



[Android 11 DP/Beta] Abort occurs and the application is terminated when playing an m4a file with MediaCodec

+1 1 Hotlists (7) Mark as Duplicate

Comments (6) Dependencies Duplicates (0) Blocking (0) Resources (3)

Infeasible Bug P3 + App Compatibility adexe s nau

STATUS UPDATE No update yet. Edit

DESCRIPTION tt...@xevo.com created issue #1

- Are you an Android developer?" (Y/N) Yes
- Which Android Developer Preview build are you using? See Settings > About phone > Build number (for example RPP1.200123.000). RPB2.200611.009
- Is this a regression from Android 10 to 11? Yes
- What device are you using? (for example, Pixel 3 XL) Pixel 3a
- App Package Name? The application is rarely(About 1 out of 5 times) terminated with abort when playing audio-only m4a files containing AAC codec audio data using MediaCodec. Played :
- What are the steps to reproduce the problem? (Please provide the minimal reproducible test case.)
- What was the expected result? Abort should not occur.
- What was the actual result? The application is terminated with abort.
- Relevant logcat output

```
2020-07-09 15:07:43.446 29988-30360/uievolution.library.audio.sample.debug I/CCodecConfig: query failed after returning 18 values (BAD_INDEX)
2020-07-09 15:07:43.446 29988-30360/uievolution.library.audio.sample.debug D/CCodecConfig: c2 config diff is Dict {
    c2::u32 coded.aac-packaging.value = 0
    c2::u32 coded.bitrate.value = 64000
    c2::u32 coded.pl.level = 0
    c2::u32 coded.pl.profile = 8192
    c2::i32 coding.drc.album-mode.value = 0
    c2::float coding.drc.attenuation-factor.value = 1
    c2::float coding.drc.boost-factor.value = 1
    c2::i32 coding.drc.compression-mode.value = 3
    c2::i32 coding.drc.effect-type.value = 3
    c2::float coding.drc.encoded-level.value = 0.25
    c2::float coding.drc.reference-level.value = -16
    c2::u32 input.buffers.max-size.value = 8192
    c2::u32 input.delay.value = 0
    string input.media-type.value = "audio/mp4a-latm"
    c2::u32 output.delay.value = 2
    c2::float output.drc.output-loudness.value = 0.25
    string output.media-type.value = "audio/raw"
    c2::u32 raw.channel-count.value = 1
    c2::u32 raw.sample-rate.value = 44100
}
2020-07-09 15:07:43.446 29988-30358/uievolution.library.audio.sample.debug A/MediaCodec-JNI: frameworks/base/media/jni/android_media_MediaCodec.cpp:308 CHECK
2020-07-09 15:07:43.567 29988-30073/uievolution.library.audio.sample.debug D/[AL] [2324]Streamer: getStreamingData returns null:streamingCompleted
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] Runtime aborting...
runtime.cc:655] Dumping all threads without mutator lock held
runtime.cc:655] All threads:
runtime.cc:655] DALVIK THREADS (56):
runtime.cc:655] "Thread-63" prio=5 tid=55 Runnable
runtime.cc:655] | group="" sCount=0 dsCount=0 flags=0 obj=0x13ebb990 self=0x7297da1600
runtime.cc:655] | sysTid=30358 nice=0 cgrp=default sched=0/0 handle=0x7092382cc0
runtime.cc:655] | state=R schedstat=( 16863908 9924371 136 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x709227f000-0x7092281000 stackSize=1043KB
runtime.cc:655] | held mutexes= "abort lock" "mutator lock"(shared held)
runtime.cc:655] native: #00 pc 000000000049daf0 /apex/com.android.art/lib64/libart.so (art::DumpNativeStack(std::__1::basic_ostream<char, std::__1::c
runtime.cc:655] native: #01 pc 00000000005aac48 /apex/com.android.art/lib64/libart.so (art::Thread::DumpStack(std::__1::basic_ostream<char, std::__1::c
runtime.cc:655] native: #02 pc 00000000005c7d80 /apex/com.android.art/lib64/libart.so (art::DumpCheckpoint::Run(art::Thread*)+924)
runtime.cc:655] native: #03 pc 00000000005c1cc0 /apex/com.android.art/lib64/libart.so (art::ThreadList::RunCheckpoint(art::Closure*, art::Closure*)+52
runtime.cc:655] native: #04 pc 00000000005c0e8c /apex/com.android.art/lib64/libart.so (art::ThreadList::Dump(std::__1::basic_ostream<char, std::__1::c
runtime.cc:655] native: #05 pc 000000000055bb14 /apex/com.android.art/lib64/libart.so (art::Runtime::Abort(char const*)+1864)
runtime.cc:655] native: #06 pc 0000000000013978 /system/lib64/libbase.so (android::base::SetAborter(std::__1::function<void (char const*)>&&)::$_3::__
runtime.cc:655] native: #07 pc 0000000000006e18 /system/lib64/liblog.so (__android_log_assert+336)
runtime.cc:655] native: #08 pc 000000000003e350 /system/lib64/libmedia_jni.so (android::JMediaCodec::configure(android::sp<android::AMessage> const&,
runtime.cc:655] native: #09 pc 0000000000041db0 /system/lib64/libmedia_jni.so (android_media_MediaCodec_native_configure(_JNIEnv*, _jobject*, _jobject
runtime.cc:655] at android.media.MediaCodec.native_configure(Native method)
runtime.cc:655] at android.media.MediaCodec.configure(MediaCodec.java:2127)
runtime.cc:655] at android.media.MediaCodec.configure(MediaCodec.java:2043)
runtime.cc:655] at uievolution.library.audio.InternalPlayer.AbstractMediaCodecPlayer$RunCore.<init>(AbstractMediaCodecPlayer.java:225)
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runtime.cc:655] at uievolution.library.audio.InternalPlayer.AbstractMediaCodecPlayer.start(AbstractMediaCodecPlayer.java:606)
runtime.cc:655] - locked <0x0f29314e> (a uievolution.library.audio.InternalPlayer.MediaFileMediaCodecPlayer)
runtime.cc:655] at uievolution.library.audio.AudioPlayer.AbstractPlayer.onPrepared(AbstractPlayer.java:131)
runtime.cc:655] - locked <0x01e3f26f> (a uievolution.library.audio.AudioPlayer.MediaFilePlayer)
runtime.cc:655] at uievolution.library.audio.InternalPlayer.AbstractMediaCodecPlayer.onPrepared(AbstractMediaCodecPlayer.java:104)
runtime.cc:655] at uievolution.library.audio.InternalPlayer.AbstractMediaCodecPlayer$1.run(AbstractMediaCodecPlayer.java:477)
runtime.cc:655] at java.lang.Thread.run(Thread.java:923)
runtime.cc:655] "main" prio=10 tid=1 Native
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x718c05a8 self=0x7297d227b0
runtime.cc:655] | sysTid=29988 nice=-10 cgrp=default sched=0/0 handle=0x73be5394f8
runtime.cc:655] | state=S schedstat=( 1945610724 107040613 1456 ) utm=170 stm=23 core=6 HZ=100
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] | stack=0x7fe8870000-0x7fe8872000 stackSize=81
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 000000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 00000000000378bd0 /apex/com.android.art/lib64/libart.so (art::(anonymous namespace)::CheckJNI::CallMethodV(char const*,
runtime.cc:655] native: #03 pc 000000000003667a8 /apex/com.android.art/lib64/libart.so (art::(anonymous namespace)::CheckJNI::CallObjectMethodV(_JNIEnv
runtime.cc:655] native: #04 pc 0000000000004040 /apex/com.android.art/lib64/libnativehelper.so (_JNIEnv::CallObjectMethod(_jobject*, _jmethodID*, ...))
runtime.cc:655] native: #05 pc 000000000000e7250 /system/lib64/libandroid_runtime.so (android::NativeDisplayEventReceiver::dispatchVsync(long, unsigned
runtime.cc:655] native: #06 pc 0000000000008c808 /system/lib64/libgui.so (android::DisplayEventDispatcher::handleEvent(int, int, void*)+160)
runtime.cc:655] native: #07 pc 0000000000019d7c /system/lib64/libutils.so (android::Looper::pollInner(int)+916)
runtime.cc:655] native: #08 pc 0000000000019980 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, void**) +112)
runtime.cc:655] native: #09 pc 00000000000110f64 /system/lib64/libandroid_runtime.so (android::android_os_MessageQueue_nativePollOnce(_JNIEnv*, _jobjec
runtime.cc:655] at android.os.MessageQueue.nativePollOnce(Native method)
runtime.cc:655] at android.os.MessageQueue.next(MessageQueue.java:335)
runtime.cc:655] at android.os.Looper.loop(Looper.java:183)
runtime.cc:655] at android.app.ActivityThread.main(ActivityThread.java:7656)
runtime.cc:655] at java.lang.reflect.Method.invoke(Native method)
runtime.cc:655] at com.android.internal.os.RuntimeInit$MethodAndArgsCaller.run(RuntimeInit.java:592)
runtime.cc:655] at com.android.internal.os.ZygoteInit.main(ZygoteInit.java:947)
runtime.cc:655]
runtime.cc:655] "Signal Catcher" prio=10 tid=6 WaitingInMainSignalCatcherLoop
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13200000 self=0x7297d1f010
runtime.cc:655] | sysTid=29998 nice=-20 cgrp=default sched=0/0 handle=0x711562acc0
runtime.cc:655] | state=S schedstat=( 401250 0 1 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:655] | stack=0x7115533000-0x7115535000 stackSize=995KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 0000000000009b338 /apex/com.android.runtime/lib64/bionic/libc.so (__rt_sigtimedwait+8)
runtime.cc:655] native: #01 pc 0000000000005c67c /apex/com.android.runtime/lib64/bionic/libc.so (sigwait+68)
runtime.cc:655] native: #02 pc 000000000000581c08 /apex/com.android.art/lib64/libart.so (art::SignalCatcher::WaitForSignal(art::Thread*, art::SignalSet&
runtime.cc:655] native: #03 pc 000000000000580800 /apex/com.android.art/lib64/libart.so (art::SignalCatcher::Run(void*)+272)
runtime.cc:655] native: #04 pc 000000000000af708 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:655] native: #05 pc 0000000000004fd88 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:655] (no managed stack frames)
runtime.cc:655]
runtime.cc:655] "perfetto_hprof_listener" prio=10 tid=7 Native (still starting up)
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x0 self=0x7297d296f0
runtime.cc:655] | sysTid=29999 nice=-20 cgrp=default sched=0/0 handle=0x711452ccc0
runtime.cc:655] | state=S schedstat=( 289008 0 9 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:655] | stack=0x7114435000-0x7114437000 stackSize=995KB
runtime.cc:655] | held mutexes=
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] native: #00 pc 0000000000009ab64 /apex/com.and
runtime.cc:655] native: #01 pc 0000000000017db4 /apex/com.android.art/lib64/libperfetto_hprof.so (void* std::::_1::__thread_proxy(std::::_1::tuple<std:::
runtime.cc:655] native: #02 pc 000000000000af708 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:655] native: #03 pc 0000000000004fd88 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:655] (no managed stack frames)
runtime.cc:655]
runtime.cc:655] "ADB-JDWP Connection Control Thread" prio=10 tid=8 WaitingInMainDebuggerLoop
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13200078 self=0x7297d2ea60
runtime.cc:655] | sysTid=30000 nice=-20 cgrp=default sched=0/0 handle=0x711442ecc0
runtime.cc:655] | state=S schedstat=( 1743122 280364 14 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:655] | stack=0x7114337000-0x7114339000 stackSize=995KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 0000000000009b9f8 /apex/com.android.runtime/lib64/bionic/libc.so (__ppoll+8)
runtime.cc:655] native: #01 pc 00000000000059c44 /apex/com.android.runtime/lib64/bionic/libc.so (poll+92)
runtime.cc:655] native: #02 pc 0000000000009efc /apex/com.android.art/lib64/libadbconnection.so (adbconnection::AdbConnectionState::RunPollLoop(art::T
runtime.cc:655] native: #03 pc 0000000000008578 /apex/com.android.art/lib64/libadbconnection.so (adbconnection::CallbackFunction(void*)+1508)
runtime.cc:655] native: #04 pc 000000000000af708 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:655] native: #05 pc 0000000000004fd88 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:655] (no managed stack frames)
runtime.cc:655]
runtime.cc:655] "Jit thread pool worker thread 0" prio=5 tid=9 Native
