📁 Android Public Tracker > App Development > Android Studio > Emulator   200975246 ▾

← C ☆   Game app built by unreal engine 4.27 crash in android emulator   +1 ⁴   Hotlists (2)   Mark as Duplicate   🔔 ⋮

Comments (7)   Dependencies   Duplicates (0)   Blocking (0)   Resources (9)

Can't Repro   Bug   P2   ＋ Add Hotlist

👥 **STATUS UPDATE**   No update yet.   Edit

📄 **DESCRIPTION** ax...@gmail.com created issue #1

The game is an empty new project targeting arm64 and opengl es 3.1, Unreal Engine version is 4.27.

OS is Windows 10, cpu is Intel and graphics is integrated.

The emulator is using the newest API31 x86_64 image, all other settings are defaults. According to the emulator release notes, the arm64 app should be supported by the newest x86_64 image.

However the following error occured and the game crashed.

```
09-24 16:44:00.692  8184  8235 D UE4     : FAndroidGPUInfo
09-24 16:44:00.692  8184  8235 D UE4     : AndroidEGL::InitRenderSurface 1, 1
09-24 16:44:00.693  8184  8235 D UE4     : AndroidEGL::InitRenderSurface, wnd: 0x75e8d0206d00, width: 8, height 8
09-24 16:44:00.694   351   351 D goldfish-address-space: claimShared: Ask to claim region [0x3f7db2000 0x3f7db3000]
09-24 16:44:00.730  8184  8235 D UE4     : AndroidEGL::CreateEGLRenderSurface() 0x75e7c0214380
09-24 16:44:00.731  8184  8235 D UE4     : AndroidEGL::InitSharedSurface 1
09-24 16:44:00.732  8184  8235 D UE4     : AndroidEGL::InitSharedSurface, width: 8, height 8
09-24 16:44:00.733  8184  8235 D UE4     : AndroidEGL::CreateEGLSharedSurface(), auxSurface = eglCreatePbufferSurface(), 8x8
09-24 16:44:00.856  8184  8235 D UE4     : Assertion failed: !GPUFamily.IsEmpty() [File:D:/Build/++UE4/Sync/Engine/Source/Runtime/OpenGLDrv/Private/Android/A
09-24 16:44:00.856  8184  8235 D UE4     :
09-24 16:44:00.860  8184  8235 D UE4     : Assertion failed: !GPUFamily.IsEmpty() [File:D:/Build/++UE4/Sync/Engine/Source/Runtime/OpenGLDrv/Private/Android/A
09-24 16:44:00.860  8184  8235 D UE4     :
09-24 16:44:00.866  8184  8235 I mpany.TestProj: System.exit called, status: 0
09-24 16:44:00.866  8184  8235 I AndroidRuntime: VM exiting with result code 0, cleanup skipped.
09-24 16:44:00.915  8220  8220 I perfetto: ctory_standalone.cc:140 Child disconnected.
09-24 16:44:00.916   557  2091 I WindowManager: WIN DEATH: Window{58e41c0 u0 com.YourCompany.TestProj1/com.epicgames.ue4.GameActivity}
09-24 16:44:00.916   557  2091 W InputManager-JNI: Input channel object '58e41c0 com.YourCompany.TestProj1/com.epicgames.ue4.GameActivity (client)' was dispo
09-24 16:44:00.919   557   944 D ConnectivityService: ConnectivityService NetworkRequestInfo binderDied(uid/pid:10146/8184, android.os.BinderProxy@d253323)
09-24 16:44:00.919   330   330 I Zygote  : Process 8184 exited cleanly (0)
09-24 16:44:00.919   557  1828 I ActivityManager: Process com.YourCompany.TestProj1 (pid 8184) has died: fg  TOP
```

Is there any way to avoid this error and run the game successfully on the emulator?

✓ Links (9)

🔗 **Links (9)**

"For more information on what's needed and how to obtain this information please read the guide at https://developer.android.com/studio/report-bugs#emulator-bugs ."
"http://avd.name"
"http://avd.id"
"http://127.0.0.1:8554"
"https://www.google.com/generate_204"

   See all related links

COMMENTS

◯   **ka...@google.com** <ka...@google.com> #2

Thanks for the feedback on the emulator. To help us troubleshoot this issue further, we will need more information. Please share detailed reproduction steps and as much as possible of the f

   1. Emulator version
   2. Run the emulator from command line with "$ANDROID_SDK_ROOT/emulator/emulator -avd <NameOfAVD> -verbose -show-kernel" and send the resulting logs
   3. Any relevant Logcat logs
   4. The results of running "adb shell top" in the command line.

For more information on what's needed and how to obtain this information please read the guide at https://developer.android.com/studio/report-bugs#emulator-bugs.

◯   **ax...@gmail.com** <ax...@gmail.com> #3

Android version : 12.0 (S) - API 31

Emulator version : 30.8.4-7600983

Log with the verbose command line

```
PS C:\Users\Administrator\AppData\Local\Android\Sdk\emulator> .\emulator.exe -avd "Pixel_3a_XL_API_31" -verbose -show-kernel
emulator: Android emulator version 30.8.4.0 (build_id 7600983) (CL:N/A)
emulator: Found AVD name 'Pixel_3a_XL_API_31'
emulator: Found AVD target architecture: x86_64
emulator: argv[0]: 'C:\Users\Administrator\AppData\Local\Android\Sdk\emulator\emulator.exe'; program directory: 'C:\Users\Administrator\AppData\Local\Andr
emulator:   Found directory: C:\Users\Administrator\AppData\Local\Android\Sdk\system-images\android-31\google_apis\x86_64\

emulator: emuDirName: 'C:\Users\Administrator\AppData\Local\Android\Sdk\emulator'
emulator: try dir C:\Users\Administrator\AppData\Local\Android\Sdk\emulator
emulator: Trying emulator path 'C:\Users\Administrator\AppData\Local\Android\Sdk\emulator\qemu\windows-x86_64\qemu-system-x86_64.exe'
emulator: Found target-specific 64-bit emulator binary: C:\Users\Administrator\AppData\Local\Android\Sdk\emulator\qemu\windows-x86_64\qemu-system-x86_64.e
emulator: Adding library search path: 'C:\Users\Administrator\AppData\Local\Android\Sdk\emulator\lib64'
emulator: Adding library search path: 'C:\Users\Administrator\AppData\Local\Android\Sdk\emulator\lib64\gles_angle'
emulator: Adding library search path: 'C:\Users\Administrator\AppData\Local\Android\Sdk\emulator\lib64\gles_angle9'
emulator: Adding library search path: 'C:\Users\Administrator\AppData\Local\Android\Sdk\emulator\lib64\gles_angle11'
emulator: Adding library search path: 'C:\Users\Administrator\AppData\Local\Android\Sdk\emulator\lib64\gles_swiftshader'
emulator: Adding library search path for Qt: 'C:\Users\Administrator\AppData\Local\Android\Sdk\emulator\lib64\qt\lib'
emulator: Silencing all qWarning(); use qCWarning(...) instead: QT_LOGGING_RULES=default.warning=false
emulator: Setting Qt plugin search path: QT_QPA_PLATFORM_PLUGIN_PATH=C:\Users\Administrator\AppData\Local\Android\Sdk\emulator\lib64\qt\plugins
emulator: Setting Qt to use software OpenGL: QT_OPENGL=software
emulator: Setting QML to use software QtQuick2D: QMLSCENE_DEVICE=softwarecontext
emulator: Overriding pre-existing bad Qt high dpi settings...
emulator: Quoted param: [C:\Users\Administrator\AppData\Local\Android\Sdk\emulator\qemu\windows-x86_64\qemu-system-x86_64.exe]
emulator: Quoted param: [-avd]
emulator: Quoted param: [Pixel_3a_XL_API_31]
emulator: Quoted param: [-verbose]
emulator: Quoted param: [-show-kernel]
emulator: Running :C:\Users\Administrator\AppData\Local\Android\Sdk\emulator\qemu\windows-x86_64\qemu-system-x86_64.exe
emulator: qemu backend: argv[00] = "C:\Users\Administrator\AppData\Local\Android\Sdk\emulator\qemu\windows-x86_64\qemu-system-x86_64.exe"
emulator: qemu backend: argv[01] = "-avd"
emulator: qemu backend: argv[02] = "Pixel_3a_XL_API_31"
emulator: qemu backend: argv[03] = "-verbose"
emulator: qemu backend: argv[04] = "-show-kernel"
emulator: Concatenated backend parameters:
 C:\Users\Administrator\AppData\Local\Android\Sdk\emulator\qemu\windows-x86_64\qemu-system-x86_64.exe -avd Pixel_3a_XL_API_31 -verbose -show-kernel
emulator: autoconfig: -skin pixel_3a_xl
emulator: autoconfig: -skindir C:\Users\Administrator\AppData\Local\Android\Sdk\skins\
emulator: autoconfig: -kernel C:\Users\Administrator\AppData\Local\Android\Sdk\system-images\android-31\google_apis\x86_64\\kernel-ranchu
emulator: Target arch = 'x86_64'
emulator: Auto-detect: Kernel image requires new device naming scheme.
emulator: Auto-detect: Kernel does not support YAFFS2 partitions.
emulator: autoconfig: -ramdisk C:\Users\Administrator\AppData\Local\Android\Sdk\system-images\android-31\google_apis\x86_64\\ramdisk.img
emulator: Using initial system image: C:\Users\Administrator\AppData\Local\Android\Sdk\system-images\android-31\google_apis\x86_64\\system.img
emulator: Using initial vendor image: C:\Users\Administrator\AppData\Local\Android\Sdk\system-images\android-31\google_apis\x86_64\\vendor.img
emulator: autoconfig: -data C:\Users\Administrator\.android\avd\Pixel_3a_XL_API_31.avd\userdata-qemu.img
emulator: autoconfig: -initdata C:\Users\Administrator\.android\avd\Pixel_3a_XL_API_31.avd\userdata.img
emulator: autoconfig: -cache C:\Users\Administrator\.android\avd\Pixel_3a_XL_API_31.avd\cache.img
emulator: autoconfig: -sdcard C:\Users\Administrator\.android\avd\Pixel_3a_XL_API_31.avd\sdcard.img
emulator: Increasing RAM size to 2048MB
emulator: VM heap size 256MB is below hardware specified minimum of 512MB,setting it to that value
emulator: System image is read only
emulator: VERBOSE: System.cpp:3003: querying file version info API...
emulator: VERBOSE: System.cpp:3011: found kernelbase.dll
emulator: VERBOSE: System.cpp:3019: GetFileVersionInfoSizeW found. On Windows 10?
emulator: VERBOSE: System.cpp:3028: GetFileVersionInfoW found. On Windows 10?
emulator: VERBOSE: System.cpp:3058: VerQueryValueW found. Can query file versions
emulator: VERBOSE: System.cpp:3081: queryFileVersionInfo: path not found: amdvlk64.dll
emulator: VERBOSE: System.cpp:3003: querying file version info API...
emulator: VERBOSE: System.cpp:3081: queryFileVersionInfo: path not found: amdvlk32.dll
emulator: VERBOSE: System.cpp:3003: querying file version info API...
emulator: Found 4 DNS servers: 223.5.5.5 202.101.172.35 fec0:0:0:ffff::1 fec0:0:0:ffff::2
emulator: VERBOSE: FeatureControlImpl.cpp:172: WARNING: unexpected system image feature string, emulator might not function correctly, please try updating
emulator: VERBOSE: FeatureControlImpl.cpp:175: Unexpected feature list:

emulator: VERBOSE: FeatureControlImpl.cpp:177: Vulkan
emulator: VERBOSE: FeatureControlImpl.cpp:179:

emulator: trying to load skin file 'C:\Users\Administrator\AppData\Local\Android\Sdk\skins\\pixel_3a_xl\layout'
emulator: CPU Acceleration: working
emulator: CPU Acceleration status: HAXM version 7.6.5 (4) is installed and usable.
handleCpuAcceleration: feature check for hvf
emulator: VERBOSE: modem_main.cpp:489: started modem simulator host server at port: 65132
emulator: GPU emulation enabled using 'host' mode
emulator: Initializing hardware OpenGLES emulation support
emulator: VERBOSE: MultiDisplay.cpp:341: create display 0
emulator: VERBOSE: MultiDisplay.cpp:435: setDisplayPose 0 x 0 y 0 w 1080 h 2160 dpi 0
added library vulkan-1.dll
emulator: INFO: userspace-boot-properties.cpp:249: Sending adb public key [QAAAAHu18C5NjjzHMO4epMjZjsIeWdHjD1T/U/LPn1r3Pb9VFIAxb29ZyI/yDZU7+0YbPUcAA+UC2QK
```

```
emulator: Found 4 DNS servers: 223.5.5.5 202.101.172.35 fec0:0:0:ffff::1 fec0:0:0:ffff::2
Content of hardware configuration file:
  hw.cpu.arch = x86_64
  hw.cpu.ncore = 3
  hw.ramSize = 2048
  hw.screen = multi-touch
  hw.mainKeys = false
  hw.trackBall = false
  hw.keyboard = true
  hw.keyboard.lid = false
  hw.keyboard.charmap = qwerty2
  hw.dPad = false
  hw.rotaryInput = false
  hw.gsmModem = true
  hw.gps = true
  hw.battery = true
  hw.accelerometer = true
  hw.gyroscope = true
  hw.audioInput = true
  hw.audioOutput = true
  hw.sdCard = true
  hw.sdCard.path = C:\Users\Administrator\.android\avd\Pixel_3a_XL_API_31.avd\sdcard.img
  disk.cachePartition = true
  disk.cachePartition.path = C:\Users\Administrator\.android\avd\Pixel_3a_XL_API_31.avd\cache.img
  disk.cachePartition.size = 66m
  test.quitAfterBootTimeOut = -1
  test.delayAdbTillBootComplete = 0
  test.monitorAdb = 0
  hw.lcd.width = 1080
  hw.lcd.height = 2160
  hw.lcd.depth = 16
  hw.lcd.density = 400
  hw.lcd.backlight = true
  hw.lcd.vsync = 60
  hw.gltransport = pipe
  hw.gltransport.asg.writeBufferSize = 1048576
  hw.gltransport.asg.writeStepSize = 4096
  hw.gltransport.asg.dataRingSize = 32768
  hw.gltransport.drawFlushInterval = 800
  hw.displayRegion.0.1.xOffset = -1
  hw.displayRegion.0.1.yOffset = -1
  hw.displayRegion.0.1.width = 0
  hw.displayRegion.0.1.height = 0
  hw.displayRegion.0.2.xOffset = -1
  hw.displayRegion.0.2.yOffset = -1
  hw.displayRegion.0.2.width = 0
  hw.displayRegion.0.2.height = 0
  hw.displayRegion.0.3.xOffset = -1
  hw.displayRegion.0.3.yOffset = -1
  hw.displayRegion.0.3.width = 0
  hw.displayRegion.0.3.height = 0
  hw.display1.width = 0
  hw.display1.height = 0
  hw.display1.density = 0
  hw.display1.xOffset = -1
  hw.display1.yOffset = -1
  hw.display1.flag = 0
  hw.display2.width = 0
  hw.display2.height = 0
  hw.display2.density = 0
  hw.display2.xOffset = -1
  hw.display2.yOffset = -1
  hw.display2.flag = 0
  hw.display3.width = 0
  hw.display3.height = 0
  hw.display3.density = 0
  hw.display3.xOffset = -1
  hw.display3.yOffset = -1
  hw.display3.flag = 0
  hw.gpu.enabled = true
  hw.gpu.mode = host
  hw.initialOrientation = Portrait
  hw.camera.back = virtualscene
  hw.camera.front = emulated
  vm.heapSize = 512
  hw.sensors.light = true
  hw.sensors.pressure = true
  hw.sensors.humidity = true
  hw.sensors.proximity = true
  hw.sensors.magnetic_field = true
```

```
          hw.sensors.magnetic_field_uncalibrated = true
          hw.sensors.gyroscope_uncalibrated = true
          hw.sensors.orientation = true
          hw.sensors.temperature = true
          hw.sensor.hinge = true
          hw.sensor.hinge.count = 0
          hw.sensor.hinge.type = 0
          hw.sensor.hinge.sub_type = 0
          hw.sensor.hinge.fold_to_displayRegion.0.1_at_posture = 1
          hw.sensor.roll = false
          hw.sensor.roll.count = 0
          hw.sensor.roll.resize_to_displayRegion.0.1_at_posture = 6
          hw.sensor.roll.resize_to_displayRegion.0.2_at_posture = 6
          hw.sensor.roll.resize_to_displayRegion.0.3_at_posture = 6
          hw.sensors.heart_rate = false
          hw.useext4 = true
          hw.arc = false
          hw.arc.autologin = false
          kernel.path = C:\Users\Administrator\AppData\Local\Android\Sdk\system-images\android-31\google_apis\x86_64\\kernel-ranchu
          kernel.newDeviceNaming = yes
          kernel.supportsYaffs2 = no
          disk.ramdisk.path = C:\Users\Administrator\AppData\Local\Android\Sdk\system-images\android-31\google_apis\x86_64\\ramdisk.img
          disk.systemPartition.initPath = C:\Users\Administrator\AppData\Local\Android\Sdk\system-images\android-31\google_apis\x86_64\\system.img
          disk.systemPartition.size = 4107m
          disk.vendorPartition.initPath = C:\Users\Administrator\AppData\Local\Android\Sdk\system-images\android-31\google_apis\x86_64\\vendor.img
          disk.vendorPartition.size = 800m
          disk.dataPartition.path = C:\Users\Administrator\.android\avd\Pixel_3a_XL_API_31.avd\userdata-qemu.img
          disk.dataPartition.size = 6g
          disk.encryptionKeyPartition.path = C:\Users\Administrator\.android\avd\Pixel_3a_XL_API_31.avd\encryptionkey.img
          PlayStore.enabled = false
          avd.name = Pixel_3a_XL_API_31
          avd.id = Pixel_3a_XL_API_31
          fastboot.forceColdBoot = false
          android.sdk.root = C:\Users\Administrator\AppData\Local\Android\Sdk
          android.avd.home = C:\Users\Administrator\.android\avd
.
QEMU options list:
emulator: argv[00] = "C:\Users\Administrator\AppData\Local\Android\Sdk\emulator\qemu\windows-x86_64\qemu-system-x86_64.exe"
emulator: argv[01] = "-dns-server"
emulator: argv[02] = "223.5.5.5,202.101.172.35,fec0:0:0:ffff::1,fec0:0:0:ffff::2"
emulator: argv[03] = "-mem-path"
emulator: argv[04] = "C:\Users\Administrator\.android\avd\Pixel_3a_XL_API_31.avd\snapshots\default_boot\ram.img"
emulator: argv[05] = "-mem-file-shared"
emulator: argv[06] = "-serial"
emulator: argv[07] = "con:"
emulator: argv[08] = "-device"
emulator: argv[09] = "goldfish_pstore,addr=0xff018000,size=0x10000,file=C:\Users\Administrator\.android\avd\Pixel_3a_XL_API_31.avd\data\misc\pstore\pstore
emulator: argv[10] = "-cpu"
emulator: argv[11] = "android64"
emulator: argv[12] = "-enable-hax"
emulator: argv[13] = "-smp"
emulator: argv[14] = "cores=3"
emulator: argv[15] = "-m"
emulator: argv[16] = "2048"
emulator: argv[17] = "-lcd-density"
emulator: argv[18] = "400"
emulator: argv[19] = "-nodefaults"
emulator: argv[20] = "-kernel"
emulator: argv[21] = "C:\Users\Administrator\AppData\Local\Android\Sdk\system-images\android-31\google_apis\x86_64\\kernel-ranchu"
emulator: argv[22] = "-initrd"
emulator: argv[23] = "C:\Users\Administrator\.android\avd\Pixel_3a_XL_API_31.avd\initrd"
emulator: argv[24] = "-drive"
emulator: argv[25] = "if=none,index=0,id=system,if=none,file=C:\Users\Administrator\AppData\Local\Android\Sdk\system-images\android-31\google_apis\x86_64\
emulator: argv[26] = "-device"
emulator: argv[27] = "virtio-blk-pci,drive=system,modern-pio-notify"
emulator: argv[28] = "-drive"
emulator: argv[29] = "if=none,index=1,id=cache,if=none,file=C:\Users\Administrator\.android\avd\Pixel_3a_XL_API_31.avd\cache.img.qcow2,overlap-check=none,
emulator: argv[30] = "-device"
emulator: argv[31] = "virtio-blk-pci,drive=cache,modern-pio-notify"
emulator: argv[32] = "-drive"
emulator: argv[33] = "if=none,index=2,id=userdata,if=none,file=C:\Users\Administrator\.android\avd\Pixel_3a_XL_API_31.avd\userdata-qemu.img.qcow2,overlap-
emulator: argv[34] = "-device"
emulator: argv[35] = "virtio-blk-pci,drive=userdata,modern-pio-notify"
emulator: argv[36] = "-drive"
emulator: argv[37] = "if=none,index=3,id=encrypt,if=none,file=C:\Users\Administrator\.android\avd\Pixel_3a_XL_API_31.avd\encryptionkey.img.qcow2,overlap-c
emulator: argv[38] = "-device"
emulator: argv[39] = "virtio-blk-pci,drive=encrypt,modern-pio-notify"
emulator: argv[40] = "-drive"
emulator: argv[41] = "if=none,index=4,id=vendor,if=none,file=C:\Users\Administrator\AppData\Local\Android\Sdk\system-images\android-31\google_apis\x86_64\
emulator: argv[42] = "-device"
```

```
emulator: argv[43] = "virtio-blk-pci,drive=vendor,modern-pio-notify"
emulator: argv[44] = "-drive"
emulator: argv[45] = "if=none,index=5,id=sdcard,if=none,file=C:\Users\Administrator\.android\avd\Pixel_3a_XL_API_31.avd\sdcard.img.qcow2,overlap-check=non
emulator: argv[46] = "-device"
emulator: argv[47] = "virtio-blk-pci,drive=sdcard,modern-pio-notify"
emulator: argv[48] = "-netdev"
emulator: argv[49] = "user,id=mynet"
emulator: argv[50] = "-device"
emulator: argv[51] = "virtio-net-pci,netdev=mynet"
emulator: argv[52] = "-chardev"
emulator: argv[53] = "null,id=forhvc0"
emulator: argv[54] = "-chardev"
emulator: argv[55] = "null,id=forhvc1"
emulator: argv[56] = "-device"
emulator: argv[57] = "virtio-serial-pci,ioeventfd=off"
emulator: argv[58] = "-device"
emulator: argv[59] = "virtconsole,chardev=forhvc0"
emulator: argv[60] = "-device"
emulator: argv[61] = "virtconsole,chardev=forhvc1"
emulator: argv[62] = "-device"
emulator: argv[63] = "virtio-serial,ioeventfd=off"
emulator: argv[64] = "-chardev"
emulator: argv[65] = "socket,port=65129,host=::1,nowait,nodelay,ipv6,id=modem"
emulator: argv[66] = "-device"
emulator: argv[67] = "virtserialport,chardev=modem,name=modem"
emulator: argv[68] = "-device"
emulator: argv[69] = "virtio-rng-pci"
emulator: argv[70] = "-show-cursor"
emulator: argv[71] = "-device"
emulator: argv[72] = "virtio_input_multi_touch_pci_1"
emulator: argv[73] = "-device"
emulator: argv[74] = "virtio_input_multi_touch_pci_2"
emulator: argv[75] = "-device"
emulator: argv[76] = "virtio_input_multi_touch_pci_3"
emulator: argv[77] = "-device"
emulator: argv[78] = "virtio_input_multi_touch_pci_4"
emulator: argv[79] = "-device"
emulator: argv[80] = "virtio_input_multi_touch_pci_5"
emulator: argv[81] = "-device"
emulator: argv[82] = "virtio_input_multi_touch_pci_6"
emulator: argv[83] = "-device"
emulator: argv[84] = "virtio_input_multi_touch_pci_7"
emulator: argv[85] = "-device"
emulator: argv[86] = "virtio_input_multi_touch_pci_8"
emulator: argv[87] = "-device"
emulator: argv[88] = "virtio_input_multi_touch_pci_9"
emulator: argv[89] = "-device"
emulator: argv[90] = "virtio_input_multi_touch_pci_10"
emulator: argv[91] = "-device"
emulator: argv[92] = "virtio_input_multi_touch_pci_11"
emulator: argv[93] = "-device"
emulator: argv[94] = "virtio-keyboard-pci"
emulator: argv[95] = "-netdev"
emulator: argv[96] = "user,id=virtio-wifi,dhcpstart=10.0.2.16"
emulator: argv[97] = "-device"
emulator: argv[98] = "virtio-wifi-pci,netdev=virtio-wifi"
emulator: argv[99] = "-device"
emulator: argv[100] = "virtio-vsock-pci,guest-cid=77"
emulator: argv[101] = "-L"
emulator: argv[102] = "C:\Users\Administrator\AppData\Local\Android\Sdk\emulator/lib/pc-bios"
emulator: argv[103] = "-soundhw"
emulator: argv[104] = "hda"
emulator: argv[105] = "-vga"
emulator: argv[106] = "none"
emulator: argv[107] = "-append"
emulator: argv[108] = "no_timer_check clocksource=pit console=ttyS0,38400 cma=292M@0-4G ndns=4 loop.max_part=7 ramoops.mem_address=0xff018000 ramoops.mem_
emulator: argv[109] = "-android-hw"
emulator: argv[110] = "C:\Users\Administrator\.android\avd\Pixel_3a_XL_API_31.avd\hardware-qemu.ini"
Concatenated QEMU options:
 C:\Users\Administrator\AppData\Local\Android\Sdk\emulator\qemu\windows-x86_64\qemu-system-x86_64.exe -dns-server 223.5.5.5,202.101.172.35,fec0:0:0:ffff::
emulator: Android qemu version 30.8.4.0 (build_id 7600983) (CL:N/A)

emulator: Starting QEMU main loop
Failed to open /qemu.conf, err: 2
emulator: registered 'boot-properties' qemud service
emulator: Adding boot property: 'ro.opengles.version' = '196608'
emulator: Adding boot property: 'qemu.sf.fake_camera' = 'front'
emulator: Adding boot property: 'qemu.adb.secure' = '1'
emulator: Adding boot property: 'dalvik.vm.heapsize' = '512m'
emulator: Adding boot property: 'qemu.hw.mainkeys' = '0'
```

```
emulator: Adding boot property: 'qemu.sf.lcd_density' = '400'
HAX is working and emulator runs in fast virt mode.
emulator: goldfish_events.have-dpad: false
emulator: goldfish_events.have-trackball: false
emulator: goldfish_events.have-camera: true
emulator: goldfish_events.have-keyboard: false
emulator: goldfish_events.have-lidswitch: false
emulator: goldfish_events.have-tabletmode: false
emulator: goldfish_events.have-touch: false
emulator: goldfish_events.have-multitouch: false
emulator: control console listening on port 5554, ADB on port 5555
emulator: Adding boot property: 'net.wifi_mac_prefix' = '5554'
Not using any http proxy
emulator: Adding boot property: 'qemu.timezone' = 'Unknown/Unknown'
emulator: android_hw_fingerprint_init: fingerprint qemud listen service initialized

emulator: INFO: GrpcServices.cpp:315: Started GRPC server at 127.0.0.1:8554, security: Local
emulator: INFO: EmulatorAdvertisement.cpp:93: Advertising in: C:\Users\Administrator\AppData\Local\Temp\avd\running\pid_11980.ini
emulator: emulator_window_fb_rotate

emulator: VERBOSE: MultiDisplay.cpp:734: config multidisplay with config.ini 0x0 0x0 0x0
emulator: No acpi ini file provided, using default

emulator: Adding boot property: 'ro.opengles.version' = '196608'
emulator: Adding boot property: 'qemu.sf.fake_camera' = 'front'
emulator: Adding boot property: 'qemu.adb.secure' = '1'
emulator: Adding boot property: 'dalvik.vm.heapsize' = '512m'
emulator: Adding boot property: 'qemu.hw.mainkeys' = '0'
emulator: Adding boot property: 'qemu.sf.lcd_density' = '400'
emulator: Adding boot property: 'net.wifi_mac_prefix' = '5554'
emulator: Adding boot property: 'qemu.timezone' = 'Unknown/Unknown'
emulator: VERBOSE: AdbInterface.cpp:367: Path:C:\Users\Administrator\AppData\Local\Android\Sdk\platform-tools\adb.exe protocol version: 41
emulator: VERBOSE: AdbInterface.cpp:367: Path:C:\Users\Administrator\AppData\Local\Android\Sdk\platform-tools\adb.exe protocol version: 41
emulator: VERBOSE: AdbInterface.cpp:367: Path:C:\Users\Administrator\AppData\Local\Android\Sdk\platform-tools\adb.exe protocol version: 41
emulator: VERBOSE: AdbInterface.cpp:409: Found: 3 adb executables
emulator: VERBOSE: AdbInterface.cpp:411: Adb: C:\Users\Administrator\AppData\Local\Android\Sdk\platform-tools\adb.exe
emulator: VERBOSE: AdbInterface.cpp:411: Adb: C:\Users\Administrator\AppData\Local\Android\Sdk\platform-tools\adb.exe
emulator: VERBOSE: AdbInterface.cpp:411: Adb: C:\Users\Administrator\AppData\Local\Android\Sdk\platform-tools\adb.exe
emulator: VERBOSE: AdbInterface.cpp:367: Path:C:\Users\Administrator\AppData\Local\Android\Sdk\platform-tools\adb.exe protocol version: 41
emulator: VERBOSE: AdbInterface.cpp:367: Path:C:\Users\Administrator\AppData\Local\Android\Sdk\platform-tools\adb.exe protocol version: 41
emulator: VERBOSE: AdbInterface.cpp:367: Path:C:\Users\Administrator\AppData\Local\Android\Sdk\platform-tools\adb.exe protocol version: 41
emulator: _hwFingerprint_connect: connect finger print listen is called

emulator: VERBOSE: AndroidAsyncMessagePipe.cpp:26: Registering pipe service multidisplay
emulator: VERBOSE: MultiDisplayPipe.cpp:33: MultiDisplayPipe created 000002185922A990
emulator: VERBOSE: VirtioWifiForwarder.cpp:206: Not a HWSIM_CMD_FRAME netlink message
emulator: VERBOSE: VirtioWifiForwarder.cpp:206: Not a HWSIM_CMD_FRAME netlink message
emulator: VERBOSE: VirtioWifiForwarder.cpp:206: Not a HWSIM_CMD_FRAME netlink message
[  332.292748] logd: logdr: UID=2000 GID=2000 PID=6920 b tail=0 logMask=99 pid=0 start=0ns deadline=0ns
[  354.948396] logd: logdr: UID=2000 GID=2000 PID=6931 b tail=0 logMask=99 pid=0 start=0ns deadline=0ns
[  360.098236] type=1400 audit(1632649838.375:11): avc: denied { getattr } for comm="mpany.TestProj1" path="/dev/pmsg0" dev="tmpfs" ino=380 scontext=u:r:u
[  360.157282] type=1400 audit(1632649838.435:12): avc: denied { getattr } for comm="mpany.TestProj1" path="/dev/pmsg0" dev="tmpfs" ino=380 scontext=u:r:u
[  372.097000] init: Untracked pid 6981 received signal 9
[  377.043358] healthd: battery l=100 v=5000 t=25.0 h=2 st=4 c=900000 fc=300000 cc=10 chg=
emulator: Saving state on exit with session uptime 153587 ms
emulator: Done with QEMU main loop
emulator: User configuration saved to C:\Users\Administrator\.android\avd\Pixel_3a_XL_API_31.avd\emulator-user.ini
emulator: VERBOSE: modem_main.cpp:392: sending STOP to modem simulator host server
emulator: VERBOSE: AdbConnection.cpp:490: Adb transition disconnected -> disconnected
emulator: VERBOSE: modem_main.cpp:509: received exit request from parent process
```

