

Comments (10) Dependencies Duplicates (0) Blocking (0) Resources (0)

Infeasible Bug P3 + Add Hotlist NeedsInfo

STATUS UPDATE No update yet. Edit

DESCRIPTION le...@gmail.com created issue #1

Oct 15, 2016 11:09PM

Library used: appcompat-v7, support-v4, design, cardview-v7, firebase-ads  
Version used: 24.1.1  
Theme used: Theme.AppCompat.Light.DarkActionBar  
Devices/Android versions reproduced on: Many devices with Android 6.0

We get many "Native crash at /system/lib64/libc.so" crash reports in Developer Console with the following or similar Stack traces:

```
*** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
Build fingerprint: 'samsung/zerofltebmc/zerofltebmc:6.0.1/XXX/XXX:user/release-keys'
Revision: '11'
ABI: 'arm64'
pid: 27959, tid: 28067, name: RenderThread >>> com.bitwise10.supersimpleshoppinglist <<<
signal 6 (SIGABRT), code -6 (SI_TKILL), fault addr 0
Abort message: 'Encountered EGL error 12291 EGL_BAD_ALLOC during rendering'
x0 0000000000000000 x1 00000000000006da3 x2 0000000000000006 x3 0000000000000000
x4 0000000000000000 x5 0000000000000001 x6 0000000000000000 x7 0000000000000000
x8 0000000000000083 x9 fefefefefefeff x10 7f7f7f7f7f7f7f7f x11 0101010101010101
x12 0000000000000010 x13 0000007f8eb4bdc x14 0000000000000001 x15 000000000000000f
x16 0000007fa25b8568 x17 0000007fa254b338 x18 0000007fa2959720 x19 0000007f8eb5500
x20 0000007f8eb5440 x21 0000000000000019 x22 0000000000000006 x23 0000007f4247d880
x24 0000007f4247c800 x25 0000007f424befb0 x26 00000000ffffff x27 0000007f7d5432b0
x28 0000007f42082960 x29 0000007f8eb4b80 x30 0000007fa2548ad4
sp 0000007f8eb4b80 pc 0000007fa254b340 pstate 0000000020000000
```

```
backtrace:
#00 pc 0000000000069340 /system/lib64/libc.so (tgkill+8)
#01 pc 0000000000066ad0 /system/lib64/libc.so (pthread_kill+68)
#02 pc 0000000000023910 /system/lib64/libc.so (raise+28)
#03 pc 000000000001e240 /system/lib64/libc.so (abort+60)
#04 pc 00000000000cf04 /system/lib64/libcutils.so (__android_log_assert+236)
#05 pc 000000000002c238 /system/lib64/libhwui.so
#06 pc 0000000000028b88 /system/lib64/libhwui.so
#07 pc 000000000002ae34 /system/lib64/libhwui.so
#08 pc 000000000002f374 /system/lib64/libhwui.so
(_ZN7android10uirenderer12renderthread12RenderThread10threadLoopEv+124)
#09 pc 0000000000169b4 /system/lib64/libutils.so (_ZN7android6Thread11_threadLoopEPv+208)
#10 pc 00000000000953c0 /system/lib64/libandroid_runtime.so
(_ZN7android14AndroidRuntime15javaThreadShellEPv+96)
#11 pc 000000000016204 /system/lib64/libutils.so
#12 pc 0000000000065f20 /system/lib64/libc.so (_ZL15__pthread_startPv+52)
#13 pc 000000000001edec /system/lib64/libc.so (__start_thread+16)
```

- Relevant code to trigger the issue:  
Unfortunately we are unable to determine from the Stack trace where and what triggers the crash. We are unable to reproduce it on our testing devices.

The crash happens on different devices, from different manufacturers, but they all have Android 6.0.

We do not use any OpenGL code. Mostly just Cardviews and TextViews.

Please help us point towards the cause of this problem.

Reporter le...@gmail.com  
Type Bug  
Priority P3  
Severity S3  
Status Won't fix (Infeasible)  
Access Default access View

Expanded Access  
Assignee am...@google.com  
Verifier --  
Collaborators  
CC le...@gmail.com

AOSP ID 225314  
Estimate --  
Found In --  
Targeted To --  
Verified In --  
In Prod

Show 1 additional field

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

Oct 17, 2016 08:47PM ⋮

Assigned to am...@google.com.

Hi,

Request you to provide below information

For clarity purpose, we would like you to provide the results tested on nexus devices

please attach your sample android project which reproduces the issue, zip it and share(just to avoid the confusion between your sample code and the one we create to replicate the issue,sample code is requested here).

Which device and build the issue observed on?

Explain the steps to reproduce the issue with your apk. Provide all necessary information to reproduce the issue.