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x132000f0 self=0x7297d39140
runtime.cc:655] | sysTid=30001 nice=0 cgrp=default sched=0/0 handle=0x70c86f0d00
runtime.cc:655] | state=S schedstat=( 944963929 134921402 1069 ) utm=76 stm=17 core=6 HZ=100
runtime.cc:655] | stack=0x70c85f2000-0x70c85f4000 stackSize=1023KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 000000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
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runtime.cc:655] native: #02 pc 00000000005c9aa8 /apex/com.android.art/lib64/libart.so (art::ThreadPool::GetTask(art::Thread*)+120)
runtime.cc:655] native: #03 pc 00000000005c8d4c /apex/com.android.art/lib64/libart.so (art::ThreadPoolWorker::Run()+144)
runtime.cc:655] native: #04 pc 00000000005c881c /apex/com.android.art/lib64/libart.so (art::ThreadPoolWorker::Callback(void*)+192)
runtime.cc:655] native: #05 pc 00000000000af708 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:655] native: #06 pc 000000000004fd88 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:655] (no managed stack frames)
runtime.cc:655]
runtime.cc:655] "HeapTaskDaemon" prio=5 tid=10 WaitingForTaskProcessor
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13200528 self=0x7297d37570
runtime.cc:655] | sysTid=30002 nice=4 cgrp=default sched=0/0 handle=0x70c75ebcc0
runtime.cc:655] | state=S schedstat=( 29272606 1101199 31 ) utm=1 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70c74e8000-0x70c74ea000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.and
runtime.cc:655] native: #02 pc 00000000002e5218 /apex/com.android.art/lib64/libart.so (art::gc::TaskProcessor::GetTask(art::Thread*)+536)
runtime.cc:655] native: #03 pc 00000000002e5b48 /apex/com.android.art/lib64/libart.so (art::gc::TaskProcessor::RunAllTasks(art::Thread*)+92)
runtime.cc:655] at dalvik.system.VMRuntime.runHeapTasks(Native method)
runtime.cc:655] at java.lang.Daemons$HeapTaskDaemon.runInternal(Daemons.java:531)
runtime.cc:655] at java.lang.Daemons$Daemon.run(Daemons.java:139)
runtime.cc:655] at java.lang.Thread.run(Thread.java:923)
runtime.cc:655]
runtime.cc:655] "ReferenceQueueDaemon" prio=5 tid=11 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13200168 self=0x7297d359a0
runtime.cc:655] | sysTid=30003 nice=4 cgrp=default sched=0/0 handle=0x70c64e1cc0
runtime.cc:655] | state=S schedstat=( 1490418 0 14 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70c63de000-0x70c63e0000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x02c63b7c> (a java.lang.Class<java.lang.ref.ReferenceQueue>)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.lang.Daemons$ReferenceQueueDaemon.runInternal(Daemons.java:217)
runtime.cc:655] - locked <0x02c63b7c> (a java.lang.Class<java.lang.ref.ReferenceQueue>)
runtime.cc:655] at java.lang.Daemons$Daemon.run(Daemons.java:139)
runtime.cc:655] at java.lang.Thread.run(Thread.java:923)
runtime.cc:655]
runtime.cc:655] "FinalizerDaemon" prio=5 tid=12 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x132001e0 self=0x7297d33dd0
runtime.cc:655] | sysTid=30004 nice=4 cgrp=default sched=0/0 handle=0x70c63d7cc0
runtime.cc:655] | state=S schedstat=( 1323177 18698 12 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:655] | stack=0x70c62d4000-0x70c62d6000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x026f4c05> (a java.lang.Object)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.ref.ReferenceQueue.remove(ReferenceQueue.java:190)
runtime.cc:655] - locked <0x026f4c05> (a java.lang.Object)
runtime.cc:655] at java.lang.ref.ReferenceQueue.remove(ReferenceQueue.java:211)
runtime.cc:655] at java.lang.Daemons$FinalizerDaemon.runInternal(Daemons.java:273)
runtime.cc:655] at java.lang.Daemons$Daemon.run(Daemons.java:139)
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] at java.lang.Thread.run(Thread.java:923)
runtime.cc:655]
runtime.cc:655] "FinalizerWatchdogDaemon" prio=5 tid=13 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13200258 self=0x7297d3e4b0
runtime.cc:655] | sysTid=30005 nice=4 cgrp=default sched=0/0 handle=0x70c42cdcc0
runtime.cc:655] | state=S schedstat=( 653752 10886 10 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70c41ca000-0x70c41cc000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x036b145a> (a java.lang.Daemons$FinalizerWatchdogDaemon)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.lang.Daemons$FinalizerWatchdogDaemon.sleepUntilNeeded(Daemons.java:341)
runtime.cc:655] - locked <0x036b145a> (a java.lang.Daemons$FinalizerWatchdogDaemon)
runtime.cc:655] at java.lang.Daemons$FinalizerWatchdogDaemon.runInternal(Daemons.java:321)
runtime.cc:655] at java.lang.Daemons$Daemon.run(Daemons.java:139)
runtime.cc:655] at java.lang.Thread.run(Thread.java:923)
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runtime.cc:655]
runtime.cc:655] "Binder:29988_1" prio=5 tid=14 Native
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x132002d0 self=0x7297d3ad10
runtime.cc:655] | sysTid=30006 nice=0 cgrp=default sched=0/0 handle=0x70c30c5cc0
runtime.cc:655] | state=S schedstat=( 1139114 914011 12 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:655] | stack=0x70c2fce000-0x70c2fd0000 stackSize=995KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000009a934 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:655] native: #01 pc 0000000000057664 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+156)
runtime.cc:655] native: #02 pc 00000000000509e4 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+296)
runtime.cc:655] native: #03 pc 0000000000050bd4 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:655] native: #04 pc 0000000000051490 /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+60)
runtime.cc:655] native: #05 pc 00000000000773e0 /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24)
runtime.cc:655] native: #06 pc 00000000000154a0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+260)
runtime.cc:655] native: #07 pc 00000000000a0be0 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+144)
runtime.cc:655] native: #08 pc 0000000000014d64 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+412)
runtime.cc:655] native: #09 pc 00000000000af708 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:655] native: #10 pc 000000000004fd88 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:655] (no managed stack frames)
runtime.cc:655]
runtime.cc:655] "Binder:29988_2" prio=5 tid=15 Native
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13200348 self=0x7297d40080
runtime.cc:655] | sysTid=30007 nice=0 cgrp=default sched=0/0 handle=0x70c1fc7cc0
runtime.cc:655] | state=S schedstat=( 24403856 7870622 62 ) utm=2 stm=0 core=7 HZ=100
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] | stack=0x70c1ed0000-0x70c1ed2000 stackSize=99
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000009a934 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:655] native: #01 pc 0000000000057664 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+156)
runtime.cc:655] native: #02 pc 00000000000509e4 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+296)
runtime.cc:655] native: #03 pc 0000000000050bd4 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:655] native: #04 pc 0000000000051490 /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+60)
runtime.cc:655] native: #05 pc 00000000000773e0 /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24)
runtime.cc:655] native: #06 pc 00000000000154a0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+260)
runtime.cc:655] native: #07 pc 00000000000a0be0 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+144)
runtime.cc:655] native: #08 pc 0000000000014d64 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+412)
runtime.cc:655] native: #09 pc 00000000000af708 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:655] native: #10 pc 000000000004fd88 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:655] (no managed stack frames)
runtime.cc:655]
runtime.cc:655] "Binder:29988_3" prio=5 tid=16 Native
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x132003c0 self=0x7297d3c8e0
runtime.cc:655] | sysTid=30008 nice=0 cgrp=default sched=0/0 handle=0x70c0ec9cc0
runtime.cc:655] | state=S schedstat=( 5193128 3150101 26 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70c0dd2000-0x70c0dd4000 stackSize=995KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000009a934 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:655] native: #01 pc 0000000000057664 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+156)
runtime.cc:655] native: #02 pc 00000000000509e4 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+296)
runtime.cc:655] native: #03 pc 0000000000050bd4 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:655] native: #04 pc 0000000000051490 /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+60)
runtime.cc:655] native: #05 pc 00000000000773e0 /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24)
runtime.cc:655] native: #06 pc 00000000000154a0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+260)
runtime.cc:655] native: #07 pc 00000000000a0be0 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+144)
runtime.cc:655] native: #08 pc 0000000000014d64 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+412)
runtime.cc:655] native: #09 pc 00000000000af708 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:655] native: #10 pc 000000000004fd88 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:655] (no managed stack frames)
runtime.cc:655]
runtime.cc:655] "Profile Saver" prio=5 tid=17 Native
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13200438 self=0x7297d43820
runtime.cc:655] | sysTid=30010 nice=9 cgrp=default sched=0/0 handle=0x70bf997cc0
runtime.cc:655] | state=S schedstat=( 22309582 3662971 34 ) utm=1 stm=0 core=3 HZ=100
runtime.cc:655] | stack=0x70bf8a0000-0x70bf8a2000 stackSize=995KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae50 /apex/com.android.runtime/lib64/bionic/libc.so (syscall+32)
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] native: #01 pc 000000000001afc4 /apex/com.and
runtime.cc:655] native: #02 pc 00000000000353c4c /apex/com.android.art/lib64/libart.so (art::ProfileSaver::Run()+672)
runtime.cc:655] native: #03 pc 0000000000035891c /apex/com.android.art/lib64/libart.so (art::ProfileSaver::RunProfileSaverThread(void*)+180)
runtime.cc:655] native: #04 pc 00000000000af708 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:655] native: #05 pc 000000000004fd88 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:655] (no managed stack frames)
runtime.cc:655]
runtime.cc:655] "RenderThread" prio=10 tid=18 Native
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x132004b0 self=0x7297d46fc0
runtime.cc:655] | sysTid=30011 nice=-10 cgrp=default sched=0/0 handle=0x70be899cc0
runtime.cc:655] | state=S schedstat=( 1140962537 179410142 2959 ) utm=78 stm=35 core=6 HZ=100
runtime.cc:655] | stack=0x70be7a2000-0x70be7a4000 stackSize=995KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000009b8f8 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8)
runtime.cc:655] native: #01 pc 0000000000019aa0 /system/lib64/libutils.so (android::Looper::pollInner(int)+184)
```