Logcat log for this

```
--------- beginning of main
09-26 09:50:19.434   791  6616 D NetworkMonitor/100: PROBE_HTTPS https://www.google.com/generate_204 Probe failed with exception java.net.SocketTimeoutExc
09-26 09:50:21.956  1293  1293 D BoundBrokerSvc: onUnbind: Intent { act=com.google.android.mobstore.service.START pkg=com.google.android.gms }
09-26 09:50:22.412   791  6615 D NetworkMonitor/100: PROBE_FALLBACK http://www.google.com/gen_204 Probe failed with exception java.net.SocketTimeoutExcept
09-26 09:50:22.414   791  6615 D NetworkMonitor/100: isCaptivePortal: isSuccessful()=false isPortal()=false RedirectUrl=null isPartialConnectivity()=false
09-26 09:50:22.415   532   653 D ConnectivityService: [100 CELLULAR] validation failed
09-26 09:50:22.420   532   644 W BestClock: java.time.DateTimeException: Missing NTP fix
09-26 09:50:23.425  1109  1109 D BoundBrokerSvc: onUnbind: Intent { act=com.google.android.gms.gmscompliance.service.START pkg=com.google.android.gms cmp=
09-26 09:50:24.800  1293  1675 I GMS_MM_Logger: Memory Metric Logging not allowed. Stopping.
09-26 09:50:27.461   319  6726 D resolv  : Idle timeout
09-26 09:50:27.461   319  6726 D resolv  : Disconnecting
09-26 09:50:27.467   319  6726 D resolv  : Calling onClosed
09-26 09:50:27.468   319  6726 D resolv  : Ending loop
09-26 09:50:27.469   319  6929 D resolv  : No pending queries.  Going idle.
09-26 09:50:27.469   319  6929 D resolv  : Destructor
09-26 09:50:27.470   319  6929 D resolv  : Waiting for loop thread to terminate
```

```
09-26 09:50:27.472   319  6929 D resolv  : Destructor completed
09-26 09:50:27.666  2048  6930 I GMS_MM_Logger: Memory Metric Logging not allowed. Stopping.
09-26 09:50:29.706  1109  3931 I GMS_MM_Logger: Memory Metric Logging not allowed. Stopping.
-------- beginning of kernel
09-26 09:49:16.901     0     0 I logd    : logdr: UID=2000 GID=2000 PID=6931 b tail=0 logMask=99 pid=0 start=0ns deadline=0ns
09-26 09:50:36.823   957   957 D TaplEvents: Main / Touch event: MotionEvent { action=ACTION_DOWN, actionButton=0, id[0]=0, x[0]=956.9641, y[0]=959.9634,
09-26 09:50:36.924   957   957 D TaplEvents: Main / Touch event: MotionEvent { action=ACTION_UP, actionButton=0, id[0]=0, x[0]=956.9641, y[0]=959.9634, to
09-26 09:50:36.944   957   957 D TaplEvents: Main / start: startAppShortcutOrInfoActivity
-------- beginning of system
09-26 09:50:36.946   532   854 I ActivityTaskManager: START u0 {act=android.intent.action.MAIN cat=[android.intent.category.LAUNCHER] flg=0x10200000 cmp=c
09-26 09:50:36.948   957  1424 D EGL_emulation: app_time_stats: avg=58649.04ms min=58649.04ms max=58649.04ms count=1
09-26 09:50:36.952   532   854 W ActivityTaskManager: Can't find TaskDisplayArea to determine support for multi window. Task id=30 attached=false
09-26 09:50:36.958   532   854 D CompatibilityChangeReporter: Compat change id reported: 174042980; UID 10146; state: DISABLED
09-26 09:50:36.960   532   854 D CompatibilityChangeReporter: Compat change id reported: 184838306; UID 10146; state: DISABLED
09-26 09:50:36.961   532   854 D CompatibilityChangeReporter: Compat change id reported: 185004937; UID 10146; state: DISABLED
09-26 09:50:36.962   532   854 D CompatibilityChangeReporter: Compat change id reported: 181136395; UID 10146; state: DISABLED
09-26 09:50:36.963   532   854 D CompatibilityChangeReporter: Compat change id reported: 174042936; UID 10146; state: DISABLED
09-26 09:50:36.968   532   854 D CompatibilityChangeReporter: Compat change id reported: 168419799; UID 10146; state: DISABLED
09-26 09:50:36.969   532   854 V SplashScreenExceptionList: SplashScreen checking exception for package com.YourCompany.TestProj1 (target sdk:28) -> false
09-26 09:50:36.970   720   809 D PhoneStartingWindowTypeAlgorithm: preferredStartingWindowType newTask:true taskSwitch:true processRunning:false allowTask
09-26 09:50:36.971   720   809 D StartingSurfaceDrawer: addSplashScreen com.YourCompany.TestProj1 theme=7f0a0010 task=30 suggestType=1
09-26 09:50:36.973   720   811 D StartingSurfaceDrawer: window attributes color: 0 icon null duration 0 brandImage null
09-26 09:50:36.974   720   811 D StartingSurfaceDrawer: The icon is not an AdaptiveIconDrawable
09-26 09:50:36.992   532   562 D CompatibilityChangeReporter: Compat change id reported: 135634846; UID 10146; state: DISABLED
09-26 09:50:36.992   532   562 D CompatibilityChangeReporter: Compat change id reported: 177438394; UID 10146; state: DISABLED
09-26 09:50:36.992   532   562 D CompatibilityChangeReporter: Compat change id reported: 135772972; UID 10146; state: DISABLED
09-26 09:50:36.993   532   562 D CompatibilityChangeReporter: Compat change id reported: 135754954; UID 10146; state: DISABLED
09-26 09:50:36.996   532   571 D CompatibilityChangeReporter: Compat change id reported: 143937733; UID 10146; state: DISABLED
09-26 09:50:37.005   320   320 D Zygote  : Forked child process 6936
09-26 09:50:37.009   384   384 I BpBinder: onLastStrongRef automatically unlinking death recipients: <uncached descriptor>
09-26 09:50:37.016  6936  6936 I mpany.TestProj: Late-enabling -Xcheck:jni
09-26 09:50:37.022   720   811 D SplashScreenView: Build android.window.SplashScreenView{d3da028 V.E...... ......ID 0,0-0,0}
09-26 09:50:37.022   720   811 D SplashScreenView: Icon: view: android.widget.ImageView{f99141 V.ED..... ......I. 0,0-0,0 #10204a7 android:id/splashscreen
09-26 09:50:37.022   720   811 D SplashScreenView: Branding: view: android.view.View{8bbc427 G.ED..... ......I. 0,0-0,0 #10204a6 android:id/splashscreen_b
09-26 09:50:37.023   720   811 D StartingSurfaceDrawer: fillViewWithIcon surfaceWindowView android.window.SplashScreenView{d3da028 V.E...... ......ID 0,0-
09-26 09:50:37.023   532   571 I ActivityManager: Start proc 6936:com.YourCompany.TestProj1/u0a146 for pre-top-activity {com.YourCompany.TestProj1/com.epi
09-26 09:50:37.039  6936  6936 W mpany.TestProj: Unexpected CPU variant for X86 using defaults: x86_64
09-26 09:50:37.040   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e35ea000 0x3e3ed1000]
09-26 09:50:37.090   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e0000000 0x3e08e7000]
09-26 09:50:37.119   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e08e7000 0x3e11ce000]
09-26 09:50:37.119  1284  1284 I GsaVoiceInteractionSrv: Handling ACTION_STOP_HOTWORD
09-26 09:50:37.162  6936  6936 I ndk_translation: Initialized NDK translation (aarch64), version 0.2.3
09-26 09:50:37.170   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e0000000 0x3e08e7000]
09-26 09:50:37.213   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e08e7000 0x3e11ce000]
09-26 09:50:37.241   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e6c83000 0x3e756a000]
09-26 09:50:37.277   343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.280   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.294   343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.299   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.310   343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.319   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.326   343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.329   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.342   343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.344   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.359   343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.361   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.377   343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.379   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.392   343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.394   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.410   343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.412   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.418   720   813 D skia    : Shader compilation error
09-26 09:50:37.418   720   813 D skia    : ------------------------
09-26 09:50:37.418   720   813 D skia    :   1        #version 300 es
09-26 09:50:37.418   720   813 D skia    :   2
09-26 09:50:37.418   720   813 D skia    :   3        #extension GL_EXT_shader_framebuffer_fetch : require
09-26 09:50:37.418   720   813 D skia    :   4        precision mediump float;
09-26 09:50:37.418   720   813 D skia    :   5        precision mediump sampler2D;
09-26 09:50:37.419   720   813 D skia    :   6        inout mediump vec4 sk_FragColor;
09-26 09:50:37.419   720   813 D skia    :   7        flat in mediump vec4 vcolor_Stage0;
09-26 09:50:37.419   720   813 D skia    :   8        in highp float vcoverage_Stage0;
09-26 09:50:37.419   720   813 D skia    :   9        void main() {
09-26 09:50:37.419   720   813 D skia    :  10            mediump vec4 outputColor_Stage0;
09-26 09:50:37.419   720   813 D skia    :  11            outputColor_Stage0 = vcolor_Stage0;
09-26 09:50:37.419   720   813 D skia    :  12            highp float coverage = vcoverage_Stage0;
09-26 09:50:37.419   720   813 D skia    :  13            mediump vec4 outputCoverage_Stage0 = vec4(coverage);
09-26 09:50:37.419   720   813 D skia    :  14            {
09-26 09:50:37.420   720   813 D skia    :  15                mediump vec4 _dstColor = sk_FragColor;
```

```
09-26 09:50:37.420  720   813 D skia     :  16                sk_FragColor = outputColor_Stage0 * _dstColor.w;
09-26 09:50:37.420  720   813 D skia     :  17                sk_FragColor = outputCoverage_Stage0 * sk_FragColor + (vec4(1.0) - outputCoverage_Stage0) *
09-26 09:50:37.420  720   813 D skia     :  18            }
09-26 09:50:37.420  720   813 D skia     :  19        }
09-26 09:50:37.421  720   813 D skia     :  20
09-26 09:50:37.421  720   813 D skia     : Errors:
09-26 09:50:37.421  720   813 D skia     : ERROR: 0:6: 'inout' : invalid qualifier: can be only used with function parameters
09-26 09:50:37.421  720   813 D skia     :
09-26 09:50:37.424  720   813 D EGL_emulation: app_time_stats: avg=37404.01ms min=37404.01ms max=37404.01ms count=1
09-26 09:50:37.427  343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.435  343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.439  720   813 D EGL_emulation: app_time_stats: avg=69800.55ms min=28.55ms max=139572.56ms count=2
09-26 09:50:37.444  343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.446  343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.449  720   813 D skia     : Shader compilation error
09-26 09:50:37.449  720   813 D skia     : -----------------------
09-26 09:50:37.449  720   813 D skia     :   1        #version 300 es
09-26 09:50:37.449  720   813 D skia     :   2
09-26 09:50:37.450  720   813 D skia     :   3        #extension GL_EXT_shader_framebuffer_fetch : require
09-26 09:50:37.450  720   813 D skia     :   4        precision mediump float;
09-26 09:50:37.450  720   813 D skia     :   5        precision mediump sampler2D;
09-26 09:50:37.450  720   813 D skia     :   6        inout mediump vec4 sk_FragColor;
09-26 09:50:37.451  720   813 D skia     :   7        flat in mediump vec4 vcolor_Stage0;
09-26 09:50:37.451  720   813 D skia     :   8        in highp float vcoverage_Stage0;
09-26 09:50:37.451  720   813 D skia     :   9        void main() {
09-26 09:50:37.451  720   813 D skia     :  10            mediump vec4 outputColor_Stage0;
09-26 09:50:37.451  720   813 D skia     :  11            outputColor_Stage0 = vcolor_Stage0;
09-26 09:50:37.451  720   813 D skia     :  12            highp float coverage = vcoverage_Stage0;
09-26 09:50:37.451  720   813 D skia     :  13            mediump vec4 outputCoverage_Stage0 = vec4(coverage);
09-26 09:50:37.451  720   813 D skia     :  14            {
09-26 09:50:37.451  720   813 D skia     :  15                mediump vec4 _dstColor = sk_FragColor;
09-26 09:50:37.451  720   813 D skia     :  16                sk_FragColor = outputColor_Stage0 * _dstColor.w;
09-26 09:50:37.452  720   813 D skia     :  17                sk_FragColor = outputCoverage_Stage0 * sk_FragColor + (vec4(1.0) - outputCoverage_Stage0) *
09-26 09:50:37.452  720   813 D skia     :  18            }
09-26 09:50:37.452  720   813 D skia     :  19        }
09-26 09:50:37.452  720   813 D skia     :  20
09-26 09:50:37.452  720   813 D skia     : Errors:
09-26 09:50:37.452  720   813 D skia     : ERROR: 0:6: 'inout' : invalid qualifier: can be only used with function parameters
09-26 09:50:37.452  720   813 D skia     :
09-26 09:50:37.462  343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.463  343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.466  720   813 D skia     : Shader compilation error
09-26 09:50:37.467  720   813 D skia     : -----------------------
09-26 09:50:37.467  720   813 D skia     :   1        #version 300 es
09-26 09:50:37.467  720   813 D skia     :   2
09-26 09:50:37.467  720   813 D skia     :   3        #extension GL_EXT_shader_framebuffer_fetch : require
09-26 09:50:37.468  720   813 D skia     :   4        precision mediump float;
09-26 09:50:37.468  720   813 D skia     :   5        precision mediump sampler2D;
09-26 09:50:37.468  720   813 D skia     :   6        inout mediump vec4 sk_FragColor;
09-26 09:50:37.468  720   813 D skia     :   7        flat in mediump vec4 vcolor_Stage0;
09-26 09:50:37.468  720   813 D skia     :   8        in highp float vcoverage_Stage0;
09-26 09:50:37.468  720   813 D skia     :   9        void main() {
09-26 09:50:37.469  720   813 D skia     :  10            mediump vec4 outputColor_Stage0;
09-26 09:50:37.469  720   813 D skia     :  11            outputColor_Stage0 = vcolor_Stage0;
09-26 09:50:37.469  720   813 D skia     :  12            highp float coverage = vcoverage_Stage0;
09-26 09:50:37.469  720   813 D skia     :  13            mediump vec4 outputCoverage_Stage0 = vec4(coverage);
09-26 09:50:37.469  720   813 D skia     :  14            {
09-26 09:50:37.469  720   813 D skia     :  15                mediump vec4 _dstColor = sk_FragColor;
09-26 09:50:37.469  720   813 D skia     :  16                sk_FragColor = outputColor_Stage0 * _dstColor.w;
09-26 09:50:37.470  720   813 D skia     :  17                sk_FragColor = outputCoverage_Stage0 * sk_FragColor + (vec4(1.0) - outputCoverage_Stage0) *
09-26 09:50:37.470  720   813 D skia     :  18            }
09-26 09:50:37.470  720   813 D skia     :  19        }
09-26 09:50:37.470  720   813 D skia     :  20
09-26 09:50:37.470  720   813 D skia     : Errors:
09-26 09:50:37.471  720   813 D skia     : ERROR: 0:6: 'inout' : invalid qualifier: can be only used with function parameters
09-26 09:50:37.471  720   813 D skia     :
09-26 09:50:37.476  343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.478  343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.485  720   813 D skia     : Shader compilation error
09-26 09:50:37.485  720   813 D skia     : -----------------------
09-26 09:50:37.485  720   813 D skia     :   1        #version 300 es
09-26 09:50:37.485  720   813 D skia     :   2
09-26 09:50:37.485  720   813 D skia     :   3        #extension GL_EXT_shader_framebuffer_fetch : require
09-26 09:50:37.485  720   813 D skia     :   4        precision mediump float;
09-26 09:50:37.485  720   813 D skia     :   5        precision mediump sampler2D;
09-26 09:50:37.485  720   813 D skia     :   6        inout mediump vec4 sk_FragColor;
09-26 09:50:37.486  720   813 D skia     :   7        flat in mediump vec4 vcolor_Stage0;
09-26 09:50:37.486  720   813 D skia     :   8        in highp float vcoverage_Stage0;
09-26 09:50:37.486  720   813 D skia     :   9        void main() {
09-26 09:50:37.486  720   813 D skia     :  10            mediump vec4 outputColor_Stage0;
```

```
09-26 09:50:37.486   720   813 D skia    :  11              outputColor_Stage0 = vcolor_Stage0;
09-26 09:50:37.486   720   813 D skia    :  12              highp float coverage = vcoverage_Stage0;
09-26 09:50:37.486   720   813 D skia    :  13              mediump vec4 outputCoverage_Stage0 = vec4(coverage);
09-26 09:50:37.486   720   813 D skia    :  14              {
09-26 09:50:37.486   720   813 D skia    :  15                  mediump vec4 _dstColor = sk_FragColor;
09-26 09:50:37.486   720   813 D skia    :  16                  sk_FragColor = outputColor_Stage0 * _dstColor.w;
09-26 09:50:37.486   720   813 D skia    :  17                  sk_FragColor = outputCoverage_Stage0 * sk_FragColor + (vec4(1.0) - outputCoverage_Stage0) *
09-26 09:50:37.486   720   813 D skia    :  18              }
09-26 09:50:37.486   720   813 D skia    :  19          }
09-26 09:50:37.487   720   813 D skia    :  20
09-26 09:50:37.487   720   813 D skia    : Errors:
09-26 09:50:37.487   720   813 D skia    : ERROR: 0:6: 'inout' : invalid qualifier: can be only used with function parameters
09-26 09:50:37.487   720   813 D skia    :
09-26 09:50:37.494   343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.496   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.504   720   813 D skia    : Shader compilation error
09-26 09:50:37.504   720   813 D skia    : ------------------------
09-26 09:50:37.504   720   813 D skia    :   1       #version 300 es
09-26 09:50:37.504   720   813 D skia    :   2
09-26 09:50:37.504   720   813 D skia    :   3       #extension GL_EXT_shader_framebuffer_fetch : require
09-26 09:50:37.504   720   813 D skia    :   4       precision mediump float;
09-26 09:50:37.504   720   813 D skia    :   5       precision mediump sampler2D;
09-26 09:50:37.505   720   813 D skia    :   6       inout mediump vec4 sk_FragColor;
09-26 09:50:37.505   720   813 D skia    :   7       flat in mediump vec4 vcolor_Stage0;
09-26 09:50:37.505   720   813 D skia    :   8       in highp float vcoverage_Stage0;
09-26 09:50:37.505   720   813 D skia    :   9       void main() {
09-26 09:50:37.505   720   813 D skia    :  10          mediump vec4 outputColor_Stage0;
09-26 09:50:37.505   720   813 D skia    :  11          outputColor_Stage0 = vcolor_Stage0;
09-26 09:50:37.506   720   813 D skia    :  12          highp float coverage = vcoverage_Stage0;
09-26 09:50:37.506   720   813 D skia    :  13          mediump vec4 outputCoverage_Stage0 = vec4(coverage);
09-26 09:50:37.506   720   813 D skia    :  14          {
09-26 09:50:37.506   720   813 D skia    :  15              mediump vec4 _dstColor = sk_FragColor;
09-26 09:50:37.507   720   813 D skia    :  16              sk_FragColor = outputColor_Stage0 * _dstColor.w;
09-26 09:50:37.507   720   813 D skia    :  17              sk_FragColor = outputCoverage_Stage0 * sk_FragColor + (vec4(1.0) - outputCoverage_Stage0) *
09-26 09:50:37.507   720   813 D skia    :  18          }
09-26 09:50:37.507   720   813 D skia    :  19      }
09-26 09:50:37.508   720   813 D skia    :  20
09-26 09:50:37.509   343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.510   720   813 D skia    : Errors:
09-26 09:50:37.511   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.512   720   813 D skia    : ERROR: 0:6: 'inout' : invalid qualifier: can be only used with function parameters
09-26 09:50:37.512   720   813 D skia    :
09-26 09:50:37.523   720   813 D skia    : Shader compilation error
09-26 09:50:37.524   720   813 D skia    : ------------------------
09-26 09:50:37.524   720   813 D skia    :   1       #version 300 es
09-26 09:50:37.524   720   813 D skia    :   2
09-26 09:50:37.524   720   813 D skia    :   3       #extension GL_EXT_shader_framebuffer_fetch : require
09-26 09:50:37.524   720   813 D skia    :   4       precision mediump float;
09-26 09:50:37.524   720   813 D skia    :   5       precision mediump sampler2D;
09-26 09:50:37.524   720   813 D skia    :   6       inout mediump vec4 sk_FragColor;
09-26 09:50:37.524   720   813 D skia    :   7       flat in mediump vec4 vcolor_Stage0;
09-26 09:50:37.526   343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.527   720   813 D skia    :   8       in highp float vcoverage_Stage0;
09-26 09:50:37.527   720   813 D skia    :   9       void main() {
09-26 09:50:37.527   720   813 D skia    :  10          mediump vec4 outputColor_Stage0;
09-26 09:50:37.527   720   813 D skia    :  11          outputColor_Stage0 = vcolor_Stage0;
09-26 09:50:37.527   720   813 D skia    :  12          highp float coverage = vcoverage_Stage0;
09-26 09:50:37.527   720   813 D skia    :  13          mediump vec4 outputCoverage_Stage0 = vec4(coverage);
09-26 09:50:37.527   720   813 D skia    :  14          {
09-26 09:50:37.528   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.532   720   813 D skia    :  15              mediump vec4 _dstColor = sk_FragColor;
09-26 09:50:37.532   720   813 D skia    :  16              sk_FragColor = outputColor_Stage0 * _dstColor.w;
09-26 09:50:37.532   720   813 D skia    :  17              sk_FragColor = outputCoverage_Stage0 * sk_FragColor + (vec4(1.0) - outputCoverage_Stage0) *
09-26 09:50:37.532   720   813 D skia    :  18          }
09-26 09:50:37.532   720   813 D skia    :  19      }
09-26 09:50:37.532   720   813 D skia    :  20
09-26 09:50:37.533   720   813 D skia    : Errors:
09-26 09:50:37.533   720   813 D skia    : ERROR: 0:6: 'inout' : invalid qualifier: can be only used with function parameters
09-26 09:50:37.533   720   813 D skia    :
09-26 09:50:37.543   343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.544   407   434 I adbd    : jdwp connection from 6936
09-26 09:50:37.545   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.551   720   813 D skia    : Shader compilation error
09-26 09:50:37.551   720   813 D skia    : ------------------------
09-26 09:50:37.551   720   813 D skia    :   1       #version 300 es
09-26 09:50:37.551   720   813 D skia    :   2
09-26 09:50:37.552   720   813 D skia    :   3       #extension GL_EXT_shader_framebuffer_fetch : require
09-26 09:50:37.553   720   813 D skia    :   4       precision mediump float;
09-26 09:50:37.553   720   813 D skia    :   5       precision mediump sampler2D;
09-26 09:50:37.554   720   813 D skia    :   6       inout mediump vec4 sk_FragColor;
```

```
09-26 09:50:37.554   720   813 D skia    :    7          flat in mediump vec4 vcolor_Stage0;
09-26 09:50:37.554   720   813 D skia    :    8          in highp float vcoverage_Stage0;
09-26 09:50:37.554   720   813 D skia    :    9          void main() {
09-26 09:50:37.555   720   813 D skia    :   10              mediump vec4 outputColor_Stage0;
09-26 09:50:37.555   720   813 D skia    :   11              outputColor_Stage0 = vcolor_Stage0;
09-26 09:50:37.555   720   813 D skia    :   12              highp float coverage = vcoverage_Stage0;
09-26 09:50:37.555   720   813 D skia    :   13              mediump vec4 outputCoverage_Stage0 = vec4(coverage);
09-26 09:50:37.555   720   813 D skia    :   14              {
09-26 09:50:37.556   720   813 D skia    :   15                  mediump vec4 _dstColor = sk_FragColor;
09-26 09:50:37.556   720   813 D skia    :   16                  sk_FragColor = outputColor_Stage0 * _dstColor.w;
09-26 09:50:37.556   720   813 D skia    :   17                  sk_FragColor = outputCoverage_Stage0 * sk_FragColor + (vec4(1.0) - outputCoverage_Stage0) *
09-26 09:50:37.556   720   813 D skia    :   18              }
09-26 09:50:37.556   720   813 D skia    :   19          }
09-26 09:50:37.556   720   813 D skia    :   20
09-26 09:50:37.556   720   813 D skia    : Errors:
09-26 09:50:37.556   720   813 D skia    : ERROR: 0:6: 'inout' : invalid qualifier: can be only used with function parameters
09-26 09:50:37.557   720   813 D skia    :
09-26 09:50:37.560   343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.562   532   854 W InputReader: Device virtio_input_multi_touch_8 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.562   532   854 W InputReader: Device virtio_input_multi_touch_5 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.563   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.564   532   854 W InputReader: Device virtio_input_multi_touch_11 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.564   532   854 W InputReader: Device virtio_input_multi_touch_4 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.565   532   854 W InputReader: Device virtio_input_multi_touch_7 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.568   532   854 W InputReader: Device virtio_input_multi_touch_10 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.568   532   854 W InputReader: Device virtio_input_multi_touch_2 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.569   532   854 W InputReader: Device virtio_input_multi_touch_9 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.569   532   854 W InputReader: Device virtio_input_multi_touch_6 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.569   532   854 W InputReader: Device virtio_input_multi_touch_3 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.570   532   854 W InputReader: Device virtio_input_multi_touch_8 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.570   532   854 W InputReader: Device virtio_input_multi_touch_5 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.570   532   854 W InputReader: Device virtio_input_multi_touch_11 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.570   532   854 W InputReader: Device virtio_input_multi_touch_4 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.570   532   854 W InputReader: Device virtio_input_multi_touch_7 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.570   532   854 W InputReader: Device virtio_input_multi_touch_10 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.573   532   854 W InputReader: Device virtio_input_multi_touch_2 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.574   532   854 W InputReader: Device virtio_input_multi_touch_9 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.574   532   854 W InputReader: Device virtio_input_multi_touch_6 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.574   532   854 W InputReader: Device virtio_input_multi_touch_3 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.576   343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.578   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.593   343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.595   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.609   343   343 W RanchuHwc: validateDisplay: layer 18 CompositionType 1, fallback
09-26 09:50:37.611   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:37.639  6936  6936 D CompatibilityChangeReporter: Compat change id reported: 171979766; UID 10146; state: DISABLED
09-26 09:50:37.648  6936  6936 D ApplicationLoaders: Returning zygote-cached class loader: /system/framework/android.test.base.jar
09-26 09:50:37.656   532   562 W InputReader: Device virtio_input_multi_touch_8 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.656   532   562 W InputReader: Device virtio_input_multi_touch_5 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.656   532   562 W InputReader: Device virtio_input_multi_touch_11 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.656   532   562 W InputReader: Device virtio_input_multi_touch_4 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.657   532   562 W InputReader: Device virtio_input_multi_touch_7 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.657   532   562 W InputReader: Device virtio_input_multi_touch_10 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.661   532   562 W InputReader: Device virtio_input_multi_touch_2 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.662   532   562 W InputReader: Device virtio_input_multi_touch_9 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.662   532   562 W InputReader: Device virtio_input_multi_touch_6 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.662   532   562 W InputReader: Device virtio_input_multi_touch_3 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.667   532   562 I ActivityTaskManager: Config changes=20000480 {1.0 310mcc260mnc [en_US] ldltr sw432dp w816dp h408dp 400dpi nrml long land
09-26 09:50:37.679   532  2833 W ActivityManager: Unable to start service Intent { act=android.service.smartspace.SmartspaceService cmp=com.google.android
09-26 09:50:37.679   532  2833 W RemoteSmartspaceService: could not bind to Intent { act=android.service.smartspace.SmartspaceService cmp=com.google.andrc
09-26 09:50:37.681   532   532 W ActivityManager: Unbind failed: could not find connection for android.app.LoadedApk$ServiceDispatcher$InnerConnection@b48
09-26 09:50:37.687   532   562 W ActivityTaskManager: Current config: {1.0 310mcc260mnc [en_US] ldltr sw432dp w432dp h792dp 400dpi nrml long port finger c
09-26 09:50:37.690   532   562 I WindowManager: Override config changes=20000480 {1.0 310mcc260mnc [en_US] ldltr sw432dp w816dp h408dp 400dpi nrml long la
09-26 09:50:37.693   532   562 V ActivityTaskManager: Sending to IME proc com.google.android.inputmethod.latin new config {1.0 310mcc260mnc [en_US] ldltr
09-26 09:50:37.695  1183  1183 W GoogleInputMethodService: GoogleInputMethodService.onConfigurationChanged():1661 onConfigurationChanged() : NewConfig = {
09-26 09:50:37.695  1183  1183 I NormalModeController: NormalModeController.getKeyboardBodyViewHolderPaddingBottom():109 currentPrimeKeyboardType:SOFT sys
09-26 09:50:37.698   957  1354 W FrameTracker: Missed App frame:80
09-26 09:50:37.698   957  1354 W FrameTracker: Missed App frame:72
09-26 09:50:37.698   957  1354 W FrameTracker: Missed App frame:80
09-26 09:50:37.699   957  1354 W FrameTracker: Missed App frame:80
09-26 09:50:37.699   957  1354 W FrameTracker: Missed App frame:80
09-26 09:50:37.699   957  1354 W FrameTracker: Missed App frame:80
09-26 09:50:37.699   957  1354 W FrameTracker: Missed App frame:80
09-26 09:50:37.699   957  1354 W FrameTracker: Missed App frame:80
09-26 09:50:37.699   957  1354 W FrameTracker: Missed App frame:88
09-26 09:50:37.699   957  1354 W FrameTracker: Missed App frame:80
09-26 09:50:37.699  1183  1183 I NormalModeController: NormalModeController.getKeyboardBodyViewHolderPaddingBottom():109 currentPrimeKeyboardType:SOFT sys
09-26 09:50:37.699   957  1354 W FrameTracker: Missed App frame:80
09-26 09:50:37.699   957  1354 W FrameTracker: Missed App frame:80
```