Android bug report:

After reproducing the issue, navigate to developer settings, ensure 'USB debugging' is enabled, then enable 'Bug report shortcut'. To take bug report, hold the power button and select the 'Take bug report' option.

Note: Please upload the attachments to google drive and share the folder to [android-bugreport@google.com](mailto:android-bugreport@google.com), then share the link here.

**ja...@gmail.com** <ja...@gmail.com> [#3](#)

Oct 29, 2016 03:39AM ⋮

I noticed this error only from Samsung devices with Android 6.0.x

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

Nov 4, 2016 07:59PM ⋮

Status: *Won't Fix (Infeasible)*

As this website is for developer issues with the AOSP Android source code and the developer toolset, we have absolutely no control or visibility over when any device will get any update ever. So, please contact specific OEM for such issues. In case if you face any issues on nexus devices, please report them here

**le...@gmail.com** <le...@gmail.com> [#5](#)

Nov 8, 2016 06:22AM ⋮

Thanks for the replies! Unfortunately it's happening on all devices, not just Samsung, and we are unable to reproduce it.

We'll see if updating the libraries will solve the problem.

**vi...@gmail.com** <vi...@gmail.com> [#6](#)

Jan 21, 2017 03:18PM ⋮

Well, I am able to reproduce this on a Nexus 6P while working on an image editing application. Making a sample out this appl could be be tough due to IP constraint.

What I am trying is updating bitmap on native end and then passing it across JNI layer, convert it to a bitmap and displaying it on an Imageview. This is live rendering so it is happening quite frequently

----- beginning of crash

01-21 09:40:25.576 11653 11715 F libc : Fatal signal 6 (SIGABRT), code 0 in tid 11715 (RenderThread)

01-21 09:40:25.577 377 377 W : debuggerd: handling request: pid=11653 uid=10187 gid=10187 tid=11715

01-21 09:40:25.719 12760 12760 F DEBUG : \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\* \*\*\*

01-21 09:40:25.720 12760 12760 F DEBUG : Build fingerprint:

'google/angler/angler:7.1.1/N4F26I/3532671:user/release-keys'

01-21 09:40:25.720 12760 12760 F DEBUG : Revision: '0'

01-21 09:40:25.720 12760 12760 F DEBUG : ABI: 'arm'

01-21 09:40:25.720 12760 12760 F DEBUG : pid: 11653, tid: 11715, name: RenderThread >>>

com.xxx.xxxxxx <<<

01-21 09:40:25.720 12760 12760 F DEBUG : signal 11 (SIGSEGV), code 0 (SI\_USER), fault addr

0xcbd04c3c

01-21 09:40:25.731 12760 12760 F DEBUG : Abort message: 'GL errors!

frameworks/base/libs/hwui/renderthread/CanvasContext.cpp:550'

01-21 09:40:25.731 12760 12760 F DEBUG : r0 e8d4f201 r1 cbd06c90 r2 cbd06d10 r3 00000008

01-21 09:40:25.731 12760 12760 F DEBUG : r4 ca5fa978 r5 cbd04c68 r6 ca5fa920 r7 cbd04c28

```
01-21 09:40:25.731 12760 12760 F DEBUG : r8 cd5a3a38 r9 00000000 sl cbc0897c fp cbc08978
01-21 09:40:25.731 12760 12760 F DEBUG : ip 00000006 sp cbd04c18 lr e8cee0a8 pc cc9f6d36
cpsr 600f0030
01-21 09:40:25.761 12760 12760 F DEBUG :
01-21 09:40:25.761 12760 12760 F DEBUG : backtrace:
01-21 09:40:25.763 12760 12760 F DEBUG : #00 pc 003d4d36 /data/app/com.xxx.xxx-
1/lib/arm/libxxx.so (_makeNativeCrashReport+21)
01-21 09:40:25.763 12760 12760 F DEBUG : #01 pc 000170a4 /system/lib/libc.so
01-21 09:40:25.763 12760 12760 F DEBUG : #02 pc 00049db0 /system/lib/libc.so (tgkill+8)
01-21 09:40:25.763 12760 12760 F DEBUG : #03 pc 00047553 /system/lib/libc.so (pthread_kill+34)
01-21 09:40:25.763 12760 12760 F DEBUG : #04 pc 0001d8a5 /system/lib/libc.so (raise+10)
01-21 09:40:25.763 12760 12760 F DEBUG : #05 pc 000193f1 /system/lib/libc.so
(__libc_android_abort+34)
01-21 09:40:25.763 12760 12760 F DEBUG : #06 pc 00017034 /system/lib/libc.so (abort+4)
01-21 09:40:25.763 12760 12760 F DEBUG : #07 pc 0000c30d /system/lib/libcutils.so
(__android_log_assert+112)
01-21 09:40:25.764 12760 12760 F DEBUG : #08 pc 00024077 /system/lib/libhwui.so
01-21 09:40:25.764 12760 12760 F DEBUG : #09 pc 00025a73 /system/lib/libhwui.so
01-21 09:40:25.764 12760 12760 F DEBUG : #10 pc 00029035 /system/lib/libhwui.so
(_ZN7android10uirenderer12renderthread12RenderThread10threadLoopEv+80)
01-21 09:40:25.764 12760 12760 F DEBUG : #11 pc 0000e345 /system/lib/libutils.so
(_ZN7android6Thread11_threadLoopEPv+140)
01-21 09:40:25.764 12760 12760 F DEBUG : #12 pc 000663ed /system/lib/libandroid_runtime.so
(_ZN7android14AndroidRuntime15javaThreadShellEPv+80)
01-21 09:40:25.764 12760 12760 F DEBUG : #13 pc 00047023 /system/lib/libc.so
(_ZL15__pthread_startPv+22)
01-21 09:40:25.764 12760 12760 F DEBUG : #14 pc 00019e3d /system/lib/libc.so (__start_thread+6)
```