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runtime.cc:655] native: #02 pc 0000000000019980 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*, void**)+112)
runtime.cc:655] native: #03 pc 0000000000020ec68 /system/lib64/libhwui.so (android::uirenderer::ThreadBase::waitForWork()+132)
runtime.cc:655] native: #04 pc 0000000000022fd40 /system/lib64/libhwui.so (android::uirenderer::renderthread::RenderThread::threadLoop()+80)
runtime.cc:655] native: #05 pc 00000000000154a0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+260)
runtime.cc:655] native: #06 pc 0000000000014d64 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+412)
runtime.cc:655] native: #07 pc 00000000000af708 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:655] native: #08 pc 000000000004fd88 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:655] (no managed stack frames)
runtime.cc:655] "FileLoggerThread" prio=5 tid=2 Native
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x12d590d8 self=0x7297d54e40
runtime.cc:655] | sysTid=30071 nice=0 cgrp=default sched=0/0 handle=0x711938acc0
runtime.cc:655] | state=S schedstat=( 304912928 74262187 848 ) utm=24 stm=5 core=7 HZ=100
runtime.cc:655] | stack=0x7119287000-0x7119289000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000009b8f8 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8)
runtime.cc:655] native: #01 pc 0000000000019aa0 /system/lib64/libutils.so (android::Looper::pollInner(int)+184)
runtime.cc:655] native: #02 pc 0000000000019980 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*, void**)+112)
runtime.cc:655] native: #03 pc 0000000000110f64 /system/lib64/libandroid_runtime.so (android::android_os_MessageQueue_nativePollOnce(_JNIEnv*, _jobjec
runtime.cc:655] at android.os.MessageQueue.nativePollOnce(Native method)
runtime.cc:655] at android.os.MessageQueue.next(MessageQueue.java:335)
runtime.cc:655] at android.os.Looper.loop(Looper.java:183)
runtime.cc:655] at android.os.HandlerThread.run(HandlerThread.java:67)
runtime.cc:655] "Thread-3" prio=5 tid=3 TimedWaiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x12d6ce98 self=0x7297d516a0
runtime.cc:655] | sysTid=30072 nice=0 cgrp=default sched=0/0 handle=0x7117c44cc0
runtime.cc:655] | state=S schedstat=( 435580254 107042538 1340 ) utm=34 stm=8 core=6 HZ=100
runtime.cc:655] | stack=0x7117b41000-0x7117b43000 stackSize=1043KB
runtime.cc:655] | held mutexes=
2020-07-09 15:07:43.676 29988-30358/ui.evolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.and
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498e94 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x0c67468b> (a java.lang.Object)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at ui.evolution.library.audio.Streamer.getRequest(Streamer.java:715)
runtime.cc:655] - locked <0x0c67468b> (a java.lang.Object)
runtime.cc:655] at ui.evolution.library.audio.Streamer.access$000(Streamer.java:18)
runtime.cc:655] at ui.evolution.library.audio.Streamer$StreamerThread.run(Streamer.java:786)
runtime.cc:655] "Thread-4" prio=5 tid=4 TimedWaiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x12d6e6d0 self=0x7297d4fad0
runtime.cc:655] | sysTid=30073 nice=0 cgrp=default sched=0/0 handle=0x7116b3acc0
runtime.cc:655] | state=S schedstat=( 451544214 155094120 3302 ) utm=34 stm=9 core=7 HZ=100
runtime.cc:655] | stack=0x7116a37000-0x7116a39000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae50 /apex/com.android.runtime/lib64/bionic/libc.so (syscall+32)
runtime.cc:655] native: #01 pc 00000000001afcf4 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::TimedWait(art::Thread*, long, int)+172)
runtime.cc:655] native: #02 pc 0000000000498d00 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x09f99368> (a java.util.concurrent.ConcurrentLinkedQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at ui.evolution.library.audio.Streamer.getStreamingData(Streamer.java:571)
runtime.cc:655] - locked <0x09f99368> (a java.util.concurrent.ConcurrentLinkedQueue)
runtime.cc:655] at ui.evolution.library.audio.AudioPlayer.MediaFileLooper.loop(MediaFileLooper.java:85)
runtime.cc:655] at ui.evolution.library.audio.AudioPlayer.MediaFileLooper.run(MediaFileLooper.java:29)
runtime.cc:655] at ui.evolution.library.audio.AudioPlayer.PlayRequest.run(PlayRequest.java:169)
runtime.cc:655] at ui.evolution.library.audio.Streamer$AudioThread.run(Streamer.java:926)
runtime.cc:655] "Timer-0" prio=5 tid=5 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x12e41160 self=0x7297d56a10
runtime.cc:655] | sysTid=30074 nice=0 cgrp=default sched=0/0 handle=0x7115a30cc0
runtime.cc:655] | state=S schedstat=( 2364009 378022 9 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x711592d000-0x711592f000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
2020-07-09 15:07:43.676 29988-30358/ui.evolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.and
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x049da381> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x049da381> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]