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09-26 09:50:37.700   957  1354 W FrameTracker: Missed App frame:88
09-26 09:50:37.700   957  1354 W FrameTracker: Missed App frame:80
09-26 09:50:37.700   957  1354 W FrameTracker: Missed App frame:80
09-26 09:50:37.700   957  1354 W FrameTracker: Missed App frame:80
09-26 09:50:37.700   957  1354 W FrameTracker: Missed App frame:80
09-26 09:50:37.700   957  1354 W FrameTracker: Missed App frame:80
09-26 09:50:37.700   957  1354 W FrameTracker: Missed App frame:80
09-26 09:50:37.700   957  1354 W FrameTracker: Missed App frame:80
09-26 09:50:37.700   957  1354 W FrameTracker: Missed App frame:80
09-26 09:50:37.700   957  1354 W FrameTracker: Missed App frame:80
09-26 09:50:37.701   957  1354 V PerfettoTrigger: Triggering /system/bin/trigger_perfetto com.android.telemetry.interaction-jank-monitor-8
09-26 09:50:37.704  1183  1183 I GoogleInputMethodService: GoogleInputMethodService.initializeKeyboardTheme():1399 Apply keyboard theme: theme_border_styl
09-26 09:50:37.716  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:37.718  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:37.719  6936  6936 V GraphicsEnvironment: ANGLE Developer option for 'com.YourCompany.TestProj1' set to: 'default'
09-26 09:50:37.719  6936  6936 V GraphicsEnvironment: Neither updatable production driver nor prerelease driver is supported.
09-26 09:50:37.723  6936  6936 D NetworkSecurityConfig: No Network Security Config specified, using platform default
09-26 09:50:37.724  6936  6936 D NetworkSecurityConfig: No Network Security Config specified, using platform default
09-26 09:50:37.724   532   562 I InputManager-JNI: Viewport [0] to add: local:4619827259835644672, isActive: true
09-26 09:50:37.725  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:37.725  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:37.725  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:37.726  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:37.726  1183  1860 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:37.726  1183  1860 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:37.726  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:37.727  1183  1861 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:37.727  1183  1861 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:37.735   532   628 I InputReader: Reconfiguring input devices, changes=DISPLAY_INFO |
09-26 09:50:37.735   532   628 I InputReader: Device reconfigured: id=14, name='virtio_input_multi_touch_1', size 1080x2160, orientation 1, mode 1, displa
09-26 09:50:37.735   532   628 I InputReader: Touch device 'virtio_input_multi_touch_11' could not query the properties of its associated display.  The de
09-26 09:50:37.735   532   628 I InputReader: Touch device 'virtio_input_multi_touch_8' could not query the properties of its associated display.  The dev
09-26 09:50:37.735   532   628 I InputReader: Touch device 'virtio_input_multi_touch_5' could not query the properties of its associated display.  The dev
09-26 09:50:37.735   532   628 I InputReader: Touch device 'virtio_input_multi_touch_4' could not query the properties of its associated display.  The dev
09-26 09:50:37.735   532   628 I InputReader: Touch device 'virtio_input_multi_touch_9' could not query the properties of its associated display.  The dev
09-26 09:50:37.736   532   628 I InputReader: Touch device 'virtio_input_multi_touch_3' could not query the properties of its associated display.  The dev
09-26 09:50:37.736   532   628 I InputReader: Touch device 'virtio_input_multi_touch_2' could not query the properties of its associated display.  The dev
09-26 09:50:37.736   532   628 I InputReader: Touch device 'virtio_input_multi_touch_10' could not query the properties of its associated display.  The de
09-26 09:50:37.736   532   628 I InputReader: Touch device 'virtio_input_multi_touch_6' could not query the properties of its associated display.  The dev
09-26 09:50:37.736   532   628 I InputReader: Touch device 'virtio_input_multi_touch_7' could not query the properties of its associated display.  The dev
09-26 09:50:37.747   532   644 W BestClock: java.time.DateTimeException: Missing NTP fix
09-26 09:50:37.749   873  1130 D TelephonyProvider: subIdString = 1 subId = 1
09-26 09:50:37.750   873  1130 D TelephonyProvider: subIdString = 1 subId = 1
09-26 09:50:37.755  1183  1183 I KeyboardViewUtil: KeyboardViewUtil.getKeyboardHeightRatio():166 systemKeyboardHeightRatio:1.000000; userKeyboardHeightRat
09-26 09:50:37.761   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e22f6000 0x3e2bdd000]
09-26 09:50:37.769   720   720 D StatusBar: disable<e i a s b h r c s > disable2<q i n >
09-26 09:50:37.774   532   653 D ConnectivityService: NetReassign [no changes]
09-26 09:50:37.780  1183  1183 I GoogleInputMethodService: GoogleInputMethodService.onStartInput():2002
09-26 09:50:37.789  1183  1183 I DeviceUnlockedTag: DeviceUnlockedTag.notifyDeviceLockStatusChanged():31 Notify device unlocked.
09-26 09:50:37.789  1183  1183 W SessionManager: SessionManager.beginSession():53 Try to begin an already begun session [INPUT_SESSION], end it first
09-26 09:50:37.793  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:37.793  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:37.794  1183  1183 I GoogleInputMethodService: GoogleInputMethodService.lambda$setDecorViewApplyWindowInsetsListener$9():1105 update screenHei
09-26 09:50:37.795  1183  1183 I GoogleInputMethodService: GoogleInputMethodService.lambda$setDecorViewApplyWindowInsetsListener$9():1112 update max heigh
09-26 09:50:37.801  1183  1183 I GoogleInputMethodService: GoogleInputMethodService.lambda$setDecorViewApplyWindowInsetsListener$9():1105 update screenHei
09-26 09:50:37.801  1183  1183 I GoogleInputMethodService: GoogleInputMethodService.lambda$setDecorViewApplyWindowInsetsListener$9():1112 update max heigh
09-26 09:50:37.802  1183  1183 I DictionarySuperpacksManager: DictionarySuperpacksManager$1.onEnabledInputMethodEntriesChanged():60 onEnabledInputMethodEn
09-26 09:50:37.804  1183  1860 I SP      : Registering content_cache.2020101916, url: https://www.gstatic.com/android/keyboard/modelpack/contentcache/2020
09-26 09:50:37.806   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e35ea000 0x3e3ed1000]
09-26 09:50:37.807  1183  1860 I SP      : Syncing content_cache (2020101916) with slices: [3514c1e9a5c7d614d5646bd12032bfa6], metadata: true
09-26 09:50:37.819  6936  6976 D libEGL  : loaded /vendor/lib64/egl/libEGL_emulation.so
09-26 09:50:37.820  6936  6976 D libEGL  : loaded /vendor/lib64/egl/libGLESv1_CM_emulation.so
09-26 09:50:37.823  6936  6976 D libEGL  : loaded /vendor/lib64/egl/libGLESv2_emulation.so
09-26 09:50:37.845   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e2e17000 0x3e2e96000]
09-26 09:50:37.850   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e3ff1000 0x3e3ff7000]
09-26 09:50:37.853   720  1142 D HostConnection: createUnique: call
09-26 09:50:37.855   720  1142 D HostConnection: HostConnection::get() New Host Connection established 0x7c8d246ec7d0, tid 1142
09-26 09:50:37.866   720  1142 D HostConnection: HostComposition ext ANDROID_EMU_CHECKSUM_HELPER_v1 ANDROID_EMU_native_sync_v2 ANDROID_EMU_native_sync_v3
09-26 09:50:37.866   720  1142 W OpenGLRenderer: Failed to choose config with EGL_SWAP_BEHAVIOR_PRESERVED, retrying without...
09-26 09:50:37.866   720  1142 W OpenGLRenderer: Failed to initialize 101010-2 format, error = EGL_SUCCESS
09-26 09:50:37.874   720  1142 D EGL_emulation: eglCreateContext: 0x7c8d246eb5d0: maj 3 min 0 rcv 3
09-26 09:50:37.875   720  1142 D EGL_emulation: eglMakeCurrent: 0x7c8d246eb5d0: ver 3 0 (tinfo 0x7c8f429f8200) (first time)
09-26 09:50:37.881   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e3ff7000 0x3e3ffd000]
09-26 09:50:37.884  1183  1860 I SP      : Scheduling job with delay of 0s for {m:b:u:1, bg}, 1 candidates
09-26 09:50:37.887   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e3ee9000 0x3e3eef000]
09-26 09:50:37.888   532   609 I ActivityTaskManager: START u0 {act=android.intent.action.MAIN flg=0x10000 cmp=com.YourCompany.TestProj1/com.epicgames.ue4
09-26 09:50:37.889  1183  1860 I SP      : Scheduling job with delay of 0s for {W:b:u:1, bg}, 1 candidates
09-26 09:50:37.896   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e3eef000 0x3e3ef5000]
```

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09-26 09:50:37.904   532   609 W ActivityTaskManager: Tried to set launchTime (0) < mLastActivityLaunchTime (359308)
09-26 09:50:37.905   532   609 W InputReader: Device virtio_input_multi_touch_8 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.906   532   609 W InputReader: Device virtio_input_multi_touch_5 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.907   532   609 W InputReader: Device virtio_input_multi_touch_11 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.907   532   609 W InputReader: Device virtio_input_multi_touch_4 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.908   532   609 W InputReader: Device virtio_input_multi_touch_7 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.909   532   609 W InputReader: Device virtio_input_multi_touch_10 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.909   532   609 W InputReader: Device virtio_input_multi_touch_2 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.910   532   609 W InputReader: Device virtio_input_multi_touch_9 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.910   532   609 W InputReader: Device virtio_input_multi_touch_6 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.911   532   609 W InputReader: Device virtio_input_multi_touch_3 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.911   532   609 W InputReader: Device virtio_input_multi_touch_8 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.912   532   609 W InputReader: Device virtio_input_multi_touch_5 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.912   532   609 W InputReader: Device virtio_input_multi_touch_11 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.912   532   609 W InputReader: Device virtio_input_multi_touch_4 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.913   532   609 W InputReader: Device virtio_input_multi_touch_7 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.914   532   609 W InputReader: Device virtio_input_multi_touch_10 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.914   532   609 W InputReader: Device virtio_input_multi_touch_2 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.914   532   609 W InputReader: Device virtio_input_multi_touch_9 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.915   532   609 W InputReader: Device virtio_input_multi_touch_6 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.915   532   609 W InputReader: Device virtio_input_multi_touch_3 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:37.923   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e2e96000 0x3e2f15000]
09-26 09:50:37.938  1183  1860 I SP      : Scheduling: download registered, 0 started, 0 paused, 2 scheduled, 2 pending: manifests:content_cache-202010191
09-26 09:50:37.939   720   720 I OpaEnabledReceiver: Dispatching OPA eligble = false; AGSA = true; OPA enabled = false
09-26 09:50:37.939   720   720 I OpaLayout: Setting opa enabled to false
09-26 09:50:37.939  1183  1860 I SP      : GC for 'content_cache' (10) with ttl of 0 ms took 0 ms (0/0/0)
09-26 09:50:37.939   720   720 I OpaLayout: Setting opa enabled to false
09-26 09:50:37.939  1183  1860 I AbstractSyncResultCallback: AbstractSyncResultCallback.onFailure():36 onFailure(): content_cache.sync cancelled; expected
09-26 09:50:37.949   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e2e96000 0x3e2f15000]
09-26 09:50:37.959   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e2f15000 0x3e2f94000]
09-26 09:50:37.968   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e2f94000 0x3e3013000]
09-26 09:50:37.973   720   813 D skia    : Shader compilation error
09-26 09:50:37.973   720   813 D skia    : -----------------------
09-26 09:50:37.973   720   813 D skia    :   1        #version 300 es
09-26 09:50:37.973   720   813 D skia    :   2
09-26 09:50:37.973   720   813 D skia    :   3        #extension GL_EXT_shader_framebuffer_fetch : require
09-26 09:50:37.975   720   813 D skia    :   4        precision mediump float;
09-26 09:50:37.976   720   813 D skia    :   5        precision mediump sampler2D;
09-26 09:50:37.976   720   813 D skia    :   6        inout mediump vec4 sk_FragColor;
09-26 09:50:37.976   720   813 D skia    :   7        flat in mediump vec4 vcolor_Stage0;
09-26 09:50:37.976   720   813 D skia    :   8        in highp float vcoverage_Stage0;
09-26 09:50:37.976   720   813 D skia    :   9        void main() {
09-26 09:50:37.976   720   813 D skia    :  10            mediump vec4 outputColor_Stage0;
09-26 09:50:37.976   720   813 D skia    :  11            outputColor_Stage0 = vcolor_Stage0;
09-26 09:50:37.976   720   813 D skia    :  12            highp float coverage = vcoverage_Stage0;
09-26 09:50:37.977   720   813 D skia    :  13            mediump vec4 outputCoverage_Stage0 = vec4(coverage);
09-26 09:50:37.977   720   813 D skia    :  14            {
09-26 09:50:37.977   720   813 D skia    :  15                mediump vec4 _dstColor = sk_FragColor;
09-26 09:50:37.977   720   813 D skia    :  16                sk_FragColor = outputColor_Stage0 * _dstColor.w;
09-26 09:50:37.977   720   813 D skia    :  17                sk_FragColor = outputCoverage_Stage0 * sk_FragColor + (vec4(1.0) - outputCoverage_Stage0) *
09-26 09:50:37.977   720   813 D skia    :  18            }
09-26 09:50:37.977   720   813 D skia    :  19        }
09-26 09:50:37.977   720   813 D skia    :  20
09-26 09:50:37.977   720   813 D skia    : Errors:
09-26 09:50:37.978   720   813 D skia    : ERROR: 0:6: 'inout' : invalid qualifier: can be only used with function parameters
09-26 09:50:37.978   720   813 D skia    :
09-26 09:50:37.980   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e3013000 0x3e3092000]
09-26 09:50:37.996   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e3092000 0x3e3111000]
09-26 09:50:38.000   720   813 D skia    : Shader compilation error
09-26 09:50:38.000   720   813 D skia    : -----------------------
09-26 09:50:38.000   720   813 D skia    :   1        #version 300 es
09-26 09:50:38.001   720   813 D skia    :   2
09-26 09:50:38.001   720   813 D skia    :   3        #extension GL_EXT_shader_framebuffer_fetch : require
09-26 09:50:38.002   720   813 D skia    :   4        precision mediump float;
09-26 09:50:38.002   720   813 D skia    :   5        precision mediump sampler2D;
09-26 09:50:38.003   720   813 D skia    :   6        inout mediump vec4 sk_FragColor;
09-26 09:50:38.003   720   813 D skia    :   7        flat in mediump vec4 vcolor_Stage0;
09-26 09:50:38.003   720   813 D skia    :   8        in highp float vcoverage_Stage0;
09-26 09:50:38.003   720   813 D skia    :   9        void main() {
09-26 09:50:38.003   720   813 D skia    :  10            mediump vec4 outputColor_Stage0;
09-26 09:50:38.003   720   813 D skia    :  11            outputColor_Stage0 = vcolor_Stage0;
09-26 09:50:38.003   720   813 D skia    :  12            highp float coverage = vcoverage_Stage0;
09-26 09:50:38.004   720   813 D skia    :  13            mediump vec4 outputCoverage_Stage0 = vec4(coverage);
09-26 09:50:38.004   720   813 D skia    :  14            {
09-26 09:50:38.004   720   813 D skia    :  15                mediump vec4 _dstColor = sk_FragColor;
09-26 09:50:38.005   720   813 D skia    :  16                sk_FragColor = outputColor_Stage0 * _dstColor.w;
09-26 09:50:38.005   720   813 D skia    :  17                sk_FragColor = outputCoverage_Stage0 * sk_FragColor + (vec4(1.0) - outputCoverage_Stage0) *
09-26 09:50:38.005   720   813 D skia    :  18            }
09-26 09:50:38.005   720   813 D skia    :  19        }
09-26 09:50:38.005   720   813 D skia    :  20
```

