📁 Android Public Tracker > App Development > Jetpack (androidx)   152540368 ⌄

← ↻ ☆ Renderscript AndroidX crashes on Android 6   +1 ⁴ | Hotlists (1) | Mark as Duplicate   🔔 ⋮

| Comments (3) | Dependencies | Duplicates (0) | Blocking (0) | Resources (1) |

[Obsolete] Bug P3 (+ Add Hotlist)

| 👥 **STATUS UPDATE** No update yet. [Edit] |

📄 **DESCRIPTION** zy...@gmail.com created issue #1   Mar 27, 2020 07:01PM ⋮

Build: AI-192.7142.36.36.6241897, 202002270544,

AI-192.7142.36.36.6241897, JRE 1.8.0_212-release-1586-b4-5784211x64 JetBrains s.r.o, OS Mac OS X(x86_64) v10.15.2, screens 1440x900

AS: 3.6.1; Kotlin plugin: 1.3.61; Android Gradle Plugin: 3.6.1; Gradle: 5.6.4; NDK: from local.properties: (not specified), latest from SDK: (not found); LLDB: pinned revision 3.1 not found, latest from SDK: (package not found); CMake: from local.properties: (not specified), latest from SDK: 3.10.2, from PATH: 3.12.3

Here is the logs:
03-27 09:57:28.052 3631-3631/za.co.overtake.onlinetrucks.dealersonline E/RS Dispatch: Couldn't initialize dispatchTab.ScriptReduce
03-27 09:57:28.052 3631-3631/za.co.overtake.onlinetrucks.dealersonline E/RenderScript JNI: Dispatch table init failed! librsjni version: 2301
03-27 09:57:28.052 3631-3631/za.co.overtake.onlinetrucks.dealersonline V/RenderScript_jni: Unable to load libRS.so, falling back to compat mode
03-27 09:57:28.058 3631-3631/za.co.overtake.onlinetrucks.dealersonline V/RenderScript_jni: Unable to load libRSSupportIO.so, USAGE_IO not supported
03-27 09:57:28.058 3631-3631/za.co.overtake.onlinetrucks.dealersonline V/RenderScript_jni: Unable to load BLAS lib, ONLY BNNM will be supported: java.lang.UnsatisfiedLinkError: dalvik.system.PathClassLoader[DexPathList[[zip file "/data/app/za.co.overtake.onlinetrucks.dealersonline-1/base.apk"],nativeLibraryDirectories= [/data/app/za.co.overtake.onlinetrucks.dealersonline-1/lib/x86, /data/app/za.co.overtake.onlinetrucks.dealersonline-1/base.apk!/lib/x86, /vendor/lib, /system/lib]] couldn't find "libblasV8.so"
03-27 09:57:28.062 3631-3683/za.co.overtake.onlinetrucks.dealersonline E/RenderScript: Couldn't load libRSSupportIO.so
03-27 09:57:28.082 3631-3683/za.co.overtake.onlinetrucks.dealersonline E/RenderScript: Unable to open shared library (/data/user/0/za.co.overtake.onlinetrucks.dealersonline//librs.singlesource.so): dlopen failed: invalid ELF file "/data/app/za.co.overtake.onlinetrucks.dealersonline-1/lib/x86/librs.singlesource.so" load segment[4]: p_offset (0x3000) + p_filesz (0x0) (= 0x3000) past end of file (0x23c8)
03-27 09:57:28.083 3631-3683/za.co.overtake.onlinetrucks.dealersonline E/RenderScript: Unable to open APK shared library (librs.singlesource.so): dlopen failed: invalid ELF file "/data/app/za.co.overtake.onlinetrucks.dealersonline-1/lib/x86/librs.singlesource.so" load segment[4]: p_offset (0x3000) + p_filesz (0x0) (= 0x3000) past end of file (0x23c8)
03-27 09:57:28.087 3631-3683/za.co.overtake.onlinetrucks.dealersonline E/RenderScript: Unable to open system shared library (/system/lib/librs.singlesource.so): dlopen failed: library "/system/lib/librs.singlesource.so" not found
03-27 09:57:28.087 3631-3631/za.co.overtake.onlinetrucks.dealersonline D/AndroidRuntime: Shutting down VM
03-27 09:57:28.087 3631-3631/za.co.overtake.onlinetrucks.dealersonline E/AndroidRuntime: FATAL EXCEPTION: main
    Process: za.co.overtake.onlinetrucks.dealersonline, PID: 3631
    androidx.renderscript.RSRuntimeException: Loading of ScriptC script failed.
        at androidx.renderscript.ScriptC.<init>(ScriptC.java:83)
        at za.co.overtake.ScriptC_singlesource.<init>(ScriptC_singlesource.java:34)

and a snippet of my Gradle File:
android {
    compileSdkVersion 28
    buildToolsVersion '30.0.0rc1'
    defaultConfig {
        minSdkVersion 19
        targetSdkVersion 28
        versionCode 79
        versionName "3.3.33"
        testInstrumentationRunner "androidx.test.runner.AndroidJUnitRunner"
        renderscriptTargetApi 22
        renderscriptSupportModeEnabled true
    }

Also, I've brought up in other threads: if I set renderscriptSupportModeEnabled to FALSE and then import android.renderscript.RenderScript instead of androidx.renderscript.RenderScript; then it works for Android 6 - BUT then breaks on some other randone devices (so far Android 8.1 on Xiomi Redmi Go and Android 5 on Samsung Galaxy S4).

Would be happy to try help provide any extra info. Thank you!

COMMENTS   [All comments ▾] [↓ Oldest first]

⚪ ni...@google.com <ni...@google.com>   Apr 3, 2020 01:14AM
   Assigned to al...@google.com.

⚪ al...@google.com <al...@google.com> #2

Sidebar:

Reporter	⚪ zy...@gmail.com
Type	Bug
Priority	P3
Severity	S3
Status	[Won't fix (Obsolete)]
Access	Default access View

Expanded Access ❓

Assignee	⚪ an...@google.com
Verifier	--
Collaborators	👥 _____ ⌃
CC	🔔 _____ ⌃
	zy...@gmail.com
AOSP ID	--
Estimate	--
Found In	--
Targeted To	--
Verified In	--
In Prod	⚪

Show 1 additional field ⌄

Apr 3, 2020 04:34AM ⋮

Reassigned to mi...@google.com.

Reassigning based on `OWNERS` for `frameworks/rs`.

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mi...@google.com <mi...@google.com>   Oct 30, 2020 10:47AM

Reassigned to an...@google.com.

---

al...@google.com <al...@google.com> [#3](#)   Feb 9, 2023 05:48AM   ⋮

Status: Won't Fix (Obsolete)

This issue was filed against the top-level component, which is not monitored, and has exceeded the age limit for triage to the appropriate sub-component.

If this issue is still relevant, please re-file it against the appropriate sub-component.