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runtime.cc:655] "AsyncTask #2" prio=5 tid=20 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x12e800b8 self=0x7297d5bd80
runtime.cc:655] | sysTid=30076 nice=0 cgrp=default sched=0/0 handle=0x711581cccc
runtime.cc:655] | state=S schedstat=( 8219060 1176925 25 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:655] | stack=0x7115719000-0x711571b000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 000000000005a1210 /apex/com.android.art/lib64/libart.so (art::Thread::Park(bool, long)+480)
runtime.cc:655] native: #02 pc 000000000004da6c8 /apex/com.android.art/lib64/libart.so (art::Unsafe_park(_JNIEnv*, _jobject*, unsigned char, long)+660)
runtime.cc:655] at sun.misc.Unsafe.park(Native method)
runtime.cc:655] - waiting on an unknown object
runtime.cc:655] at java.util.concurrent.locks.LockSupport.park(LockSupport.java:190)
runtime.cc:655] at java.util.concurrent.SynchronousQueue$TransferStack.awaitFulfill(SynchronousQueue.java:459)
runtime.cc:655] at java.util.concurrent.SynchronousQueue$TransferStack.transfer(SynchronousQueue.java:362)
runtime.cc:655] at java.util.concurrent.SynchronousQueue.take(SynchronousQueue.java:920)
runtime.cc:655] at java.util.concurrent.ThreadPoolExecutor.getTask(ThreadPoolExecutor.java:1092)
runtime.cc:655] at java.util.concurrent.ThreadPoolExecutor.runWorker(ThreadPoolExecutor.java:1152)
runtime.cc:655] at java.util.concurrent.ThreadPoolExecutor$Worker.run(ThreadPoolExecutor.java:641)
runtime.cc:655] at java.lang.Thread.run(Thread.java:923)
runtime.cc:655]
runtime.cc:655] "Binder:29988_4" prio=5 tid=21 Native
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x12f40020 self=0x7297d453f0
runtime.cc:655] | sysTid=30077 nice=0 cgrp=default sched=0/0 handle=0x70ba4bcccc
runtime.cc:655] | state=S schedstat=( 6863908 3308753 39 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:655] | stack=0x70ba3c5000-0x70ba3c7000 stackSize=995KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000009a934 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:655] native: #01 pc 0000000000057664 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+156)
runtime.cc:655] native: #02 pc 00000000000509e4 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+296)
runtime.cc:655] native: #03 pc 0000000000050bd4 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:655] native: #04 pc 0000000000051490 /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+60)
runtime.cc:655] native: #05 pc 00000000000773e0 /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24)
runtime.cc:655] native: #06 pc 00000000000154a0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+260)
runtime.cc:655] native: #07 pc 00000000000a0be0 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+144)
runtime.cc:655] native: #08 pc 0000000000014d64 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+412)
runtime.cc:655] native: #09 pc 00000000000af708 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] native: #10 pc 000000000004fd88 /apex/com.and
runtime.cc:655] (no managed stack frames)
runtime.cc:655]
runtime.cc:655] "queued-work-looper" prio=6 tid=22 Native
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x12e5cad0 self=0x7297d610f0
runtime.cc:655] | sysTid=30080 nice=-2 cgrp=default sched=0/0 handle=0x70b93beccc
runtime.cc:655] | state=S schedstat=( 383333 11406 1 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70b92bb000-0x70b92bd000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000009b8f8 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8)
runtime.cc:655] native: #01 pc 0000000000019aa0 /system/lib64/libutils.so (android::Looper::pollInner(int)+184)
runtime.cc:655] native: #02 pc 0000000000019980 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*, void**)+112)
runtime.cc:655] native: #03 pc 00000000000110f64 /system/lib64/libandroid_runtime.so (android::android_os_MessageQueue_nativePollOnce(_JNIEnv*, _jobjec
runtime.cc:655] at android.os.MessageQueue.nativePollOnce(Native method)
runtime.cc:655] at android.os.MessageQueue.next(MessageQueue.java:335)
runtime.cc:655] at android.os.Looper.loop(Looper.java:183)
runtime.cc:655] at android.os.HandlerThread.run(HandlerThread.java:67)
runtime.cc:655]
runtime.cc:655] "Timer-1" prio=5 tid=23 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x12e6a9d0 self=0x7297d62cc0
runtime.cc:655] | sysTid=30082 nice=0 cgrp=default sched=0/0 handle=0x70b82b4ccc
runtime.cc:655] | state=S schedstat=( 2304895 453959 3 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:655] | stack=0x70b81b1000-0x70b81b3000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 000000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 00000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 0000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x05b61c26> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x05b61c26> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-2" prio=5 tid=24 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13003a50 self=0x7297d5d950
runtime.cc:655] | sysTid=30084 nice=0 cgrp=default sched=0/0 handle=0x70b71aacc0
runtime.cc:655] | state=S schedstat=( 2193646 358646 3 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70b70a7000-0x70b70a9000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 000000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)