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09-26 09:50:38.006  720  813 D skia    : Errors:
09-26 09:50:38.006  720  813 D skia    : ERROR: 0:6: 'inout' : invalid qualifier: can be only used with function parameters
09-26 09:50:38.006  720  813 D skia    :
09-26 09:50:38.012  341  398 D goldfish-address-space: claimShared: Ask to claim region [0x3e2e17000 0x3e2e96000]
09-26 09:50:38.377 6936 6936 D UE4     : Used memory before allocating anything was 153.88MB
09-26 09:50:38.375 6936 6936 W mpany.TestProj1: type=1400 audit(0.0:11): avc: denied { getattr } for path="/dev/pmsg0" dev="tmpfs" ino=380 scontext=u:r:
09-26 09:50:38.437 6981 6981 I perfetto: approfd_producer.cc:217 Connected to the service, mode [child].
09-26 09:50:38.435 6981 6981 W mpany.TestProj1: type=1400 audit(0.0:12): avc: denied { getattr } for path="/dev/pmsg0" dev="tmpfs" ino=380 scontext=u:r:
09-26 09:50:38.519 1109 1109 D BoundBrokerSvc: onUnbind: Intent { act=com.google.android.gms.phenotype.service.START pkg=com.google.android.gms }
09-26 09:50:42.149 1109 1109 D BoundBrokerSvc: onUnbind: Intent { act=com.google.android.gms.clearcut.bootcount.service.START pkg=com.google.android.gms
09-26 09:50:45.384  319 6990 D resolv  : GetAddrInfoHandler::run: {100 786532 100 983140 10101 0}
09-26 09:50:45.385  319 6990 D resolv  : resolv_getaddrinfo: explore_fqdn(): ai_family=0 ai_socktype=1 ai_protocol=6
09-26 09:50:45.386  319 6992 D resolv  : doQuery: (1, 1)
09-26 09:50:45.386  319 6991 D resolv  : doQuery: (1, 28)
09-26 09:50:45.386  319 6992 D resolv  : res_nmkquery: (QUERY, IN, A)
09-26 09:50:45.386  319 6992 D resolv  : res_nopt
09-26 09:50:45.386  319 6992 D resolv  : res_nopt: ENDS0 DNSSEC
09-26 09:50:45.386  319 6991 D resolv  : res_nmkquery: (QUERY, IN, AAAA)
09-26 09:50:45.386  319 6992 D resolv  : res_nsend
09-26 09:50:45.386  319 6991 D resolv  : res_nopt
09-26 09:50:45.386  319 6992 I resolv  : resolv_cache_lookup: lookup
09-26 09:50:45.387  319 6992 I resolv  : resolv_cache_lookup: FOUND IN CACHE entry=0x78871a1a6b70
09-26 09:50:45.387  319 6992 D resolv  : doQuery: rcode=0, ancount=2
09-26 09:50:45.388  319 6991 D resolv  : res_nopt: ENDS0 DNSSEC
09-26 09:50:45.388  319 6991 D resolv  : res_nsend
09-26 09:50:45.389  319 6991 I resolv  : resolv_cache_lookup: lookup
09-26 09:50:45.390  319 6991 I resolv  : resolv_cache_lookup: FOUND IN CACHE entry=0x78871a1a3c90
09-26 09:50:45.390  319 6991 D resolv  : doQuery: rcode=0, ancount=1
09-26 09:50:45.391  319 6990 I ResolverController: No valid NAT64 prefix (100, <unspecified>/0)
09-26 09:50:46.653 6936 6936 E ndk_translation: Undefined instruction 0x0ee0e000 at 0x00007c8c15619428
09-26 09:50:46.653 6936 6936 E ndk_translation: Undefined instruction 0x4e284800 at 0x00007c8c15619410
09-26 09:50:46.653 6936 6936 E ndk_translation: Undefined instruction 0x5e280800 at 0x00007c8c15619418
09-26 09:50:46.654 6936 6936 E ndk_translation: Undefined instruction 0x5e282800 at 0x00007c8c15619420
09-26 09:50:46.654 6936 6936 E ndk_translation: Undefined instruction 0xcec08000 at 0x00007c8c15619430
09-26 09:50:46.671 6936 6936 D UE4     : In the JNI_OnLoad function
09-26 09:50:46.680 6936 6936 D UE4     : [JNI] - Failed to determine if app purchasing is enabled!
09-26 09:50:46.688 6936 6936 D UE4     : Path found as '/storage/emulated/0'
09-26 09:50:46.689 6936 6936 D UE4     : Font Path found as '/system/fonts/'
09-26 09:50:46.690 6936 6936 D UE4     : In the JNI_OnLoad function 5
09-26 09:50:46.699 6936 6936 D OVRPlugin: JNI_OnLoad
09-26 09:50:46.721  532  549 W ServiceManager: Permission failure: android.permission.HIGH_SAMPLING_RATE_SENSORS from uid=10146 pid=6936
09-26 09:50:46.729 6936 6993 D UE4     : Entering native app glue main function
09-26 09:50:46.730 6936 6993 D UE4     : Created event thread
09-26 09:50:46.730 6936 6994 D UE4     : Entering event processing thread engine entry point
09-26 09:50:46.733 6936 6993 D UE4     : Entered AndroidMain()
09-26 09:50:46.738 6936 6994 D UE4     : Prepared looper for event thread
09-26 09:50:46.743 6936 6994 D UE4     : Passed callback initialization
09-26 09:50:46.746 6936 6994 D UE4     : Passed sensor initialization
09-26 09:50:46.748 6936 6993 D UE4     : Controller interface supported
09-26 09:50:46.753  532  549 W WindowManager: Failed looking up window session=Session{da26be 6936:u0a10146} callers=com.android.server.wm.WindowManager
09-26 09:50:46.788 6936 6936 D UE4     : [GameActivity] Target SDK is 28.  This may cause issues if permissions are denied by the user.
09-26 09:50:46.790 6936 6936 E PermissionHelper: GVRTransition2DActivity.getActivity() failed. Trying to get GameActivity.
09-26 09:50:46.791 6936 6936 D PermissionHelper: checkPermission: android.permission.WRITE_EXTERNAL_STORAGE has granted
09-26 09:50:46.976  532  562 W ActivityTaskManager: Launch timeout has expired, giving up wake lock!
09-26 09:50:47.084 6936 6936 D UE4     : [GameActivity] Vulkan version: 1.1.0
09-26 09:50:47.084 6936 6936 D UE4     : [GameActivity] Vulkan level: 1
09-26 09:50:47.085 6936 6936 D UE4     : [GameActivity] Found DepthBufferPreference = 0
09-26 09:50:47.085 6936 6936 D UE4     : [GameActivity] Found bPackageDataInsideApk = 1
09-26 09:50:47.085 6936 6936 D UE4     : [GameActivity] Found ProjectName = TestProj1
09-26 09:50:47.086 6936 6936 D UE4     : [GameActivity] Found AppType =
09-26 09:50:47.086 6936 6936 D UE4     : [GameActivity] Found bHasOBBFiles = 1
09-26 09:50:47.086 6936 6936 D UE4     : [GameActivity] Found bVerifyOBBOnStartUp = false
09-26 09:50:47.086 6936 6936 D UE4     : [GameActivity] UI hiding set to true
09-26 09:50:47.086 6936 6936 D UE4     : [GameActivity] BuildConfiguration set to Development
09-26 09:50:47.087 6936 6936 D UE4     : [GameActivity] UseExternalFilesDir set to false
09-26 09:50:47.087 6936 6936 D UE4     : [GameActivity] PublicLogFiles set to false
09-26 09:50:47.089 6936 6936 D UE4     : [GameActivity] AllowIMU set to false
09-26 09:50:47.089 6936 6936 D UE4     : [GameActivity] SupportsVulkan set to false
09-26 09:50:47.092 6936 6936 D UE4     : [GameActivity] No Oculus Mobile mode detected.
09-26 09:50:47.096 6936 6936 D UE4     : [GameActivity] Using APK commandline
09-26 09:50:47.096 6936 6936 D UE4     : [GameActivity] Parsing commandline: ../../../TestProj1/TestProj1.uproject
09-26 09:50:47.100 6936 6936 D HostConnection: createUnique: call
09-26 09:50:47.100 6936 6936 D HostConnection: HostConnection::get() New Host Connection established 0x7c8d246c2dd0, tid 6936
09-26 09:50:47.104 6936 6936 D HostConnection: HostComposition ext ANDROID_EMU_CHECKSUM_HELPER_v1 ANDROID_EMU_native_sync_v2 ANDROID_EMU_native_sync_v3
09-26 09:50:47.106  178  178 I hwservicemanager: getTransport: Cannot find entry android.hardware.configstore@1.0::ISurfaceFlingerConfigs/default in eit
09-26 09:50:47.116 6936 6936 D EGL_emulation: eglCreateContext: 0x7c8d246c2050: maj 3 min 0 rcv 3
09-26 09:50:47.116 6936 6936 D EGL_emulation: eglMakeCurrent: 0x7c8d246c2050: ver 3 0 (tinfo 0x7c8f42845080) (first time)
09-26 09:50:47.123 6936 6936 D UE4     : [GameActivity] ro.hardware: ranchu
09-26 09:50:47.123 6936 6936 D UE4     : [GameActivity] Hardware: ranchu
09-26 09:50:47.124 6936 6936 D UE4     : [GameActivity] Memory: 1968 MB
```

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09-26 09:50:47.126  6936  6995 D UE4     : [GameActivity] [MemoryAdvisor] Significant amount of memory is available for allocation. Estimate is 2818 MB
09-26 09:50:47.128  6936  6936 D UE4     : [GameActivity] UseAffinity: false
09-26 09:50:47.128  6936  6936 D UE4     : [GameActivity] BigCoreMask: 0xffff
09-26 09:50:47.128  6936  6936 D UE4     : [GameActivity] LittleCoreMask: 0x0
09-26 09:50:47.138  6936  6936 D UE4     : [GameActivity] APK path: /data/app/~~uDy3JX_CUSWdCQWV9Tap8w==/com.YourCompany.TestProj1-SRDblIFXmfpDPdB4nD7D3Q=
09-26 09:50:47.139  6936  6936 D UE4     : [GameActivity] OBB in APK: true
09-26 09:50:47.143  6936  6936 D UE4     : InternalFilePath found as '/data/user/0/com.YourCompany.TestProj1/files'
09-26 09:50:47.144  6936  6936 D UE4     : ExternalFilePath found as '/storage/emulated/0/Android/data/com.YourCompany.TestProj1/files'
09-26 09:50:47.144  6936  6936 D UE4     : [GameActivity] App is running in Landscape
09-26 09:50:47.145  6936  6936 D UE4     : [GameActivity] Android version is 12
09-26 09:50:47.146  6936  6936 D UE4     : [GameActivity] Android manufacturer is Google
09-26 09:50:47.146  6936  6936 D UE4     : [GameActivity] Android model is sdk_gphone64_x86_64
09-26 09:50:47.146  6936  6936 D UE4     : [GameActivity] Android build number is sdk_gphone64_x86_64-userdebug 12 SPB5.210812.003 7673742 dev-keys
09-26 09:50:47.147  6936  6936 D UE4     : [GameActivity] OS language is set to en_US
09-26 09:50:47.147  6936  6936 D UE4     : [GameActivity] Debugger attached is false
09-26 09:50:47.231  6936  6936 W PopupManager: You have not specified a View to use as content view for popups. Falling back to the Activity content view.
09-26 09:50:47.239  6936  6936 D UE4     : [GameActivity] googleClient is valid
09-26 09:50:47.239  6936  6936 D UE4     : [GameActivity] ==============> GameActive.onCreate complete!
09-26 09:50:47.243  6936  6936 D UE4     : [GameActivity] Creating console command broadcast listener
09-26 09:50:47.245  6936  6936 D UE4     : [GameActivity] =================================> Inside onStart function in GameActivity
09-26 09:50:47.246  6936  6936 V UE4     : [GameApp] App in foreground
09-26 09:50:47.249  6936  6994 D UE4     : LogAndroidEvents::EnqueueAppEvent : 9, [width=-1, height=-1], tid = 6994, APP_EVENT_STATE_ON_START
09-26 09:50:47.250  6936  6994 D UE4     : Case APP_CMD_RESUME
09-26 09:50:47.251  6936  6936 D UE4     : [GameActivity] === Restoring Transparent Bars ===
09-26 09:50:47.252  6936  6936 D UE4     : [GameActivity] ==============> [JAVA] AndroidThunkJava_KeepScreenOn(false) - Enabled screen saver
09-26 09:50:47.253  6936  6994 D UE4     : LogAndroidEvents::EnqueueAppEvent : 7, [width=-1, height=-1], tid = 6994, APP_EVENT_STATE_ON_RESUME
09-26 09:50:47.253  6936  6936 D UE4     : [GameActivity] ==============> [JAVA] AndroidThunkJava_DisableScreenCapture(false) - Enabled screen captures
09-26 09:50:47.254  6936  6936 D UE4     : App is running in Landscape
09-26 09:50:47.255  6936  6936 D UE4     : [GameActivity] === Restoring Transparent Bars ===
09-26 09:50:47.256  6936  6936 D UE4     : [GameActivity] ==============> Resuming main init
09-26 09:50:47.276  6936  6993 D UE4     : APK Commandline: ../../../TestProj1/TestProj1.uproject
09-26 09:50:47.286  6936  6993 D UE4     : Final commandline: ../../../TestProj1/TestProj1.uproject
09-26 09:50:47.289  6936  6936 D UE4     : Created sync event
09-26 09:50:47.293  6936  6936 D UE4     : [GameActivity] ==============> GameActive.onResume complete!
09-26 09:50:47.298   532  2833 W WindowManager: Failed looking up window session=Session{da26be 6936:u0a10146} callers=com.android.server.wm.WindowManager
09-26 09:50:47.307  6936  6936 I Choreographer: Skipped 32 frames!  The application may be doing too much work on its main thread.
09-26 09:50:47.314   532   563 D CompatibilityChangeReporter: Compat change id reported: 158002302; UID 10146; state: ENABLED
09-26 09:50:47.323  6936  6975 D HostConnection: createUnique: call
09-26 09:50:47.324  6936  6975 D HostConnection: HostConnection::get() New Host Connection established 0x7c8d246c1990, tid 6975
09-26 09:50:47.331  6936  6975 D HostConnection: HostComposition ext ANDROID_EMU_CHECKSUM_HELPER_v1 ANDROID_EMU_native_sync_v2 ANDROID_EMU_native_sync_v3
09-26 09:50:47.333  6936  6975 W OpenGLRenderer: Failed to choose config with EGL_SWAP_BEHAVIOR_PRESERVED, retrying without...
09-26 09:50:47.333  6936  6975 W OpenGLRenderer: Failed to initialize 101010-2 format, error = EGL_SUCCESS
09-26 09:50:47.341  6936  6975 D EGL_emulation: eglCreateContext: 0x7c8d246c1750: maj 3 min 0 rcv 3
09-26 09:50:47.342  6936  6975 D EGL_emulation: eglMakeCurrent: 0x7c8d246c1750: ver 3 0 (tinfo 0x7c8f42845100) (first time)
09-26 09:50:47.350   384   946 E HWComposer: getSupportedContentTypes: getSupportedContentTypes failed for display 4619827259835644672: Unsupported (8)
09-26 09:50:47.353   178   178 I hwservicemanager: getTransport: Cannot find entry android.hardware.graphics.mapper@4.0::IMapper/default in either framewo
09-26 09:50:47.354  6936  6975 I Gralloc4: mapper 4.x is not supported
09-26 09:50:47.363  6936  6975 D HostConnection: createUnique: call
09-26 09:50:47.365  6936  6975 D HostConnection: HostConnection::get() New Host Connection established 0x7c8d246c2c50, tid 6975
09-26 09:50:47.366  6936  6975 D goldfish-address-space: allocate: Ask for block of size 0x100
09-26 09:50:47.366  6936  6975 D goldfish-address-space: allocate: ioctl allocate returned offset 0x3dfffe000 size 0x2000
09-26 09:50:47.368   178   178 I hwservicemanager: getTransport: Cannot find entry android.hardware.graphics.allocator@4.0::IAllocator/default in either f
09-26 09:50:47.369  6936  6975 W Gralloc4: allocator 4.x is not supported
09-26 09:50:47.370   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e0000000 0x3e08e7000]
09-26 09:50:47.371  6936  6993 D UE4     : Mounted main OBB in APK: /data/app/~~uDy3JX_CUSWdCQWV9Tap8w==/com.YourCompany.TestProj1-SRDblIFXmfpDPdB4nD7D3Q=
09-26 09:50:47.390  6936  6975 D HostConnection: HostComposition ext ANDROID_EMU_CHECKSUM_HELPER_v1 ANDROID_EMU_native_sync_v2 ANDROID_EMU_native_sync_v3
09-26 09:50:47.395   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e5ab5000 0x3e639c000]
09-26 09:50:47.414   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e6c83000 0x3e756a000]
09-26 09:50:47.456   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e756a000 0x3e7e51000]
09-26 09:50:47.464  6936  6994 D UE4     : Case APP_CMD_INIT_WINDOW
09-26 09:50:47.465  6936  6958 I OpenGLRenderer: Davey! duration=702ms; Flags=1, FrameTimelineVsyncId=3330, IntendedVsync=368489187018, Vsync=36902252033C
09-26 09:50:47.467  6936  6994 D UE4     : LogAndroidEvents::EnqueueAppEvent : 0, [width=2160, height=1080], tid = 6994, APP_EVENT_STATE_WINDOW_CREATED
09-26 09:50:47.487   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e9265000 0x3e9b4c000]
09-26 09:50:47.500  6936  6952 I OpenGLRenderer: Davey! duration=741ms; Flags=1, FrameTimelineVsyncId=3330, IntendedVsync=368489187018, Vsync=36902252033C
09-26 09:50:47.502  6936  6936 D UE4     : [GameActivity] === Thermal status changed to 0
09-26 09:50:47.505  6936  6936 D UE4     : [GameActivity] === Restoring Transparent Bars due to Visibility Change ===
09-26 09:50:47.505  6936  6936 D UE4     : [GameActivity] === Restoring Transparent Bars ===
09-26 09:50:47.506   720   809 D StartingSurfaceDrawer: Task start finish, remove starting surface for task 30
09-26 09:50:47.506   532   559 W system_server: Failed to determine oat file name for dex location /data/app/~~uDy3JX_CUSWdCQWV9Tap8w==/com.YourCompany.Te
09-26 09:50:47.506   720   809 V StartingSurfaceDrawer: Removing splash screen window for task: 30
09-26 09:50:47.512   532   559 I ActivityTaskManager: Displayed com.YourCompany.TestProj1/com.epicgames.ue4.GameActivity: +10s558ms
09-26 09:50:47.512   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e9b4c000 0x3ea433000]
09-26 09:50:47.520   532   562 I ActivityManager: PendingStartActivityUids startActivity to updateOomAdj delay:9599ms, uid:10146
09-26 09:50:47.535  1183  1183 I GoogleInputMethodService: GoogleInputMethodService.onFinishInput():3420
09-26 09:50:47.536  1183  1183 I GoogleInputMethodService: GoogleInputMethodService.onStartInput():2002
09-26 09:50:47.537  1183  1183 I DeviceUnlockedTag: DeviceUnlockedTag.notifyDeviceLockStatusChanged():31 Notify device unlocked.
09-26 09:50:47.539  6936  6994 D UE4     : LogAndroidEvents::EnqueueAppEvent : 11, [width=-1, height=-1], tid = 6994, APP_EVENT_STATE_WINDOW_GAINED_FOCUS
09-26 09:50:47.543  6936  6994 D UE4     : LogAndroidEvents::EnqueueAppEvent : 14, [width=-1, height=-1], tid = 6994, APP_EVENT_STATE_APP_ACTIVATED
09-26 09:50:47.545  6936  6994 D UE4     : LogAndroidEvents::EnqueueAppEvent : 15, [width=-1, height=-1], tid = 6994, APP_EVENT_RUN_CALLBACK
09-26 09:50:47.606  6936  6993 D UE4     : Project file not found: ../../../TestProj1/TestProj1.uproject
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09-26 09:50:47.866   532    609 W InputManager-JNI: Input channel object '2a2cbb9 Splash Screen com.YourCompany.TestProj1 (client)' was disposed without fi
09-26 09:50:49.877  3793   7015 I GMS_MM_Logger: Memory Metric Logging not allowed. Stopping.
09-26 09:50:50.099  6936   6993 D UE4     : EGL Extensions:
09-26 09:50:50.099  6936   6993 D UE4     : EGL_ANDROID_front_buffer_auto_refresh EGL_ANDROID_get_frame_timestamps EGL_ANDROID_get_native_client_buffer EGL
09-26 09:50:50.100  6936   6993 D HostConnection: createUnique: call
09-26 09:50:50.100  6936   6993 D HostConnection: HostConnection::get() New Host Connection established 0x7c8d246c5e90, tid 6993
09-26 09:50:50.105  6936   6993 D HostConnection: HostComposition ext ANDROID_EMU_CHECKSUM_HELPER_v1 ANDROID_EMU_native_sync_v2 ANDROID_EMU_native_sync_v3
09-26 09:50:50.107  6936   6993 E EGL_emulation: eglCreateContext: EGL_BAD_CONFIG: no ES 3.2 support
09-26 09:50:50.107  6936   6993 E EGL_emulation: tid 6993: eglCreateContext(1849): error 0x3005 (EGL_BAD_CONFIG)
09-26 09:50:50.107  6936   6993 E EGL_emulation: eglCreateContext: EGL_BAD_CONFIG: no ES 3.2 support
09-26 09:50:50.108  6936   6993 E EGL_emulation: tid 6993: eglCreateContext(1849): error 0x3005 (EGL_BAD_CONFIG)
09-26 09:50:50.109  6936   6993 E EGL_emulation: eglCreateContext: EGL_BAD_CONFIG: no ES 3.2 support
09-26 09:50:50.109  6936   6993 E EGL_emulation: tid 6993: eglCreateContext(1849): error 0x3005 (EGL_BAD_CONFIG)
09-26 09:50:50.110  6936   6993 E EGL_emulation: eglCreateContext: EGL_BAD_CONFIG: no ES 3.1 support
09-26 09:50:50.110  6936   6993 E EGL_emulation: tid 6993: eglCreateContext(1843): error 0x3005 (EGL_BAD_CONFIG)
09-26 09:50:50.110  6936   6993 E EGL_emulation: eglCreateContext: EGL_BAD_CONFIG: no ES 3.1 support
09-26 09:50:50.111  6936   6993 E EGL_emulation: tid 6993: eglCreateContext(1843): error 0x3005 (EGL_BAD_CONFIG)
09-26 09:50:50.111  6936   6993 E EGL_emulation: eglCreateContext: EGL_BAD_CONFIG: no ES 3.1 support
09-26 09:50:50.111  6936   6993 E EGL_emulation: tid 6993: eglCreateContext(1843): error 0x3005 (EGL_BAD_CONFIG)
09-26 09:50:50.112  6936   6993 D UE4     : FAndroidGPUInfo
09-26 09:50:50.112  6936   6993 D UE4     : AndroidEGL::InitRenderSurface 1, 1
09-26 09:50:50.113  6936   6993 D UE4     : AndroidEGL::InitRenderSurface, wnd: 0x7c8e146c98e0, width: 8, height 8
09-26 09:50:50.115   341    398 D goldfish-address-space: claimShared: Ask to claim region [0x3e3ffd000 0x3e3ffe000]
09-26 09:50:50.119  6936   6993 D UE4     : AndroidEGL::CreateEGLRenderSurface() 0x7c8d046e5960
09-26 09:50:50.119  6936   6993 D UE4     : AndroidEGL::InitSharedSurface 1
09-26 09:50:50.120  6936   6993 D UE4     : AndroidEGL::InitSharedSurface, width: 8, height 8
09-26 09:50:50.120  6936   6993 D UE4     : AndroidEGL::CreateEGLSharedSurface(), auxSurface = eglCreatePbufferSurface(), 8x8
09-26 09:50:50.294  6936   6993 D UE4     : Assertion failed: !GPUFamily.IsEmpty() [File:D:/Build/++UE4/Sync/Engine/Source/Runtime/OpenGLDrv/Private/Androi
09-26 09:50:50.294  6936   6993 D UE4     :
09-26 09:50:50.297  6936   6993 D UE4     : Assertion failed: !GPUFamily.IsEmpty() [File:D:/Build/++UE4/Sync/Engine/Source/Runtime/OpenGLDrv/Private/Androi
09-26 09:50:50.297  6936   6993 D UE4     :
09-26 09:50:50.307  6936   6993 I mpany.TestProj: System.exit called, status: 0
09-26 09:50:50.307  6936   6993 I AndroidRuntime: VM exiting with result code 0, cleanup skipped.
09-26 09:50:50.357  6981   6981 I perfetto: ctory_standalone.cc:140 Child disconnected.
09-26 09:50:50.358   532   2833 I WindowManager: WIN DEATH: Window{7b1435 u0 com.YourCompany.TestProj1/com.epicgames.ue4.GameActivity}
09-26 09:50:50.359   320    320 I Zygote  : Process 6936 exited cleanly (0)
09-26 09:50:50.359   532    815 I ActivityManager: Process com.YourCompany.TestProj1 (pid 6936) has died: fg  TOP
09-26 09:50:50.359   532   2912 D ConnectivityService: ConnectivityService NetworkRequestInfo binderDied(uid/pid:10146/6936, android.os.BinderProxy@cb667b8
09-26 09:50:50.360   532   2833 W InputManager-JNI: Input channel object '7b1435 com.YourCompany.TestProj1/com.epicgames.ue4.GameActivity (client)' was dis
09-26 09:50:50.366   532   2912 I WindowManager: WIN DEATH: Window{5694ed u0 com.YourCompany.TestProj1/com.epicgames.ue4.GameActivity}
09-26 09:50:50.366   532   2912 W InputManager-JNI: Input channel object '5694ed com.YourCompany.TestProj1/com.epicgames.ue4.GameActivity (client)' was dis
09-26 09:50:50.372   532    815 W ActivityTaskManager: Force removing ActivityRecord{56c5c09 u0 com.YourCompany.TestProj1/com.epicgames.ue4.GameActivity t3
09-26 09:50:50.377   384    384 E BpTransactionCompletedListener: Failed to transact (-32)
09-26 09:50:50.377   384    384 E BpTransactionCompletedListener: Failed to transact (-32)
09-26 09:50:50.378   343    343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:49:34.049     0      0 I init    : Untracked pid 6981 received signal 9
09-26 09:50:50.391   532    815 W InputReader: Device virtio_input_multi_touch_8 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.392   532    815 W InputReader: Device virtio_input_multi_touch_5 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.392   532    815 W InputReader: Device virtio_input_multi_touch_11 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.392   532    815 W InputReader: Device virtio_input_multi_touch_4 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.392   532    815 W InputReader: Device virtio_input_multi_touch_7 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.392   532    815 W InputReader: Device virtio_input_multi_touch_10 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.392   343    343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:50.392   532    815 W InputReader: Device virtio_input_multi_touch_2 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.392   532    815 W InputReader: Device virtio_input_multi_touch_9 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.392   532    815 W InputReader: Device virtio_input_multi_touch_6 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.393   532    815 W InputReader: Device virtio_input_multi_touch_3 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.393   532    815 W InputReader: Device virtio_input_multi_touch_8 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.394   532    815 W InputReader: Device virtio_input_multi_touch_5 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.394   532    815 W InputReader: Device virtio_input_multi_touch_11 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.394   532    815 W InputReader: Device virtio_input_multi_touch_4 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.394   532    815 W InputReader: Device virtio_input_multi_touch_7 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.394   532    815 W InputReader: Device virtio_input_multi_touch_10 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.394   532    815 W InputReader: Device virtio_input_multi_touch_2 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.395   532    815 W InputReader: Device virtio_input_multi_touch_9 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.395   532    815 W InputReader: Device virtio_input_multi_touch_6 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.395   532    815 W InputReader: Device virtio_input_multi_touch_3 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.398   532    815 W ActivityTaskManager: Can't find TaskDisplayArea to determine support for multi window. Task id=30 attached=false
09-26 09:50:50.398   532    815 W ActivityTaskManager: Can't find TaskDisplayArea to determine support for multi window. Task id=30 attached=false
09-26 09:50:50.405   532    572 I libprocessgroup: Successfully killed process cgroup uid 10146 pid 6936 in 45ms
