📁 Android Public Tracker   37069811 ⌄

← ⟳ ☆   DUT may reboot if force remove SD card when playing the game which on SD card   +1 ¹   Hotlists (2)   Mark as Duplicate   🔔   ⋮

Comments (4)	Dependencies	Duplicates (0)	Blocking (0)	Resources (1)

Infeasible   Bug   P3   ➕ Add Hotlist   [AOSP] NotEnoughInformation   NeedsInfo

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

📄 **DESCRIPTION** ji...@gmail.com created issue #1   Nov 9, 2015 08:23PM   ⋮

If user move a game APP to SD card, than open/play the game.
Do force remove the SD card when game was launch/playing.
DUT may reboot.

11-05 11:22:09.662 320 320 I DEBUG : pid: 924, tid: 959, name: PackageManager >>> system_server <<<
11-05 11:22:09.662 320 320 I DEBUG : signal 7 (SIGBUS), code 2 (BUS_ADRERR), fault addr 0x7f766d0000
11-05 11:22:09.735 320 320 I DEBUG : x0 0000007f78103f70 x1 000000000000003f x2 0000000000000066 x3 0000005578e507cf
11-05 11:22:09.735 320 320 I DEBUG : x4 000000000000019d x5 000000000000000b x6 0000000000000006 x7 00000055789f4dc0
11-05 11:22:09.735 320 320 I DEBUG : x8 0000005578e520f9 x9 0000000000000001 x10 0000007f766cfffe x11 00000055789f5820
11-05 11:22:09.735 320 320 I DEBUG : x12 00000055789f4870 x13 0000005578e68b42 x14 0000007f766d2abf x15 0000000000000000
11-05 11:22:09.735 320 320 I DEBUG : x16 00000000000001ff x17 0000000000000000 x18 0000000010000000 x19 0000000000000000
11-05 11:22:09.735 320 320 I DEBUG : x20 0000005578e4d55f x21 00000000ffffffff x22 0000000000000000 x23 0000000000000000
11-05 11:22:09.735 320 320 I DEBUG : x24 0000000000000000 x25 00000000ffffffff x26 0000000000000000 x27 0000000000000013
11-05 11:22:09.735 320 320 I DEBUG : x28 0000000000000001 x29 0000007f78103e60 x30 0000007f8d1bf860
11-05 11:22:09.736 320 320 I DEBUG : sp 0000007f78103e10 pc 0000007f8d1c1648 pstate 0000000080000000
11-05 11:22:09.736 320 320 I DEBUG :
11-05 11:22:09.736 320 320 I DEBUG : backtrace:
11-05 11:22:09.736 320 320 I DEBUG :   #00 pc 0000000000011648 /system/lib64/libz.so (inflate_fast+260)
11-05 11:22:09.736 320 320 I DEBUG :   #01 pc 000000000000f85c /system/lib64/libz.so (inflate+5908)
11-05 11:22:09.736 320 320 I DEBUG :   #02 pc 00000000000289c4 /system/lib64/libandroidfw.so (android::ZipUtils::inflateToBuffer(void*, void*, long, long)+220)
11-05 11:22:09.736 320 320 I DEBUG :   #03 pc 00000000000115f0 /system/lib64/libandroidfw.so (android::_CompressedAsset::getBuffer(bool)+112)
11-05 11:22:09.736 320 320 I DEBUG :   #04 pc 00000000000d5288 /system/lib64/libandroid_runtime.so
11-05 11:22:09.736 320 320 I DEBUG :   #05 pc 0000000000ccbb28 /system/framework/arm64/boot.oat
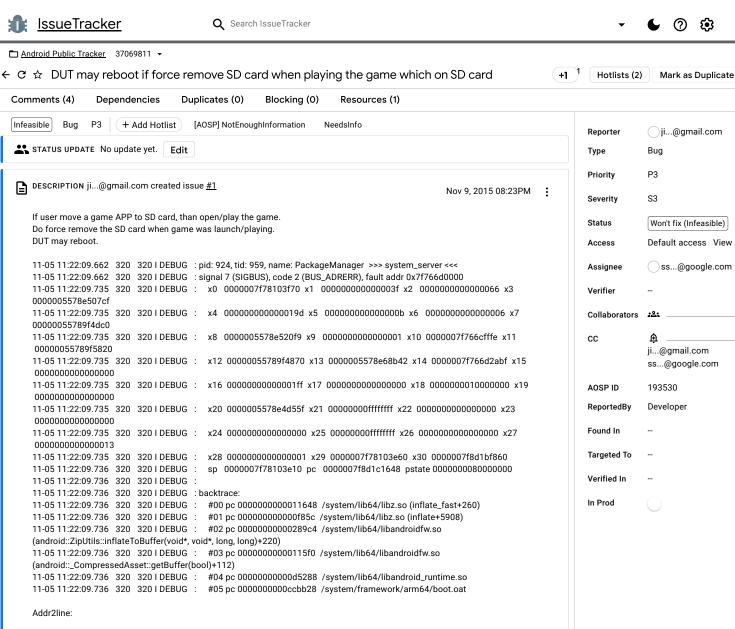
Addr2line:

backtrace:
#00 011648 /system/lib64/libz.so (inflate_fast+260)
   inflate_fast
   external/zlib/src/inffast.c:124
#01 00f85c /system/lib64/libz.so (inflate+5908)
   inflate
   external/zlib/src/inflate.c:1024
#02 0289c4 /system/lib64/libandroidfw.so (android::ZipUtils::inflateToBuffer(void*, void*, long, long)+220)
   bool inflateToBuffer<BufferReader>(BufferReader&, void*, long, long)
   frameworks/base/libs/androidfw/ZipUtils.cpp:124
   android::ZipUtils::inflateToBuffer(void*, void*, long, long)
   frameworks/base/libs/androidfw/ZipUtils.cpp:237
#03 0115f0 /system/lib64/libandroidfw.so (android::_CompressedAsset::getBuffer(bool)+112)
   android::_CompressedAsset::getBuffer(bool)
   frameworks/base/libs/androidfw/Asset.cpp:871
#04 0d5288 /system/lib64/libandroid_runtime.so
   android::android_content_AssetManager_openXmlAssetNative(_JNIEnv*, _jobject*, int, _jstring*)
   frameworks/base/core/jni/android_util_AssetManager.cpp:1792
#05 ccbb28 /system/framework/arm64/boot.oat
   ??
   ??:0

Reproduce rate: about 20%

✓ **Links (1)**   Hide all

"http://developer.android.com/tools/help/logcat.html "   ss...@ #2

COMMENTS   All comments ▼   ↓ Oldest first

⊙ **ss...@google.com** <ss...@google.com> #2   Nov 9, 2015 09:20PM   ⋮

Reporter	⊙ ji...@gmail.com
Type	Bug
Priority	P3
Severity	S3
Status	Won't fix (Infeasible)
Access	Default access View
Assignee	⊙ ss...@google.com
Verifier	--
Collaborators	👥 ⌃
CC	🔒 ⌃
	ji...@gmail.com
	ss...@google.com
AOSP ID	193530
ReportedBy	Developer
Found In	--
Targeted To	--
Verified In	--
In Prod	○

Hi,
Can you provide the below requested information to better understand the issue:
Android build
Which Android build are you using? (e.g. KVT49L)
\Device used
Which device did you use to reproduce this issue?
Steps to reproduce
What steps do others need to take in order to reproduce the issue themselves?
Frequency
How frequently does this issue occur? (e.g 100% of the time, 10% of the time)
logcat output
See
http://developer.android.com/tools/help/logcat.html
. Copy and paste relevant
sections of the logcat output into this issue.
Android bug report
After reproducing the issue, press the volume up, volume down, and power buttons
simultaneously. This will capture a bug report on your device in the "bug reports"
directory. Attach this file to this issue.
Note: Please upload the bug report and screenshot to google drive and share the folder
to
android-bugreport@google.com

ss...@google.com <ss...@google.com> #3   May 27, 2016 08:43PM ⋮

Hi,
Please provide the information requested in previous comment to investigate this issue further.

ss...@google.com <ss...@google.com> #4   Jun 7, 2016 07:17PM ⋮

Status: Won't Fix (Infeasible)

Hi ,

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