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runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] - waiting on <0x0681c067> (a java.util.TaskQue
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x0681c067> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "HwBinder:29988_1" prio=10 tid=27 Native
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13100020 self=0x7297d68030
runtime.cc:655] | sysTid=30091 nice=-10 cgrp=default sched=0/0 handle=0x70b0b9ecc0
runtime.cc:655] | state=S schedstat=( 684956166 45833444 3775 ) utm=45 stm=22 core=6 HZ=100
runtime.cc:655] | stack=0x70b0aa7000-0x70b0aa9000 stackSize=995KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000009a934 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:655] native: #01 pc 0000000000057664 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+156)
runtime.cc:655] native: #02 pc 0000000000086570 /system/lib64/libhidlbase.so (android::hardware::IPCThreadState::getAndExecuteCommand()+172)
runtime.cc:655] native: #03 pc 0000000000087b40 /system/lib64/libhidlbase.so (android::hardware::IPCThreadState::joinThreadPool(bool)+96)
runtime.cc:655] native: #04 pc 0000000000096be4 /system/lib64/libhidlbase.so (android::hardware::PoolThread::threadLoop()+24)
runtime.cc:655] native: #05 pc 00000000000154a0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+260)
runtime.cc:655] native: #06 pc 00000000000a0be0 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+144)
runtime.cc:655] native: #07 pc 0000000000014d64 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+412)
runtime.cc:655] native: #08 pc 00000000000af708 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:655] native: #09 pc 000000000004fd88 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:655] (no managed stack frames)
runtime.cc:655]
runtime.cc:655] "Timer-4" prio=5 tid=25 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13046f30 self=0x7297d6ef70
runtime.cc:655] | sysTid=30095 nice=0 cgrp=default sched=0/0 handle=0x70ad138cc0
runtime.cc:655] | state=S schedstat=( 2242552 180729 3 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70ad035000-0x70ad037000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x04887e14> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x04887e14> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-5" prio=5 tid=19 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x1301e218 self=0x7297d64890
runtime.cc:655] | sysTid=30103 nice=0 cgrp=default sched=0/0 handle=0x7115926cc0
runtime.cc:655] | state=S schedstat=( 2618751 46772 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x7115823000-0x7115825000 stackSize=1043KB
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x0bfff6bd> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x0bfff6bd> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-6" prio=5 tid=26 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13034a90 self=0x7297d66460
runtime.cc:655] | sysTid=30105 nice=0 cgrp=default sched=0/0 handle=0x70b4fffcc0
runtime.cc:655] | state=S schedstat=( 2657812 20364 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70b4efc000-0x70b4efe000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x0c57d4b2> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x0c57d4b2> (a java.util.TaskQueue)
```