09-26 09:50:50.410   384    384 I BpBinder: onLastStrongRef automatically unlinking death recipients: <uncached descriptor>
09-26 09:50:50.410   343    343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:50.412  2273   2312 W Bugle   : TextClassifierLibManagerImpl: Reclaiming memory at level: 40
09-26 09:50:50.412   532    562 W ActivityManager: setHasOverlayUi called on unknown pid: 6936
09-26 09:50:50.412  1183   1183 I AppBase : AppBase.onTrimMemory():782 onTrimMemory(): 5
09-26 09:50:50.412  1183   1183 I GoogleInputMethodService: GoogleInputMethodService.onTrimMemory():4623 onTrimMemory(): 5
09-26 09:50:50.414  1486   1486 I A       : onApplyWindowInsets: systemWindowInsets=Insets{left=0, top=0, right=0, bottom=0}
09-26 09:50:50.418  1486   1486 I A       : onApplyWindowInsets: systemWindowInsets=Insets{left=0, top=0, right=0, bottom=0}
09-26 09:50:50.421   341    398 D goldfish-address-space: claimShared: Ask to claim region [0x3e22f6000 0x3e2bdd000]
09-26 09:50:50.428   343    343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
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09-26 09:50:50.438   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e35ea000 0x3e3ed1000]
09-26 09:50:50.443   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:50.444   532  2835 W ActivityManager: Unable to start service Intent { act=android.service.smartspace.SmartspaceService cmp=com.google.android
09-26 09:50:50.445   532  2835 W RemoteSmartspaceService: could not bind to Intent { act=android.service.smartspace.SmartspaceService cmp=com.google.andro
09-26 09:50:50.448   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e0000000 0x3e08e7000]
09-26 09:50:50.457   532   532 W ActivityManager: Unbind failed: could not find connection for android.app.LoadedApk$ServiceDispatcher$InnerConnection@a11
09-26 09:50:50.459   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:50.473   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e08e7000 0x3e11ce000]
09-26 09:50:50.477   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:50.488   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e5ab5000 0x3e639c000]
09-26 09:50:50.496   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:50.497  1486  1988 I OpenGLRenderer: Davey! duration=153410ms; Flags=1, FrameTimelineVsyncId=2783, IntendedVsync=218805859672, Vsync=218805859
09-26 09:50:50.508   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e639c000 0x3e6c83000]
09-26 09:50:50.510   343   343 W RanchuHwc: presentDisplay display has no layers to compose, flushing client target buffer.
09-26 09:50:50.522  1486  1486 I A       : onApplyWindowInsets: systemWindowInsets=Insets{left=0, top=60, right=0, bottom=120}
09-26 09:50:50.523  1486  1486 I A       : onApplyWindowInsets: systemWindowInsets=Insets{left=0, top=60, right=0, bottom=120}
09-26 09:50:50.527   532   815 W ActivityManager: Unable to start service Intent { act=android.service.smartspace.SmartspaceService cmp=com.google.android
09-26 09:50:50.527   532   815 W RemoteSmartspaceService: could not bind to Intent { act=android.service.smartspace.SmartspaceService cmp=com.google.andro
09-26 09:50:50.528   532   532 W ActivityManager: Unbind failed: could not find connection for android.app.LoadedApk$ServiceDispatcher$InnerConnection@a4f
09-26 09:50:50.531   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e5ab5000 0x3e639c000]
09-26 09:50:50.536   341   341 D goldfish-address-space: claimShared: Ask to claim region [0x3e0000000 0x3e08e7000]
09-26 09:50:50.573   341   341 D goldfish-address-space: claimShared: Ask to claim region [0x3e35ea000 0x3e3ed1000]
09-26 09:50:50.579   720   813 D skia    : Shader compilation error
09-26 09:50:50.579   720   813 D skia    : -----------------------
09-26 09:50:50.579   720   813 D skia    :     1        #version 300 es
09-26 09:50:50.579   720   813 D skia    :     2
09-26 09:50:50.580   720   813 D skia    :     3        #extension GL_EXT_shader_framebuffer_fetch : require
09-26 09:50:50.580   720   813 D skia    :     4        precision mediump float;
09-26 09:50:50.580   720   813 D skia    :     5        precision mediump sampler2D;
09-26 09:50:50.580   720   813 D skia    :     6        inout mediump vec4 sk_FragColor;
09-26 09:50:50.581   720   813 D skia    :     7        flat in mediump vec4 vcolor_Stage0;
09-26 09:50:50.581   720   813 D skia    :     8        in highp float vcoverage_Stage0;
09-26 09:50:50.582   720   813 D skia    :     9        void main() {
09-26 09:50:50.582   720   813 D skia    :    10            mediump vec4 outputColor_Stage0;
09-26 09:50:50.583   720   813 D skia    :    11            outputColor_Stage0 = vcolor_Stage0;
09-26 09:50:50.583   720   813 D skia    :    12            highp float coverage = vcoverage_Stage0;
09-26 09:50:50.583   720   813 D skia    :    13            mediump vec4 outputCoverage_Stage0 = vec4(coverage);
09-26 09:50:50.583   720   813 D skia    :    14            {
09-26 09:50:50.584   720   813 D skia    :    15                mediump vec4 _dstColor = sk_FragColor;
09-26 09:50:50.584   720   813 D skia    :    16                sk_FragColor = outputColor_Stage0 * _dstColor.w;
09-26 09:50:50.584   720   813 D skia    :    17                sk_FragColor = outputCoverage_Stage0 * sk_FragColor + (vec4(1.0) - outputCoverage_Stage0) *
09-26 09:50:50.584   720   813 D skia    :    18            }
09-26 09:50:50.584   720   813 D skia    :    19        }
09-26 09:50:50.585   720   813 D skia    :    20
09-26 09:50:50.585   720   813 D skia    : Errors:
09-26 09:50:50.585   720   813 D skia    : ERROR: 0:6: 'inout' : invalid qualifier: can be only used with function parameters
09-26 09:50:50.585   720   813 D skia    :
09-26 09:50:50.589   720   813 D EGL_emulation: app_time_stats: avg=6301.40ms min=29.28ms max=12573.52ms count=2
09-26 09:50:50.603  1183  1183 I GoogleInputMethodService: GoogleInputMethodService.onFinishInput():3420
09-26 09:50:50.604  1183  1183 I GoogleInputMethodService: GoogleInputMethodService.onStartInput():2002
09-26 09:50:50.606  1183  1183 I DeviceUnlockedTag: DeviceUnlockedTag.notifyDeviceLockStatusChanged():31 Notify device unlocked.
09-26 09:50:50.606   341   341 D goldfish-address-space: claimShared: Ask to claim region [0x3e639c000 0x3e6c83000]
09-26 09:50:50.616  1486  1988 I OpenGLRenderer: Davey! duration=153247ms; Flags=0, FrameTimelineVsyncId=2828, IntendedVsync=219089192994, Vsync=219089192
09-26 09:50:50.618   720   813 D EGL_emulation: app_time_stats: avg=6326.97ms min=34.63ms max=12619.30ms count=2
09-26 09:50:50.620   341   341 D goldfish-address-space: claimShared: Ask to claim region [0x3e6c83000 0x3e756a000]
09-26 09:50:50.631   720   813 D skia    : Shader compilation error
09-26 09:50:50.631   720   813 D skia    : -----------------------
09-26 09:50:50.632   720   813 D skia    :     1        #version 300 es
09-26 09:50:50.632   720   813 D skia    :     2
09-26 09:50:50.632   720   813 D skia    :     3        #extension GL_EXT_shader_framebuffer_fetch : require
09-26 09:50:50.632   720   813 D skia    :     4        precision mediump float;
09-26 09:50:50.632   720   813 D skia    :     5        precision mediump sampler2D;
09-26 09:50:50.632   720   813 D skia    :     6        inout mediump vec4 sk_FragColor;
09-26 09:50:50.632   720   813 D skia    :     7        flat in mediump vec4 vcolor_Stage0;
09-26 09:50:50.634  1284  1284 I GsaVoiceInteractionSrv: Handling ACTION_START_HOTWORD
09-26 09:50:50.635  1284  1284 I GsaVoiceInteractionSrv: disregardVoiceMatch: false
09-26 09:50:50.635   720   813 D skia    :     8        in highp float vcoverage_Stage0;
09-26 09:50:50.636   720   813 D skia    :     9        void main() {
09-26 09:50:50.636   720   813 D skia    :    10            mediump vec4 outputColor_Stage0;
09-26 09:50:50.636   720   813 D skia    :    11            outputColor_Stage0 = vcolor_Stage0;
09-26 09:50:50.636   720   813 D skia    :    12            highp float coverage = vcoverage_Stage0;
09-26 09:50:50.636  1486  1486 I A       : onApplyWindowInsets: systemWindowInsets=Insets{left=0, top=60, right=0, bottom=120}
09-26 09:50:50.636   720   813 D skia    :    13            mediump vec4 outputCoverage_Stage0 = vec4(coverage);
09-26 09:50:50.637   720   813 D skia    :    14            {
09-26 09:50:50.637   720   813 D skia    :    15                mediump vec4 _dstColor = sk_FragColor;
09-26 09:50:50.638   720   813 D skia    :    16                sk_FragColor = outputColor_Stage0 * _dstColor.w;
09-26 09:50:50.638   720   813 D skia    :    17                sk_FragColor = outputCoverage_Stage0 * sk_FragColor + (vec4(1.0) - outputCoverage_Stage0) *
09-26 09:50:50.638   720   813 D skia    :    18            }
09-26 09:50:50.638  1486  1486 I A       : onApplyWindowInsets: systemWindowInsets=Insets{left=0, top=60, right=0, bottom=120}
09-26 09:50:50.639   720   813 D skia    :    19        }
```

```
09-26 09:50:50.639   720   813 D skia    :   20
09-26 09:50:50.639   720   813 D skia    : Errors:
09-26 09:50:50.640   720   813 D skia    : ERROR: 0:6: 'inout' : invalid qualifier: can be only used with function parameters
09-26 09:50:50.640   720   813 D skia    :
09-26 09:50:50.655   720   813 D skia    : Shader compilation error
09-26 09:50:50.655   720   813 D skia    : ------------------------
09-26 09:50:50.656   720   813 D skia    :    1        #version 300 es
09-26 09:50:50.656   720   813 D skia    :    2
09-26 09:50:50.656   720   813 D skia    :    3        #extension GL_EXT_shader_framebuffer_fetch : require
09-26 09:50:50.657   720   813 D skia    :    4        precision mediump float;
09-26 09:50:50.657   720   813 D skia    :    5        precision mediump sampler2D;
09-26 09:50:50.657   720   813 D skia    :    6        inout mediump vec4 sk_FragColor;
09-26 09:50:50.658   720   813 D skia    :    7        flat in mediump vec4 vcolor_Stage0;
09-26 09:50:50.659   720   813 D skia    :    8        in highp float vcoverage_Stage0;
09-26 09:50:50.659   720   813 D skia    :    9        void main() {
09-26 09:50:50.660   720   813 D skia    :   10            mediump vec4 outputColor_Stage0;
09-26 09:50:50.660   720   813 D skia    :   11            outputColor_Stage0 = vcolor_Stage0;
09-26 09:50:50.660   720   813 D skia    :   12            highp float coverage = vcoverage_Stage0;
09-26 09:50:50.660   720   813 D skia    :   13            mediump vec4 outputCoverage_Stage0 = vec4(coverage);
09-26 09:50:50.660   720   813 D skia    :   14            {
09-26 09:50:50.660   720   813 D skia    :   15                mediump vec4 _dstColor = sk_FragColor;
09-26 09:50:50.660   720   813 D skia    :   16                sk_FragColor = outputColor_Stage0 * _dstColor.w;
09-26 09:50:50.661   720   813 D skia    :   17                sk_FragColor = outputCoverage_Stage0 * sk_FragColor + (vec4(1.0) - outputCoverage_Stage0) *
09-26 09:50:50.662   720   813 D skia    :   18            }
09-26 09:50:50.662   720   813 D skia    :   19        }
09-26 09:50:50.662   720   813 D skia    :   20
09-26 09:50:50.663   720   813 D skia    : Errors:
09-26 09:50:50.663   720   813 D skia    : ERROR: 0:6: 'inout' : invalid qualifier: can be only used with function parameters
09-26 09:50:50.664   720   813 D skia    :
09-26 09:50:50.673   720   813 D skia    : Shader compilation error
09-26 09:50:50.673   720   813 D skia    : ------------------------
09-26 09:50:50.673   720   813 D skia    :    1        #version 300 es
09-26 09:50:50.674   720   813 D skia    :    2
09-26 09:50:50.674   720   813 D skia    :    3        #extension GL_EXT_shader_framebuffer_fetch : require
09-26 09:50:50.675   720   813 D skia    :    4        precision mediump float;
09-26 09:50:50.675   720   813 D skia    :    5        precision mediump sampler2D;
09-26 09:50:50.676   720   813 D skia    :    6        inout mediump vec4 sk_FragColor;
09-26 09:50:50.676   720   813 D skia    :    7        flat in mediump vec4 vcolor_Stage0;
09-26 09:50:50.677   720   813 D skia    :    8        in highp float vcoverage_Stage0;
09-26 09:50:50.677   720   813 D skia    :    9        void main() {
09-26 09:50:50.677   720   813 D skia    :   10            mediump vec4 outputColor_Stage0;
09-26 09:50:50.677   720   813 D skia    :   11            outputColor_Stage0 = vcolor_Stage0;
09-26 09:50:50.677   720   813 D skia    :   12            highp float coverage = vcoverage_Stage0;
09-26 09:50:50.677   720   813 D skia    :   13            mediump vec4 outputCoverage_Stage0 = vec4(coverage);
09-26 09:50:50.678   720   813 D skia    :   14            {
09-26 09:50:50.678   720   813 D skia    :   15                mediump vec4 _dstColor = sk_FragColor;
09-26 09:50:50.678   720   813 D skia    :   16                sk_FragColor = outputColor_Stage0 * _dstColor.w;
09-26 09:50:50.678   720   813 D skia    :   17                sk_FragColor = outputCoverage_Stage0 * sk_FragColor + (vec4(1.0) - outputCoverage_Stage0) *
09-26 09:50:50.679   720   813 D skia    :   18            }
09-26 09:50:50.680   720   813 D skia    :   19        }
09-26 09:50:50.680   720   813 D skia    :   20
09-26 09:50:50.681   720   813 D skia    : Errors:
09-26 09:50:50.681   720   813 D skia    : ERROR: 0:6: 'inout' : invalid qualifier: can be only used with function parameters
09-26 09:50:50.681   720   813 D skia    :
09-26 09:50:50.688   720   813 D skia    : Shader compilation error
09-26 09:50:50.688   720   813 D skia    : ------------------------
09-26 09:50:50.689   720   813 D skia    :    1        #version 300 es
09-26 09:50:50.689   720   813 D skia    :    2
09-26 09:50:50.690   720   813 D skia    :    3        #extension GL_EXT_shader_framebuffer_fetch : require
09-26 09:50:50.690   720   813 D skia    :    4        precision mediump float;
09-26 09:50:50.690   720   813 D skia    :    5        precision mediump sampler2D;
09-26 09:50:50.690   720   813 D skia    :    6        inout mediump vec4 sk_FragColor;
09-26 09:50:50.690   720   813 D skia    :    7        flat in mediump vec4 vcolor_Stage0;
09-26 09:50:50.690   720   813 D skia    :    8        in highp float vcoverage_Stage0;
09-26 09:50:50.690   720   813 D skia    :    9        void main() {
09-26 09:50:50.691   720   813 D skia    :   10            mediump vec4 outputColor_Stage0;
09-26 09:50:50.691   720   813 D skia    :   11            outputColor_Stage0 = vcolor_Stage0;
09-26 09:50:50.691   720   813 D skia    :   12            highp float coverage = vcoverage_Stage0;
09-26 09:50:50.691   720   813 D skia    :   13            mediump vec4 outputCoverage_Stage0 = vec4(coverage);
09-26 09:50:50.691   720   813 D skia    :   14            {
09-26 09:50:50.691   720   813 D skia    :   15                mediump vec4 _dstColor = sk_FragColor;
09-26 09:50:50.691   720   813 D skia    :   16                sk_FragColor = outputColor_Stage0 * _dstColor.w;
09-26 09:50:50.692   720   813 D skia    :   17                sk_FragColor = outputCoverage_Stage0 * sk_FragColor + (vec4(1.0) - outputCoverage_Stage0) *
09-26 09:50:50.693   720   813 D skia    :   18            }
09-26 09:50:50.693   720   813 D skia    :   19        }
09-26 09:50:50.693   720   813 D skia    :   20
09-26 09:50:50.693   720   813 D skia    : Errors:
09-26 09:50:50.693   720   813 D skia    : ERROR: 0:6: 'inout' : invalid qualifier: can be only used with function parameters
09-26 09:50:50.693   720   813 D skia    :
09-26 09:50:50.702   720   813 D skia    : Shader compilation error
```

```
09-26 09:50:50.702   720   813 D skia    : ------------------------
09-26 09:50:50.702   720   813 D skia    : 1        #version 300 es
09-26 09:50:50.702   720   813 D skia    : 2
09-26 09:50:50.703   720   813 D skia    : 3        #extension GL_EXT_shader_framebuffer_fetch : require
09-26 09:50:50.703   720   813 D skia    : 4        precision mediump float;
09-26 09:50:50.703   720   813 D skia    : 5        precision mediump sampler2D;
09-26 09:50:50.703   720   813 D skia    : 6        inout mediump vec4 sk_FragColor;
09-26 09:50:50.704   720   813 D skia    : 7        flat in mediump vec4 vcolor_Stage0;
09-26 09:50:50.704   720   813 D skia    : 8        in highp float vcoverage_Stage0;
09-26 09:50:50.704   720   813 D skia    : 9        void main() {
09-26 09:50:50.704   720   813 D skia    : 10           mediump vec4 outputColor_Stage0;
09-26 09:50:50.705   720   813 D skia    : 11           outputColor_Stage0 = vcolor_Stage0;
09-26 09:50:50.705   720   813 D skia    : 12           highp float coverage = vcoverage_Stage0;
09-26 09:50:50.705   720   813 D skia    : 13           mediump vec4 outputCoverage_Stage0 = vec4(coverage);
09-26 09:50:50.705   720   813 D skia    : 14           {
09-26 09:50:50.706   720   813 D skia    : 15               mediump vec4 _dstColor = sk_FragColor;
09-26 09:50:50.706   720   813 D skia    : 16               sk_FragColor = outputColor_Stage0 * _dstColor.w;
09-26 09:50:50.706   720   813 D skia    : 17               sk_FragColor = outputCoverage_Stage0 * sk_FragColor + (vec4(1.0) - outputCoverage_Stage0) *
09-26 09:50:50.706   720   813 D skia    : 18           }
09-26 09:50:50.706   720   813 D skia    : 19       }
09-26 09:50:50.707   720   813 D skia    : 20
09-26 09:50:50.707   720   813 D skia    : Errors:
09-26 09:50:50.707   720   813 D skia    : ERROR: 0:6: 'inout' : invalid qualifier: can be only used with function parameters
09-26 09:50:50.707   720   813 D skia    :
09-26 09:50:50.776   532   562 W InputReader: Device virtio_input_multi_touch_8 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.776   532   562 W InputReader: Device virtio_input_multi_touch_5 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.779   532   562 W InputReader: Device virtio_input_multi_touch_11 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.780   532   562 W InputReader: Device virtio_input_multi_touch_4 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.780   532   562 W InputReader: Device virtio_input_multi_touch_7 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.781   532   562 W InputReader: Device virtio_input_multi_touch_10 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.782   532   562 W InputReader: Device virtio_input_multi_touch_2 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.782   532   562 W InputReader: Device virtio_input_multi_touch_9 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.782   532   562 W InputReader: Device virtio_input_multi_touch_6 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.782   532   562 W InputReader: Device virtio_input_multi_touch_3 is associated with display ADISPLAY_ID_NONE.
09-26 09:50:50.784   532   562 I ActivityTaskManager: Config changes=20000480 {1.0 310mcc260mnc [en_US] ldltr sw432dp w432dp h792dp 400dpi nrml long port
09-26 09:50:50.796   532   562 W ActivityTaskManager: Current config: {1.0 310mcc260mnc [en_US] ldltr sw432dp w816dp h408dp 400dpi nrml long land finger q
09-26 09:50:50.796   532   562 I WindowManager: Override config changes=20000480 {1.0 310mcc260mnc [en_US] ldltr sw432dp w432dp h792dp 400dpi nrml long po
09-26 09:50:50.799   532   562 V ActivityTaskManager: Sending to IME proc com.google.android.inputmethod.latin new config {1.0 310mcc260mnc [en_US] ldltr
09-26 09:50:50.802  1183  1183 W GoogleInputMethodService: GoogleInputMethodService.onConfigurationChanged():1661 onConfigurationChanged() : NewConfig = {
09-26 09:50:50.802  1183  1183 I NormalModeController: NormalModeController.getKeyboardBodyViewHolderPaddingBottom():109 currentPrimeKeyboardType:SOFT sys
09-26 09:50:50.804  1183  1183 I NormalModeController: NormalModeController.getKeyboardBodyViewHolderPaddingBottom():109 currentPrimeKeyboardType:SOFT sys
09-26 09:50:50.804  1183  1183 I GoogleInputMethodService: GoogleInputMethodService.initializeKeyboardTheme():1399 Apply keyboard theme: theme_border_styl
09-26 09:50:50.807   532   562 I InputManager-JNI: Viewport [0] to add: local:4619827259835644672, isActive: true
09-26 09:50:50.808   532   628 I InputReader: Reconfiguring input devices, changes=DISPLAY_INFO |
09-26 09:50:50.808   532   628 I InputReader: Device reconfigured: id=14, name='virtio_input_multi_touch_1', size 1080x2160, orientation 0, mode 1, displa
09-26 09:50:50.809   532   628 I InputReader: Touch device 'virtio_input_multi_touch_11' could not query the properties of its associated display.   The de
09-26 09:50:50.809   532   628 I InputReader: Touch device 'virtio_input_multi_touch_8' could not query the properties of its associated display.   The dev
09-26 09:50:50.810   532   628 I InputReader: Touch device 'virtio_input_multi_touch_5' could not query the properties of its associated display.   The dev
09-26 09:50:50.810   532   628 I InputReader: Touch device 'virtio_input_multi_touch_4' could not query the properties of its associated display.   The dev
09-26 09:50:50.810   532   628 I InputReader: Touch device 'virtio_input_multi_touch_9' could not query the properties of its associated display.   The dev
09-26 09:50:50.810   532   628 I InputReader: Touch device 'virtio_input_multi_touch_3' could not query the properties of its associated display.   The dev
09-26 09:50:50.810   532   628 I InputReader: Touch device 'virtio_input_multi_touch_2' could not query the properties of its associated display.   The dev
09-26 09:50:50.810   532   628 I InputReader: Touch device 'virtio_input_multi_touch_10' could not query the properties of its associated display.   The de
09-26 09:50:50.810   532   628 I InputReader: Touch device 'virtio_input_multi_touch_6' could not query the properties of its associated display.   The dev
09-26 09:50:50.810   532   628 I InputReader: Touch device 'virtio_input_multi_touch_7' could not query the properties of its associated display.   The dev
09-26 09:50:50.820  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:50.821  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:50.823  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:50.824  1486  1486 I A       : onApplyWindowInsets: systemWindowInsets=Insets{left=0, top=60, right=0, bottom=120}
09-26 09:50:50.824  1486  1486 I A       : onApplyWindowInsets: systemWindowInsets=Insets{left=0, top=60, right=0, bottom=120}
09-26 09:50:50.824  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:50.825  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:50.825  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:50.828  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:50.830   341   341 D goldfish-address-space: claimShared: Ask to claim region [0x3e22f6000 0x3e2bdd000]
09-26 09:50:50.830  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:50.831  1183  1861 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:50.831   873  1130 D TelephonyProvider: subIdString = 1 subId = 1
09-26 09:50:50.832   873  1130 D TelephonyProvider: subIdString = 1 subId = 1
09-26 09:50:50.833  1183  1861 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:50.836  1183  1860 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:50.836  1183  1860 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:50.838   341   341 D goldfish-address-space: claimShared: Ask to claim region [0x3e08e7000 0x3e11ce000]
09-26 09:50:50.843  1183  1183 I KeyboardViewUtil: KeyboardViewUtil.getKeyboardHeightRatio():166 systemKeyboardHeightRatio:1.000000; userKeyboardHeightRat
09-26 09:50:50.847   720   720 D StatusBar: disable<e i a s b h r c s > disable2<q i n >
09-26 09:50:50.856   532   644 W BestClock: java.time.DateTimeException: Missing NTP fix
09-26 09:50:50.862   341   341 D goldfish-address-space: claimShared: Ask to claim region [0x3e639c000 0x3e6c83000]
09-26 09:50:50.883  1486  1780 I OpenGLRenderer: Davey! duration=153197ms; Flags=0, FrameTimelineVsyncId=2877, IntendedVsync=219389192982, Vsync=219389192
09-26 09:50:50.885  1183  1183 I GoogleInputMethodService: GoogleInputMethodService.onStartInput():2002
09-26 09:50:50.885   341   341 D goldfish-address-space: claimShared: Ask to claim region [0x3e756a000 0x3e7e51000]
```

