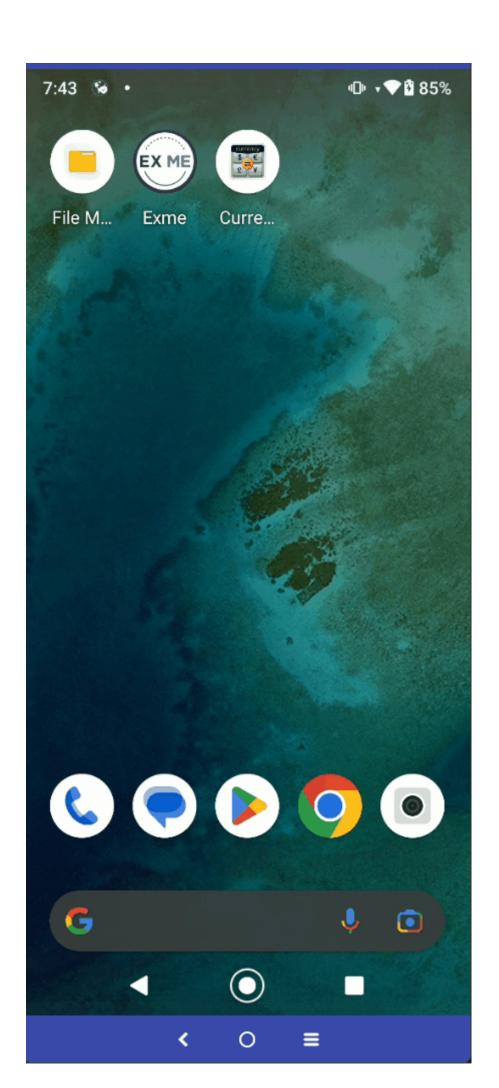**Priority/Severity:**

Blocker

Comments:

Workaround: Clear storage data for reopening the App.

Attachments:

File M...   Exme   Curre...

G

Log:

FATAL EXCEPTION: mqt_native_modules

Process: com.psygamesdev.exme, PID: 15448

com.facebook.react.common.JavascriptException: TypeError: undefined is not an object (evaluating 'o.default.getRegistrationInfoAsync'), stack:

<unknown>@1140:1764

v@2:1473

<unknown>@1137:3811

v@2:1473

<unknown>@1134:3955

v@2:1473

<unknown>@1117:1376

v@2:1473

<unknown>@1111:384

v@2:1473

<unknown>@560:1833

v@2:1473

<unknown>@6:69

v@2:1473
d@2:875
global

code@1368:3

at
com.facebook.react.modules.core.ExceptionsManagerModule.reportException
(ExceptionsManagerModule.java:83)

at
java.lang.reflect.Method.invoke(Native Method)

at
com.facebook.react.bridge.JavaMethodWrapper.invoke(JavaMethodWrapper.java:372)

at
com.facebook.react.bridge.JavaModuleWrapper.invoke(JavaModuleWrapper.java:151)

at
com.facebook.react.bridge.queue.NativeRunnable.run(Native Method)

at
android.os.Handler.handleCallback(Handler.java:883)

at
android.os.Handler.dispatchMessage(Handler.java:100)

at
com.facebook.react.bridge.queue.MessageQueueThreadHandler.dispatchMessage(MessageQueueThreadHandler.java:27)

at
android.os.Looper.loop(Looper.java:214)

at
com.facebook.react.bridge.queue.MessageQueueThreadImpl$4.run(MessageQueueThreadImpl.java:226)

at
java.lang.Thread.run(Thread.java:919)