Unable to start debugging session in Android Studio (lldb)

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Obsolete Bug P2 + NeedsInfo Migrated-Tools-C++ Migrated-Tools-adb Migrated-Tools-Studio adexe s nau

STATUS UPDATE No update yet. Edit

DESCRIPTION ew...@netflix.com created issue #1 Nov 10, 2016 12:11PM

Dev environment:
Android Studio 2.2.2
Build #AI-145.3360264, built on October 18, 2016
JRE: 1.8.0_76-release-b03 amd64
JVM: OpenJDK 64-Bit Server VM by JetBrains s.r.o

Pixel XL Marlin:
Build NDE63U
VrCore_signed_1.0_20161019_RC005
VrHomeEap_signed_1.0_20161019_RC001

(Gray) PVT Controller:
PVT-cayenne_signed_prod0-key_825796af_1.0.15

PC Workstation:
Windows 10 Pro 64-bit
Version 1607
OS Build 14393.447
Processor: Core i7-5600U @ 2.60GHz
RAM: 20 GB

Repro steps:
1. Marlin attached to PC workstation with USB cable
2. In Android Studio, either:
  a. Select Run->Debug 'app'
  b. Select Run->Attach debugger to Android process

Observed result:
1. Android Studio will spin forever loading the SOs (see Android_Studio.png). The SO that it is stuck loading is non-deterministic; it is not always "libkeymaster_messages.so" as depicted in the screenshot.
2. The Marlin phone will display the "Waiting For Debugger" dialog forever (see Pixel_Marlin.png)
3. Android Studio will throw in internal IDE error (see idea.log)
4. Logcat will show a Java exception on launch (see AndroidStudio_logcat.txt)

Expected result:
1. Android Studio loads all SOs and attaches to app

Additional data points:
1. This problem happens when running both our app as well as the stock, unmodified TreasureHunt sample from SDK v.1.0.2
2. There are reports of JDK 8 causing debugging issues, however JDK 8 is required for Android Studio 2.2.2 so that Android Studio is using the pre-packaged JDK 8. Neither TreasureHunt nor our app enables Java 8 features.
3. We have tried deleting our entire project directory, rolling back to Android Studio 2.2.1, and removing and reinstalling the Google USB driver
4. This problem is 100% on Sailfish and Marlin
5. We have tried re-flashing both Pixels as well as factory reset
6. This problem does NOT occur when we swap in our old Nexus 6P (flashed to NRD90M)

COMMENTS All comments Oldest first

vs...@google.com <vs...@google.com> #2 Nov 10, 2016 12:14PM

You missed the attachments, but could you also clarify what type of debugger you are using? Is it Java, or Auto or Hybrid/Native?

ew...@netflix.com <ew...@netflix.com> #3 Nov 10, 2016 12:16PM

NOTE: This problem seems to have gone away by itself. The step that seemed to make the difference was fetching/accessing Android Studio's IDE log, idea.log (through the help menu). It's unclear why this caused Android Studio to right itself, or why it only affected Pixel devices and not the Nexus 6P.

ew...@netflix.com <ew...@netflix.com> #4 Nov 10, 2016 12:26PM

Ah, it took me two tries to get past the captcha when submitting the issue. It seems the first failure removed my attachments. I've attached the files to this comment.

Reporter	ew...@netflix.com
Type	Bug
Priority	P2
Severity	S3
Status	Won't fix (Obsolete)
Access	Default access View
Assignee	--
Verifier	--
Collaborators	
CC	en...@google.com ew...@netflix.com ks...@google.com ov...@google.com vs...@google.com xa...@google.com
AOSP ID	227454
ReportedBy	Developer
Found In	--
Targeted To	--
Verified In	--
In Prod	

And we are using the default, Auto debugger.

Android_Studio.png
193 KB View Download

AndroidStudio_logcat.txt
21 KB View Download

idea.log
487 KB View Download

Pixel_Marlin.png
14 KB View Download

vs...@google.com <vs...@google.com> #5 Nov 12, 2016 06:58AM

Assigned to ks...@google.com.

Ok, it is using lldb, probably because you have native modules in your project.

If you are only debugging Java, you can switch from Auto to Java, and that should fix it.
Assigning to lldb team for taking a further look.

ew...@netflix.com <ew...@netflix.com> #6 Nov 12, 2016 07:32AM

Thanks for the update.

Right - we are almost always debugging native C++. We only have a thin Java layer for the Activity and a JNI bridge to plumb through certain Java calls.

Fortunately the problem has not returned after having gone away (seemingly by itself). So for the time being this is no longer an issue, but it would be reassuring to know when it is root-caused given that it blocked us for 3 days.

ks...@google.com <ks...@google.com> #7 Nov 12, 2016 07:35AM

Reassigned to la...@google.com.

Pavel, can you investigate?

I fully agree that mysteriously vanishing issues aren't actually gone until there's a root cause!

ew...@netflix.com <ew...@netflix.com> #8 Nov 16, 2016 08:27AM

To give an update: this began happening again for us. The only noteworthy step we can think of might have triggered it was that we cleared the Android Monitor window in Android Studio prior to launching. After that, we were once again stuck. Restarting the Pixel and PC did not correct the issue.

We then deleted all IDE logs (first closing down Android Studio as it locks the current idea.log file). After restarting Android Studio, the problem once again went away.

So it does seem like this problem is related to Android Studio's log files somehow getting into a state that can trigger the IDE to spin indefinitely. But it also seems to be the case that we now have a workaround for the problem should it come up again.

la...@google.com <la...@google.com> #9 Nov 16, 2016 09:12PM

Interesting info. Thanks for the update. I'll try to reproduce this on my side.

is...@google.com <is...@google.com> Aug 17, 2018 05:14PM

Status: New

en...@google.com <en...@google.com> Jul 29, 2019 03:52PM

Status: Won't Fix (Obsolete)