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09-26 09:50:50.887  1183  1183 I DeviceUnlockedTag: DeviceUnlockedTag.notifyDeviceLockStatusChanged():31 Notify device unlocked.
09-26 09:50:50.887  1183  1183 W SessionManager: SessionManager.beginSession():53 Try to begin an already begun session [INPUT_SESSION], end it first
09-26 09:50:50.890  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:50.890  1183  1183 I Environment: Environment.getDeviceMode():833 Get device mode by ui mode:1 and smallestScreenWidthDp:432
09-26 09:50:50.893  1183  1183 I DictionarySuperpacksManager: DictionarySuperpacksManager$1.onEnabledInputMethodEntriesChanged():60 onEnabledInputMethodEn
09-26 09:50:50.894  1183  1183 I GoogleInputMethodService: GoogleInputMethodService.lambda$setDecorViewApplyWindowInsetsListener$9():1105 update screenHei
09-26 09:50:50.895   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e3111000 0x3e3190000]
09-26 09:50:50.900  1183  1183 I GoogleInputMethodService: GoogleInputMethodService.lambda$setDecorViewApplyWindowInsetsListener$9():1112 update max heigh
09-26 09:50:50.901  1183  1860 I SP      : Registering content_cache.2020101916, url: https://www.gstatic.com/android/keyboard/modelpack/contentcache/202C
09-26 09:50:50.901   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e3ed1000 0x3e3ed7000]
09-26 09:50:50.903   720  1142 D HostConnection: createUnique: call
09-26 09:50:50.904  1183  1183 I GoogleInputMethodService: GoogleInputMethodService.lambda$setDecorViewApplyWindowInsetsListener$9():1105 update screenHei
09-26 09:50:50.904  1183  1183 I GoogleInputMethodService: GoogleInputMethodService.lambda$setDecorViewApplyWindowInsetsListener$9():1112 update max heigh
09-26 09:50:50.903   720  1142 D HostConnection: HostConnection::get() New Host Connection established 0x7c8d246cea10, tid 1142
09-26 09:50:50.907  1183  1860 I SP      : Syncing content_cache (2020101916) with slices: [3514c1e9a5c7d614d5646bd12032bfa6], metadata: true
09-26 09:50:50.914   720  1142 D HostConnection: HostComposition ext ANDROID_EMU_CHECKSUM_HELPER_v1 ANDROID_EMU_native_sync_v2 ANDROID_EMU_native_sync_v3
09-26 09:50:50.915   720  1142 W OpenGLRenderer: Failed to choose config with EGL_SWAP_BEHAVIOR_PRESERVED, retrying without...
09-26 09:50:50.915   720  1142 W OpenGLRenderer: Failed to initialize 101010-2 format, error = EGL_SUCCESS
09-26 09:50:50.922   720  1142 D EGL_emulation: eglCreateContext: 0x7c8d246eb750: maj 3 min 0 rcv 3
09-26 09:50:50.922   720  1142 D EGL_emulation: eglMakeCurrent: 0x7c8d246eb750: ver 3 0 (tinfo 0x7c8f429f8200) (first time)
09-26 09:50:50.927   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e3ed7000 0x3e3edd000]
09-26 09:50:50.930   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e35b4000 0x3e35ba000]
09-26 09:50:50.933   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e35ba000 0x3e35c0000]
09-26 09:50:50.939   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e3190000 0x3e320f000]
09-26 09:50:50.956   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e320f000 0x3e324f000]
09-26 09:50:50.956  1183  1860 I SP      : Scheduling job with delay of 0s for {m:b:u:1, bg}, 1 candidates
09-26 09:50:50.956  1183  1860 I SP      : Scheduling job with delay of 0s for {W:b:u:1, bg}, 1 candidates
09-26 09:50:50.962   720   813 D skia    : Shader compilation error
09-26 09:50:50.962   720   813 D skia    : -----------------------
09-26 09:50:50.962   720   813 D skia    :     1        #version 300 es
09-26 09:50:50.963   720   813 D skia    :     2
09-26 09:50:50.963   720   813 D skia    :     3        #extension GL_EXT_shader_framebuffer_fetch : require
09-26 09:50:50.963   720   813 D skia    :     4        precision mediump float;
09-26 09:50:50.963   720   813 D skia    :     5        precision mediump sampler2D;
09-26 09:50:50.963   720   813 D skia    :     6        inout mediump vec4 sk_FragColor;
09-26 09:50:50.963   720   813 D skia    :     7        flat in mediump vec4 vcolor_Stage0;
09-26 09:50:50.963   720   813 D skia    :     8        in highp float vcoverage_Stage0;
09-26 09:50:50.964   720   813 D skia    :     9        void main() {
09-26 09:50:50.964   720   813 D skia    :    10            mediump vec4 outputColor_Stage0;
09-26 09:50:50.964   720   813 D skia    :    11            outputColor_Stage0 = vcolor_Stage0;
09-26 09:50:50.964   720   813 D skia    :    12            highp float coverage = vcoverage_Stage0;
09-26 09:50:50.964   720   813 D skia    :    13            mediump vec4 outputCoverage_Stage0 = vec4(coverage);
09-26 09:50:50.965   720   813 D skia    :    14            {
09-26 09:50:50.965   720   813 D skia    :    15                mediump vec4 _dstColor = sk_FragColor;
09-26 09:50:50.966   720   813 D skia    :    16                sk_FragColor = outputColor_Stage0 * _dstColor.w;
09-26 09:50:50.966   720   813 D skia    :    17                sk_FragColor = outputCoverage_Stage0 * sk_FragColor + (vec4(1.0) - outputCoverage_Stage0) *
09-26 09:50:50.966   720   813 D skia    :    18            }
09-26 09:50:50.966   720   813 D skia    :    19        }
09-26 09:50:50.967   720   813 D skia    :    20
09-26 09:50:50.967   720   813 D skia    : Errors:
09-26 09:50:50.967   720   813 D skia    : ERROR: 0:6: 'inout' : invalid qualifier: can be only used with function parameters
09-26 09:50:50.968   720   813 D skia    :
09-26 09:50:50.970   341   398 D goldfish-address-space: claimShared: Ask to claim region [0x3e324f000 0x3e328f000]
09-26 09:50:50.973   720   720 I OpaEnabledReceiver: Dispatching OPA eligble = false; AGSA = true; OPA enabled = false
09-26 09:50:50.973   720   720 I OpaLayout: Setting opa enabled to false
09-26 09:50:50.973   720   720 I OpaLayout: Setting opa enabled to false
09-26 09:50:50.986  1183  1860 I SP      : Scheduling: download registered, 0 started, 0 paused, 2 scheduled, 2 pending: manifests:content_cache-202010191
09-26 09:50:50.987  1183  1860 I SP      : GC for 'content_cache' (10) with ttl of 0 ms took 0 ms (0/0/0)
09-26 09:50:50.989  1183  1860 I AbstractSyncResultCallback: AbstractSyncResultCallback.onFailure():36 onFailure(): content_cache.sync cancelled; expected
09-26 09:50:50.996   720   813 D skia    : Shader compilation error
09-26 09:50:50.996   720   813 D skia    : -----------------------
09-26 09:50:50.996   720   813 D skia    :     1        #version 300 es
09-26 09:50:50.996   720   813 D skia    :     2
09-26 09:50:50.997   720   813 D skia    :     3        #extension GL_EXT_shader_framebuffer_fetch : require
09-26 09:50:50.998   720   813 D skia    :     4        precision mediump float;
09-26 09:50:50.998   720   813 D skia    :     5        precision mediump sampler2D;
09-26 09:50:50.998   720   813 D skia    :     6        inout mediump vec4 sk_FragColor;
09-26 09:50:50.998   720   813 D skia    :     7        flat in mediump vec4 vcolor_Stage0;
09-26 09:50:50.998   720   813 D skia    :     8        in highp float vcoverage_Stage0;
09-26 09:50:50.999   720   813 D skia    :     9        void main() {
09-26 09:50:50.999   720   813 D skia    :    10            mediump vec4 outputColor_Stage0;
09-26 09:50:51.000   720   813 D skia    :    11            outputColor_Stage0 = vcolor_Stage0;
09-26 09:50:51.000   720   813 D skia    :    12            highp float coverage = vcoverage_Stage0;
09-26 09:50:51.000   720   813 D skia    :    13            mediump vec4 outputCoverage_Stage0 = vec4(coverage);
09-26 09:50:51.001   720   813 D skia    :    14            {
09-26 09:50:51.001   720   813 D skia    :    15                mediump vec4 _dstColor = sk_FragColor;
09-26 09:50:51.002   720   813 D skia    :    16                sk_FragColor = outputColor_Stage0 * _dstColor.w;
09-26 09:50:51.002   720   813 D skia    :    17                sk_FragColor = outputCoverage_Stage0 * sk_FragColor + (vec4(1.0) - outputCoverage_Stage0) *
09-26 09:50:51.003   720   813 D skia    :    18            }
09-26 09:50:51.003   720   813 D skia    :    19        }
```