```
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-8" prio=5 tid=28 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13306ca8 self=0x7297d75eb0
runtime.cc:655] | sysTid=30112 nice=0 cgrp=default sched=0/0 handle=0x70aacd8cc0
runtime.cc:655] | state=S schedstat=( 2551821 66563 2 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:655] | stack=0x70aabd5000-0x70aabd7000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*))+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x07dffc03> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x07dffc03> (a java.util.TaskQueue)
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-9" prio=5 tid=29 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x130d3930 self=0x7297d5alb0
runtime.cc:655] | sysTid=30152 nice=0 cgrp=default sched=0/0 handle=0x70af2abcc0
runtime.cc:655] | state=S schedstat=( 2400676 3161875 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70afla8000-0x70aflaa000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*))+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x06796780> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x06796780> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-10" prio=5 tid=30 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x130ea128 self=0x7297d77a80
runtime.cc:655] | sysTid=30153 nice=0 cgrp=default sched=0/0 handle=0x70a6a1cc0
runtime.cc:655] | state=S schedstat=( 2228957 134063 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70ae09e000-0x70ae0a0000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*))+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x0c3a41b9> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x0c3a41b9> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-12" prio=5 tid=35 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x1304d2d8 self=0x7297d7cdf0
runtime.cc:655] | sysTid=30161 nice=0 cgrp=default sched=0/0 handle=0x70adb39cc0
runtime.cc:655] | state=S schedstat=( 2861458 0 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70ada36000-0x70ada38000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*))+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.and
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x02ea89fe> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x02ea89fe> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Binder:29988_5" prio=5 tid=31 Native
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x1304d520 self=0x7297d69c00
runtime.cc:655] | sysTid=30169 nice=0 cgrp=default sched=0/0 handle=0x70adff6cc0
runtime.cc:655] | state=S schedstat=( 1602553 243177 9 ) utm=0 stm=0 core=3 HZ=100
runtime.cc:655] | stack=0x70adef000-0x70adf01000 stackSize=995KB
runtime.cc:655] | held mutexes=
```



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runtime.cc:655] native: #00 pc 000000000009a934 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:655] native: #01 pc 0000000000057664 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+156)
runtime.cc:655] native: #02 pc 00000000000509e4 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+296)
runtime.cc:655] native: #03 pc 0000000000050bd4 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:655] native: #04 pc 0000000000051490 /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+60)
runtime.cc:655] native: #05 pc 00000000000773e0 /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24)
runtime.cc:655] native: #06 pc 00000000000154a0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+260)
runtime.cc:655] native: #07 pc 00000000000a0be0 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+144)
runtime.cc:655] native: #08 pc 0000000000014d64 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+412)
runtime.cc:655] native: #09 pc 00000000000af708 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:655] native: #10 pc 000000000004fd88 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:655] (no managed stack frames)
runtime.cc:655]
runtime.cc:655] "Timer-13" prio=5 tid=32 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x137c8838 self=0x7297d79650
runtime.cc:655] | sysTid=30170 nice=0 cgrp=default sched=0/0 handle=0x70adef8cc0
runtime.cc:655] | state=S schedstat=( 2350156 1558856 9 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70addf5000-0x70addf7000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x0c5c555f> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x0c5c555f> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] "Timer-14" prio=5 tid=33 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x137df030 self=0x7297d7e9c0
runtime.cc:655] | sysTid=30172 nice=0 cgrp=default sched=0/0 handle=0x70add4dcc0
runtime.cc:655] | state=S schedstat=( 2385260 1138386 4 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70adc4a000-0x70adc4c000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x0bcd7bac> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x0bcd7bac> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-16" prio=5 tid=39 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x135553e0 self=0x7297d83d30
runtime.cc:655] | sysTid=30180 nice=0 cgrp=default sched=0/0 handle=0x70ad67ccc0
runtime.cc:655] | state=S schedstat=( 1958124 264844 2 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:655] | stack=0x70ad579000-0x70ad57b000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x05344075> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x05344075> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-17" prio=5 tid=34 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x137fd770 self=0x7297d85900
runtime.cc:655] | sysTid=30187 nice=0 cgrp=default sched=0/0 handle=0x70adc43cc0
runtime.cc:655] | state=S schedstat=( 2323438 379791 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70adb40000-0x70adb42000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x0261480a> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
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runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x0261480a> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-18" prio=5 tid=36 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x138d4988 self=0x7297d80590
runtime.cc:655] | sysTid=30188 nice=0 cgrp=default sched=0/0 handle=0x70ada2fcc0
runtime.cc:655] | state=S schedstat=( 1743907 30677 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70ad92c000-0x70ad92e000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x091ae87b> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x091ae87b> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-20" prio=5 tid=37 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x1355b6d0 self=0x7297d8ac70
runtime.cc:655] | sysTid=30196 nice=0 cgrp=default sched=0/0 handle=0x70ad35ecc0
runtime.cc:655] | state=S schedstat=( 1907083 170364 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70ad25b000-0x70ad25d000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x0d6ca698> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x0d6ca698> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-21" prio=5 tid=38 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x138f2eb8 self=0x7297d41c50
runtime.cc:655] | sysTid=30203 nice=0 cgrp=default sched=0/0 handle=0x70ad884cc0
runtime.cc:655] | state=S schedstat=( 2365990 203645 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70ad781000-0x70ad783000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.and
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x03956ef1> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x03956ef1> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-22" prio=5 tid=40 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13a8a0c8 self=0x7297d8c840
runtime.cc:655] | sysTid=30205 nice=0 cgrp=default sched=0/0 handle=0x70ad572cc0
runtime.cc:655] | state=S schedstat=( 1946561 64219 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70ad46f000-0x70ad471000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x0dd3dad6> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x0dd3dad6> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-24" prio=5 tid=41 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13bc60c8 self=0x7297d93780
runtime.cc:655] | sysTid=30212 nice=0 cgrp=default sched=0/0 handle=0x70aade2cc0

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runtime.cc:655] | state=S schedstat=( 1964740 517969 2 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:655] | stack=0x70aacdf000-0x70aace1000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 000000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x07659157> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x07659157> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-25" prio=5 tid=42 Waiting
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13
runtime.cc:655] | sysTid=30220 nice=0 cgrp=default sched=0/0 handle=0x70ad468cc0
runtime.cc:655] | state=S schedstat=( 2167240 62656 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70ad365000-0x70ad367000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 000000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x08d19444> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x08d19444> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-26" prio=5 tid=43 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13abf048 self=0x7297d82160
runtime.cc:655] | sysTid=30222 nice=0 cgrp=default sched=0/0 handle=0x70ad254cc0
runtime.cc:655] | state=S schedstat=( 2044009 999219 3 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:655] | stack=0x70ad151000-0x70ad153000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 000000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x0d01092d> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x0d01092d> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-28" prio=5 tid=44 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13d06c48 self=0x7297d9a6c0
runtime.cc:655] | sysTid=30229 nice=0 cgrp=default sched=0/0 handle=0x709e9bacc0
runtime.cc:655] | state=S schedstat=( 2015833 336717 6 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:655] | stack=0x709e8b7000-0x709e8b9000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 000000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] - waiting on <0x000ace62> (a java.util.TaskQue
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x000ace62> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Binder:29988_6" prio=5 tid=45 Native
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13bc63c8 self=0x7297d8e410
runtime.cc:655] | sysTid=30272 nice=0 cgrp=default sched=0/0 handle=0x70ad77acc0
runtime.cc:655] | state=S schedstat=( 1121407 643438 11 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70ad683000-0x70ad685000 stackSize=995KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 0000000000009a934 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:655] native: #01 pc 0000000000057664 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+156)
runtime.cc:655] native: #02 pc 00000000000509e4 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+296)
runtime.cc:655] native: #03 pc 0000000000050bd4 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:655] native: #04 pc 0000000000051490 /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+60)
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runtime.cc:655] native: #05 pc 00000000000773e0 /system/lib64/libbinder.so (android::ThreadPool::threadLoop()+24)
runtime.cc:655] native: #06 pc 00000000000154a0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+260)
runtime.cc:655] native: #07 pc 00000000000a0be0 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+144)
runtime.cc:655] native: #08 pc 0000000000014d64 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+412)
runtime.cc:655] native: #09 pc 00000000000af708 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:655] native: #10 pc 000000000004fd88 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:655] (no managed stack frames)
runtime.cc:655]
runtime.cc:655] "Timer-29" prio=5 tid=46 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13c1d7f0 self=0x7297d91bb0
runtime.cc:655] | sysTid=30273 nice=0 cgrp=default sched=0/0 handle=0x70ad02ecc0
runtime.cc:655] | state=S schedstat=( 1936718 134375 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x70acf2b000-0x70acf2d000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 000000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 00000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 0000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x0147ebf3> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x0147ebf3> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-30" prio=5 tid=47 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13c33fe8 self=0x7297d890a0
runtime.cc:655] | sysTid=30274 nice=0 cgrp=default sched=0/0 handle=0x70aaeeccc0
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] | state=S schedstat=( 1729323 38125 2 ) utm=0
runtime.cc:655] | stack=0x70aade9000-0x70aadeb000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 000000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 00000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 0000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x0675b0b0> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x0675b0b0> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-32" prio=5 tid=51 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x14064ee8 self=0x7297d98af0
runtime.cc:655] | sysTid=30282 nice=0 cgrp=default sched=0/0 handle=0x7096596cc0
runtime.cc:655] | state=S schedstat=( 1532137 772916 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x7096493000-0x7096495000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 000000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 00000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 0000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x04120b29> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x04120b29> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-33" prio=5 tid=48 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13d1a160 self=0x7297d96f20