jt...@googlemail.com <jt...@googlemail.com> #7

Feb 15, 2017 08:01PM

I'm seeing the same crash reported on a Galaxy S5 Neo (s5neolte) running Android 6.0.  
We're not using OpenGL or JNI. I'm afraid I won't be able to provide the source code for our Heavens-  
Above app.

\*\*\* \*\*

Build fingerprint: 'samsung/s5neoltexx/s5neolte:6.0.1/MMB29K/G903FXXU1BPF4:user/release-keys'

Revision: '0'

ABI: 'arm'

pid: 26548, tid: 26564, name: RenderThread >>> com.heavens\_above.viewer\_pro <<<

signal 6 (SIGABRT), code -6 (SI\_TKILL), fault addr -----

Abort message: 'Encountered EGL error 12291 EGL\_BAD\_ALLOC during rendering'

r0 00000000 r1 000067c4 r2 00000006 r3 eefb2978

r4 eefb2980 r5 eefb2930 r6 00000019 r7 0000010c

r8 00000000 r9 00003003 sl d9e8d920 fp f4e25bec

ip 00000006 sp eefb2328 lr f727f365 pc f7281754 cpsr 480f0010

backtrace:

#00 pc 00042754 /system/lib/libc.so (tgkill+12)

#01 pc 00040361 /system/lib/libc.so (pthread\_kill+32)

#02 pc 0001ca9b /system/lib/libc.so (raise+10)

#03 pc 00019d19 /system/lib/libc.so (\_\_libc\_android\_abort+34)

#04 pc 0001755c /system/lib/libc.so (abort+4)

#05 pc 00008727 /system/lib/libcutils.so (\_\_android\_log\_assert+86)

#06 pc 000201b9 /system/lib/libhwui.so

#07 pc 0001d481 /system/lib/libhwui.so

#08 pc 0001f1c3 /system/lib/libhwui.so

#09 pc 000222b9 /system/lib/libhwui.so

(\_ZN7android10uirenderer12renderthread12RenderThread10threadLoopEv+80)

#10 pc 000101fd /system/lib/libutils.so (\_ZN7android6Thread11\_threadLoopEPv+112)

#11 pc 000622f3 /system/lib/libandroid\_runtime.so

(\_ZN7android14AndroidRuntime15javaThreadShellEPv+70)

#12 pc 0003fc63 /system/lib/libc.so (\_ZL15\_\_pthread\_startPv+30)

#13 pc 0001a39b /system/lib/libc.so (\_\_start\_thread+6)

jt...@googlemail.com <jt...@googlemail.com> #8

Feb 15, 2017 08:03PM

This one is similar: hero2lte running Android 6.0.

\*\*\* \*\*

Build fingerprint: 'samsung/hero2ltexx/hero2lte:6.0.1/MMB29K/G935FXXU1BPLB:user/release-keys'

Revision: '9'

ABI: 'arm64'

pid: 2853, tid: 2868, name: RenderThread >>> com.heavens\_above.viewer\_pro <<<

signal 6 (SIGABRT), code -6 (SI\_TKILL), fault addr -----

Abort message: 'Encountered EGL error 12291 EGL\_BAD\_ALLOC during rendering'

x0 0000000000000000 x1 000000000000b34 x2 0000000000000006 x3 0000000000000000

x4 0000000000000000 x5 0000000000000001 x6 0000000000000000 x7 0000000000000000  
x8 0000000000000083 x9 fefeff7e949fab x10 7f7f7f7f7ffffff x11 0101010101010101  
x12 0000000000000010 x13 0000007f76075b3c x14 0000000000000001 x15 000000000000000f  
x16 0000007f7fb3568 x17 0000007f7fb463b8 x18 0000007f7ff53720 x19 0000007f76076500  
x20 0000007f76076440 x21 0000000000000019 x22 0000000000000006 x23 0000007f6203a400  
x24 0000007f7c083588 x25 7fffffffbffff x26 0000000000000003 x27 0000007f7c083630  
x28 0000007f624d9030 x29 0000007f76075ae0 x30 0000007f7fb43b54  
sp 0000007f76075ae0 pc 0000007f7fb463c0 pstate 0000000020000000

backtrace:

#00 pc 0000000000693c0 /system/lib64/libc.so (tgkill+8)  
#01 pc 000000000066b50 /system/lib64/libc.so (pthread\_kill+68)  
#02 pc 000000000023990 /system/lib64/libc.so (raise+28)  
#03 pc 00000000001e2c0 /system/lib64/libc.so (abort+60)  
#04 pc 0000000000cf04 /system/lib64/libcutils.so (\_\_android\_log\_assert+236)  
#05 pc 00000000002bf0c /system/lib64/libhwui.so  
#06 pc 000000000028594 /system/lib64/libhwui.so  
#07 pc 000000000029540 /system/lib64/libhwui.so  
#08 pc 00000000002eea4 /system/lib64/libhwui.so  
(\_ZN7android10uirenderer12renderthread12RenderThread22dispatchFrameCallbacksEv+248)  
#09 pc 00000000002eff0 /system/lib64/libhwui.so  
(\_ZN7android10uirenderer12renderthread12RenderThread10threadLoopEv+124)  
#10 pc 0000000000169b4 /system/lib64/libutils.so (\_ZN7android6Thread11\_threadLoopEPv+208)  
#11 pc 0000000000095190 /system/lib64/libandroid\_runtime.so  
(\_ZN7android14AndroidRuntime15javaThreadShellEPv+96)  
#12 pc 000000000016204 /system/lib64/libutils.so  
#13 pc 000000000065fa0 /system/lib64/libc.so (\_ZL15\_\_pthread\_startPv+52)  
#14 pc 00000000001ee6c /system/lib64/libc.so (\_\_start\_thread+16)

 **ms...@gmail.com** <ms...@gmail.com> [#9](#) Feb 23, 2017 08:18PM ⋮

[Comment deleted]

 **ms...@gmail.com** <ms...@gmail.com> [#10](#) Feb 23, 2017 08:21PM ⋮

Same Problem here, using a Nexus 5X with Android 7.1.2

#02 pc 0001d8a5 /system/lib/libc.so (raise+10)  
#07 pc 00025a73 /system/lib/libhwui.so  
#12 pc 00019e3d /system/lib/libc.so (\_\_start\_thread+6)  
#00 pc 00049e44 /system/lib/libc.so (tgkill+12)  
#11 pc 000470b3 /system/lib/libc.so (\_ZL15\_\_pthread\_startPv+22)  
#08 pc 00029035 /system/lib/libhwui.so  
(\_ZN7android10uirenderer12renderthread12RenderThread10threadLoopEv+80)  
#10 pc 0006648d /system/lib/libandroid\_runtime.so  
(\_ZN7android14AndroidRuntime15javaThreadShellEPv+80)  
#01 pc 000475e3 /system/lib/libc.so (pthread\_kill+34)  
#06 pc 00024077 /system/lib/libhwui.so  
#04 pc 00017034 /system/lib/libc.so (abort+4)  
#09 pc 0000e345 /system/lib/libutils.so (\_ZN7android6Thread11\_threadLoopEPv+140)  
#03 pc 000193f1 /system/lib/libc.so (\_\_libc\_android\_abort+34)  
#05 pc 0000c30d /system/lib/libcutils.so (\_\_android\_log\_assert+112)  
backtrace:  
ip 0000000b sp cef29f38 lr f04f65e7 pc f04f8e44 cpsr 20000010  
Abort message: 'GL errors! frameworks/base/libs/hwui/renderthread/CanvasContext.cpp:550'  
r8 cf5f1a00 r9 00000000 sl cf92653c fp cf926538  
r4 cef2a978 r5 00000006 r6 cef2a920 r7 0000010c  
r0 00000000 r1 00003e91 r2 00000006 r3 00000008  
pid: 15989, tid: 16017, name: RenderThread >>> com.msiccdev.simpleleet <<<  
Revision: 'rev\_1.0'  
signal 6 (SIGABRT), code -6 (SI\_TKILL), fault addr -----  
DEBUG ABL: 'arm'  
Build fingerprint: 'google/bullhead/bullhead:7.1.2/NPG05D/3635581:user/release-keys'  
\*\*\* \*\*  
Fatal signal 6 (SIGABRT), code -6 in tid 16017 (RenderThread)  
GL\_INVALID\_VALUE  
GL errors! frameworks/base/libs/hwui/renderthread/CanvasContext.cpp:550