```
09-26 09:50:51.003    720    813 D skia    :    20
09-26 09:50:51.004    720    813 D skia    : Errors:
09-26 09:50:51.004    720    813 D skia    : ERROR: 0:6: 'inout' : invalid qualifier: can be only used with function parameters
09-26 09:50:51.004    720    813 D skia    :
09-26 09:50:51.007    341    398 D goldfish-address-space: claimShared: Ask to claim region [0x3e328f000 0x3e32cf000]
09-26 09:50:51.015    341    398 D goldfish-address-space: claimShared: Ask to claim region [0x3e2e17000 0x3e2e96000]
09-26 09:50:51.031    720    813 D skia    : Shader compilation error
09-26 09:50:51.032    720    813 D skia    : -----------------------
09-26 09:50:51.032    720    813 D skia    :    1        #version 300 es
09-26 09:50:51.032    720    813 D skia    :    2
09-26 09:50:51.032    720    813 D skia    :    3        #extension GL_EXT_shader_framebuffer_fetch : require
09-26 09:50:51.032    720    813 D skia    :    4        precision mediump float;
09-26 09:50:51.033    720    813 D skia    :    5        precision mediump sampler2D;
09-26 09:50:51.034    720    813 D skia    :    6        inout mediump vec4 sk_FragColor;
09-26 09:50:51.035    720    813 D skia    :    7        flat in mediump vec4 vcolor_Stage0;
09-26 09:50:51.035    720    813 D skia    :    8        in highp float vcoverage_Stage0;
09-26 09:50:51.036    720    813 D skia    :    9        void main() {
09-26 09:50:51.036    720    813 D skia    :   10            mediump vec4 outputColor_Stage0;
09-26 09:50:51.036    720    813 D skia    :   11            outputColor_Stage0 = vcolor_Stage0;
09-26 09:50:51.036    720    813 D skia    :   12            highp float coverage = vcoverage_Stage0;
09-26 09:50:51.037    720    813 D skia    :   13            mediump vec4 outputCoverage_Stage0 = vec4(coverage);
09-26 09:50:51.038    720    813 D skia    :   14            {
09-26 09:50:51.038    720    813 D skia    :   15                mediump vec4 _dstColor = sk_FragColor;
09-26 09:50:51.038    720    813 D skia    :   16                sk_FragColor = outputColor_Stage0 * _dstColor.w;
09-26 09:50:51.039    720    813 D skia    :   17                sk_FragColor = outputCoverage_Stage0 * sk_FragColor + (vec4(1.0) - outputCoverage_Stage0) *
09-26 09:50:51.040    720    813 D skia    :   18            }
09-26 09:50:51.040    720    813 D skia    :   19        }
09-26 09:50:51.042    720    813 D skia    :   20
09-26 09:50:51.043    720    813 D skia    : Errors:
09-26 09:50:51.043    720    813 D skia    : ERROR: 0:6: 'inout' : invalid qualifier: can be only used with function parameters
09-26 09:50:51.043    720    813 D skia    :
```

Result of "adb shell top" (after crashing)