runtime.cc:655] | sysTid=30292 nice=0 cgrp=default sched=0/0 handle=0x709ebceccc0
runtime.cc:655] | state=S schedstat=( 1886250 230521 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x709each000-0x709eacd000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 000000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:655] native: #02 pc 00000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 0000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x05cb6eae> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
2020-07-09 15:07:43.676 29988-30358/uievolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x05cb6eae> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
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runtime.cc:655] "Timer-34" prio=5 tid=49 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x13d30958 self=0x7297d8ffe0
runtime.cc:655] | sysTid=30294 nice=0 cgrp=default sched=0/0 handle=0x709eac4cc0
runtime.cc:655] | state=S schedstat=( 1817083 724793 7 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x709e9c1000-0x709e9c3000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*))+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x0beb544f> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x0beb544f> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-36" prio=5 tid=50 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x14187098 self=0x7297d9fa30
runtime.cc:655] | sysTid=30301 nice=0 cgrp=default sched=0/0 handle=0x7092278cc0
runtime.cc:655] | state=S schedstat=( 1680365 240521 3 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x7092175000-0x7092177000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*))+148)
runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x0afd27dc> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x0afd27dc> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-37" prio=5 tid=52 Waiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x145cc2d8 self=0x7297d7b220
runtime.cc:655] | sysTid=30317 nice=0 cgrp=default sched=0/0 handle=0x709684bcc0
runtime.cc:655] | state=S schedstat=( 3648852 0 2 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x7096748000-0x709674a000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 00000000001af924 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*))+148)
2020-07-09 15:07:43.676 29988-30358/ui.evolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] native: #02 pc 0000000000498cec /apex/com.and
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x001730e5> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.lang.Object.wait(Object.java:568)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:533)
runtime.cc:655] - locked <0x001730e5> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-38" prio=5 tid=53 TimedWaiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x141950d8 self=0x7297d9c290
runtime.cc:655] | sysTid=30354 nice=0 cgrp=default sched=0/0 handle=0x7096741cc0
runtime.cc:655] | state=S schedstat=( 330312 540312 3 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:655] | stack=0x709663e000-0x7096640000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae50 /apex/com.android.runtime/lib64/bionic/libc.so (syscall+32)
runtime.cc:655] native: #01 pc 00000000001afcf4 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::TimedWait(art::Thread*, long, int)+172)
runtime.cc:655] native: #02 pc 0000000000498d00 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x00e3c7ba> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object.java:442)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer.java:559)
runtime.cc:655] - locked <0x00e3c7ba> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer.java:512)
runtime.cc:655]
runtime.cc:655] "Timer-39" prio=5 tid=54 TimedWaiting
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x141ab8d0 self=0x7297d9de60
runtime.cc:655] | sysTid=30355 nice=0 cgrp=default sched=0/0 handle=0x709348ccc0
runtime.cc:655] | state=S schedstat=( 109063 63334 1 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:655] | stack=0x7093389000-0x709338b000 stackSize=1043KB
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae50 /apex/com.android.runtime/lib64/bionic/libc.so (syscall+32)
runtime.cc:655] native: #01 pc 00000000001afcf4 /apex/com.android.art/lib64/libart.so (art::ConditionVariable::TimedWait(art::Thread*, long, int)+172)
runtime.cc:655] native: #02 pc 0000000000498d00 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadSt
```



```
runtime.cc:655] native: #03 pc 000000000049a540 /apex/com.android.art/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Objec
runtime.cc:655] at java.lang.Object.wait(Native method)
runtime.cc:655] - waiting on <0x0bb2e66b> (a java.util.TaskQueue)
runtime.cc:655] at java.lang.Object.wait(Object, java:442)
runtime.cc:655] at java.util.TimerThread.mainLoop(Timer, java:559)
runtime.cc:655] - locked <0x0bb2e66b> (a java.util.TaskQueue)
runtime.cc:655] at java.util.TimerThread.run(Timer, java:512)
runtime.cc:655] "MediaCodec_looper" prio=10 tid=56 Native
runtime.cc:655] | group="" sCount=1 dsCount=0 flags=1 obj=0x14600028 self=0x7297da31d0
runtime.cc:655] | sysTid=30360 nice=-10 cgrp=default sched=0/0 handle=0x709116eccc0
runtime.cc:655] | state=S schedstat=( 5087133 3925939 65 ) utm=0 stm=0 core=0 HZ=100
2020-07-09 15:07:43.676 29988-30358/ui.evolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] | stack=0x7091077000-0x7091079000 stackSize=99
runtime.cc:655] | held mutexes=
runtime.cc:655] native: #00 pc 000000000004ae4c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:655] native: #01 pc 000000000004ea34 /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void volatile*, bool, int, bool, times
runtime.cc:655] native: #02 pc 000000000000aef0 /apex/com.android.runtime/lib64/bionic/libc.so (pthread_cond_wait+60)
runtime.cc:655] native: #03 pc 0000000000018a78 /system/lib64/libstagefright_foundation.so (android::ALooper::loop()+364)
runtime.cc:655] native: #04 pc 0000000000015568 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+460)
runtime.cc:655] native: #05 pc 00000000000a0be0 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+144)
runtime.cc:655] native: #06 pc 0000000000014d64 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t const*)+412)
runtime.cc:655] native: #07 pc 00000000000af708 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:655] native: #08 pc 000000000004fd88 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:655] (no managed stack frames)
runtime.cc:655] Aborting thread:
runtime.cc:655] "Thread-63" prio=5 tid=55 Native
runtime.cc:655] | group="" sCount=0 dsCount=0 flags=0 obj=0x13ebb990 self=0x7297da1600
runtime.cc:655] | sysTid=30358 nice=0 cgrp=default sched=0/0 handle=0x7092382cc0
runtime.cc:655] | state=R schedstat=( 118916147 11311404 251 ) utm=8 stm=3 core=7 HZ=100
runtime.cc:655] | stack=0x709227f000-0x7092281000 stackSize=1043KB
runtime.cc:655] | held mutexes= "abort lock"
runtime.cc:655] native: #00 pc 0000000000049daf0 /apex/com.android.art/lib64/libart.so (art::DumpNativeStack(std::__1::basic_ostream<char, std::__1::ch
runtime.cc:655] native: #01 pc 000000000005aac48 /apex/com.android.art/lib64/libart.so (art::Thread::DumpStack(std::__1::basic_ostream<char, std::__1::
runtime.cc:655] native: #02 pc 00000000000570378 /apex/com.android.art/lib64/libart.so (art::AbortState::DumpThread(std::__1::basic_ostream<char, std::
runtime.cc:655] native: #03 pc 0000000000055bd50 /apex/com.android.art/lib64/libart.so (art::Runtime::Abort(char const*)+2436)
runtime.cc:655] native: #04 pc 0000000000013978 /system/lib64/libbase.so (android::base::SetAborter(std::__1::function<void (char const*)>&&)::$_3::__
runtime.cc:655] native: #05 pc 00000000000006e18 /system/lib64/liblog.so (__android_log_assert+336)
runtime.cc:655] native: #06 pc 0000000000003c350 /system/lib64/libmedia_jni.so (android::JMediaCodec::configure(android::sp<android::AMessage> const&,
runtime.cc:655] native: #07 pc 0000000000041db0 /system/lib64/libmedia_jni.so (android_media_MediaCodec_native_configure(_JNIEnv*, _jobject*, _jobject
runtime.cc:655] native: #08 pc 00000000000212520 /system/framework/arm64/boot-framework.oat (art_jni_trampoline+272)
runtime.cc:655] native: #09 pc 00000000000133564 /apex/com.android.art/lib64/libart.so (art_quick_invoke_stub+548)
runtime.cc:655] native: #10 pc 000000000001a8a78 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned in
2020-07-09 15:07:43.676 29988-30358/ui.evolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] native: #11 pc 00000000000318248 /apex/com.and
runtime.cc:655] native: #12 pc 0000000000030f634 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<true, false>(art::ArtMethod*, art
runtime.cc:655] native: #13 pc 00000000000680bdc /apex/com.android.art/lib64/libart.so (MterpInvokeDirectRange+436)
runtime.cc:655] native: #14 pc 0000000000012dc14 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct_range+20)
runtime.cc:655] native: #15 pc 00000000000253888 /system/framework/framework.jar (offset 923000) (android.media.MediaCodec.configure+328)
runtime.cc:655] native: #16 pc 00000000000680d7c /apex/com.android.art/lib64/libart.so (MterpInvokeDirectRange+852)
runtime.cc:655] native: #17 pc 0000000000012dc14 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct_range+20)
runtime.cc:655] native: #18 pc 000000000002538d4 /system/framework/framework.jar (offset 923000) (android.media.MediaCodec.configure+12)
runtime.cc:655] native: #19 pc 0000000000067b3e8 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520)
runtime.cc:655] native: #20 pc 0000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20)
runtime.cc:655] native: #21 pc 000000000001823f6 [anon:dalvik-classes.dex extracted in memory from /data/app/~~_90XuiF-00HtxHZFGVJxDw==/ui.evolution.lib
runtime.cc:655] native: #22 pc 0000000000067da64 /apex/com.android.art/lib64/libart.so (MterpInvokeDirect+1248)
runtime.cc:655] native: #23 pc 0000000000012d914 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct+20)
runtime.cc:655] native: #24 pc 000000000001836b0 [anon:dalvik-classes.dex extracted in memory from /data/app/~~_90XuiF-00HtxHZFGVJxDw==/ui.evolution.lib
runtime.cc:655] native: #25 pc 0000000000067ce20 /apex/com.android.art/lib64/libart.so (MterpInvokeInterface+1808)
runtime.cc:655] native: #26 pc 0000000000012da14 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_interface+20)
runtime.cc:655] native: #27 pc 0000000000017dc7a [anon:dalvik-classes.dex extracted in memory from /data/app/~~_90XuiF-00HtxHZFGVJxDw==/ui.evolution.lib
runtime.cc:655] native: #28 pc 0000000000067ce20 /apex/com.android.art/lib64/libart.so (MterpInvokeInterface+1808)
runtime.cc:655] native: #29 pc 0000000000012da14 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_interface+20)
runtime.cc:655] native: #30 pc 00000000000183198 [anon:dalvik-classes.dex extracted in memory from /data/app/~~_90XuiF-00HtxHZFGVJxDw==/ui.evolution.lib
runtime.cc:655] native: #31 pc 0000000000067b3e8 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520)
runtime.cc:655] native: #32 pc 0000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20)
runtime.cc:655] native: #33 pc 0000000000018224a [anon:dalvik-classes.dex extracted in memory from /data/app/~~_90XuiF-00HtxHZFGVJxDw==/ui.evolution.lib
runtime.cc:655] native: #34 pc 0000000000067ce20 /apex/com.android.art/lib64/libart.so (MterpInvokeInterface+1808)
2020-07-09 15:07:43.676 29988-30358/ui.evolution.library.audio.sample.debug A/io.sample.debu: runtime.cc:655] native: #35 pc 0000000000012da14 /apex/com.and
runtime.cc:655] native: #36 pc 000000000000eb7c4 /apex/com.android.art/javalib/core-oj.jar (java.lang.Thread.run+8)
runtime.cc:655] native: #37 pc 00000000000305b70 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, art::CodeItemDataAccess
runtime.cc:655] native: #38 pc 00000000000669e50 /apex/com.android.art/lib64/libart.so (artQuickToInterpreterBridge+780)
runtime.cc:655] native: #39 pc 0000000000013cff8 /apex/com.android.art/lib64/libart.so (art_quick_to_interpreter_bridge+88)
runtime.cc:655] native: #40 pc 00000000000133564 /apex/com.android.art/lib64/libart.so (art_quick_invoke_stub+548)
runtime.cc:655] native: #41 pc 000000000001a8a78 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned in
runtime.cc:655] native: #42 pc 0000000000055390c /apex/com.android.art/lib64/libart.so (art::JValue art::InvokeVirtualOrInterfaceWithJValues<art::ArtMe
runtime.cc:655] native: #43 pc 000000000005a2ca8 /apex/com.android.art/lib64/libart.so (art::Thread::CreateCallback(void*)+1308)
runtime.cc:655] native: #44 pc 00000000000af708 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64)
runtime.cc:655] native: #45 pc 000000000004fd88 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:655] at android.media.MediaCodec.native_configure(Native method)
runtime.cc:655] at android.media.MediaCodec.configure(MediaCodec, java:2127)
```

```
runtime.cc:655] at android.media.MediaCodec.configure(MediaCodec.java:2043)
runtime.cc:655] at uievolution.library.audio.InternalPlayer.AbstractMediaCodecPlayer$RunCore.<init>(AbstractMediaCodecPlayer.java:225)
runtime.cc:655] at uievolution.library.audio.InternalPlayer.AbstractMediaCodecPlayer.start(AbstractMediaCodecPlayer.java:606)
runtime.cc:655] - locked <0x0f29314e> (a uievolution.library.audio.InternalPlayer.MediaFileMediaCodecPlayer)
runtime.cc:655] at uievolution.library.audio.AudioPlayer.AbstractPlayer.onPrepared(AbstractPlayer.java:131)
runtime.cc:655] - locked <0x01e3f26f> (a uievolution.library.audio.AudioPlayer.MediaFilePlayer)
runtime.cc:655] at uievolution.library.audio.InternalPlayer.AbstractMediaCodecPlayer.onPrepared(AbstractMediaCodecPlayer.java:104)
runtime.cc:655] at uievolution.library.audio.InternalPlayer.AbstractMediaCodecPlayer$1.run(AbstractMediaCodecPlayer.java:477)
runtime.cc:655] at java.lang.Thread.run(Thread.java:923)
runtime.cc:655]
2020-07-09 15:07:43.682 29988-30358/uievolution.library.audio.sample.debug A/libc: Fatal signal 6 (SIGABRT), code -1 (SI_QUEUE) in tid 30358 (Thread-63), pid
```