```
 Tasks: 252 total,    1 running, 251 sleeping,    0 stopped,    0 zombie
  Mem:  2015600K total,  1630488K used,   385112K free,     7064K buffers
 Swap:  1511696K total,   286208K used,  1225488K free,   811748K cached
300%cpu   4%user   0%nice  23%sys 273%idle   0%iow   0%irq   0%sirq   0%host
  PID USER          PR  NI VIRT  RES  SHR S[%CPU] %MEM     TIME+ ARGS
  532 system        18  -2  15G 203M 127M S 15.3  10.3   1:07.58 system_server
 7670 shell         20   0  10G 4.7M 3.9M R  7.6   0.2   0:00.02 top
  327 bluetooth     20   0  10G 3.4M 3.2M S  7.6   0.1   1:03.79 android.hardwar+
 7615 root           0 -20    0    0    0 I  0.0   0.0   0:00.02 [kworker/u7:0-b+
 7614 root          20   0    0    0    0 I  0.0   0.0   0:00.41 [kworker/u6:0-k+
 7417 u0_a91        20   0  13G  73M  50M S  0.0   3.6   0:00.09 com.google.andr+
 7087 system        20   0  13G  89M  66M S  0.0   4.5   0:00.21 com.android.set+
 7043 u0_a96        20   0  13G  84M  60M S  0.0   4.2   0:00.17 com.google.andr+
 6639 root          20   0    0    0    0 I  0.0   0.0   0:01.83 [kworker/1:0-vi+
 5131 u0_a112       20   0  14G 124M  89M S  0.0   6.2   0:02.26 com.google.andr+
 5010 u0_a110       20   0  13G  79M  55M S  0.0   3.9   0:00.19 com.google.andr+
 4881 u0_a119       20   0  14G 114M  80M S  0.0   5.7   0:02.28 com.google.andr+
 4851 u0_a65        20   0  13G  74M  51M S  0.0   3.7   0:00.12 com.android.sta+
 4161 u0_a115       20   0  14G 107M  73M S  0.0   5.4   0:00.86 com.google.andr+
 4077 u0_a118       20   0  13G  97M  70M S  0.0   4.9   0:00.45 com.google.andr+
 3404 u0_a117       20   0  14G  99M  69M S  0.0   5.0   0:00.82 com.google.andr+
 3074 u0_a124       20   0  14G  86M  63M S  0.0   4.3   0:00.50 com.google.andr+
 2048 u0_a101       20   0  13G 104M  76M S  0.0   5.3   0:00.79 com.google.andr+
 1577 u0_a101       20   0  13G  73M  51M S  0.0   3.6   0:00.24 com.google.proc+
 1486 u0_a102       20  10  14G 135M  95M S  0.0   6.8   0:03.65 com.google.andr+
```

er...@google.com <er...@google.com>

Assigned to an...@google.com.

bo...@google.com <bo...@google.com>

Reassigned to ya...@google.com.

ya...@google.com <ya...@google.com> #4

This would need more time for investigation. We will need to set up unreal projects from our side, then test it with the regular emulator as well as the gfxstream build.

ad...@clxto.com <ad...@clxto.com> #5

Android Emulators running UE games sounds interesting!

I'm sure this was tested by Epic's team, but the games generated from the wizard packaging from UE editor need serious tweaking for android performance, for the emulation side the hosting

Test an official Epic Games example

As a control material, try compiling Lyra's project, I am doing so but in UE5, it's successfully compiling on Windows and Android, but I not sure Android Emulator can run it, it would be aweson

Testing in 4.27

Unfortunately Lyra requires UE5. I currently have projects in 4.27, but have been recently migrating to UE5...

---

ya...@google.com <ya...@google.com>

Reassigned to aw...@google.com.

---

aw...@google.com <aw...@google.com> #6

```
The game is an empty new project targeting arm64 and opengl es 3.1, Unreal Engine version is 4.27.
```

The "Google Play" system images only support OpenglES3.0, could you try a "Google API" image instead of the Google Play image, that should have OpenglES3.1 support.

---

aw...@google.com <aw...@google.com> #7

Status: Won't Fix (Not Reproducible)

Haven't gotten any update on this.