- Link to captured Android bug report (shared privately in Drive.) <https://issuetracker.google.com/issues/159563241>
- Optional: Link to any screenshot(s) that demonstrate the issue (shared privately in Drive)

https://drive.google.com/file/d/1XJM19IRjwvr0weE7aamgHSic-_loR74i/view?usp=drive_web (under_256KB_ffmpeg.m4a)

✓ Mentioned issues (1) ✓ Links (1)


🔗 Mentioned issues (1)

P3 [Android 11 DP/Beta] Abort occurs and the application is terminated when playing an m4a file with MediaCodec. "<https://issuetracker.google.com/159563241>"

🔗 Links (1)

"https://drive.google.com/file/d/1XJM19IRjwvr0weE7aamgHSic-_loR74i/view?usp=drive_web (under_256KB_ffmpeg.m4a)"

COMMENTS

 **ad...@google.com** <ad...@google.com>
Assigned to ad...@google.com.

 **ad...@google.com** <ad...@google.com> [#2](#)

Please share - https://drive.google.com/file/d/1XJM19IRjwvr0weE7aamgHSic-_loR74i/view?usp=drive_web (under_256KB_ffmpeg.m4a) with android-bugreport@google.com

 **tt...@xevo.com** <tt...@xevo.com> [#3](#)

I shared the file.

 **ad...@google.com** <ad...@google.com> [#4](#)

Issue is not reproducible with file in [comment #2](#) played in Google Play Music or Files app (apps did not crash).

Let us know if the issue happens with any media player application or mention the package name of the app which you tested it with.
Also mention the steps to be followed for reproducing the issue with the given app.

 **ad...@google.com** <ad...@google.com> [#5](#)

Please provide the information requested in [comment #4](#) to investigate this further.

 **ad...@google.com** <ad...@google.com> [#6](#)

Status: Won't Fix (Infeasible)

We are closing this issue as we don't have enough actionable information. If you are still facing this problem, please open a new issue and add the relevant information along with reference t