



WAI

Bug


P3



[AOSP] assigned


 STATUS UPDATE No update yet.

Edit

 DESCRIPTION

ad...@scopely.com created issue [#1](#)

Jun 17, 2022 09:50PM



Hi !

First of all not sure if this is the best way to report an issue with affects only Android 12 (multiple phones are affected by this we see more reports on Samsung devices but I think it's because the distribution of those phones in the countries that are most played the game)

The issue is being reproduced in multiple apps in live using Unity Engine , here you can find the full trace.
The issue seems to be at android::AudioSystem::get_audio_flinger()

I've checkedt the sources to compare android 11 vs 12 regarding this method and there were some changes (but not sure if the tag is the correct androidXX-release).

Android 12 : <https://android.googlesource.com/platform/frameworks/av/+android12-release/media/libaudioclient/AudioSystem.cpp#94>
Android 11 : <https://android.googlesource.com/platform/frameworks/av/+android11-release/media/libaudioclient/AudioSystem.cpp#54>

Some hypothesis that I've are :

1. gAudioFlingerBinder -> There's a way to force specific AudioFlinger using the new method in Android 12:
void AudioSystem::setAudioFlingerBinder(const sp<IBinder>& audioFlinger) {
2. This casting is new in case there's no gAudioFlingerBinder setup
gAudioFlinger = new AudioFlingerClientAdapter(
 interface_cast<media::IAudioFlingerService>(binder));

backtrace:

```
#00 pc 000000000008be20 /apex/com.android.runtime/lib64/bionic/libc.so (abort+168)
#00 pc 000000000006d157c /apex/com.android.art/lib64/libart.so (art::Runtime::Abort(char const*)+668)
#00 pc 000000000001695c /apex/com.android.art/lib64/libbase.so (android::base::SetAborter(std::__1::function<void (char const*)>&&):$_3:___invoke(char const*)+76)
#00 pc 0000000000015f8c /apex/com.android.art/lib64/libbase.so (android::base::LogMessage::~~LogMessage()+364)
#00 pc 00000000002926b0 /apex/com.android.art/lib64/libart.so (art::Thread::AssertNoPendingException() const+1536)
#00 pc 000000000028ea68 /apex/com.android.art/lib64/libart.so (art::ClassLinker::FindClass(art::Thread*, char const*, art::Handle<art::mirror::ClassLoader>)+64)
#00 pc 00000000005951d0 /apex/com.android.art/lib64/libart.so (art::JNI<false>::FindClass(_JNIEnv*, char const*)+816)
#00 pc 000000000017cad4 /system/lib64/libandroid_runtime.so (android_media_AudioSystem_error_callback(int)+56)
#00 pc 0000000000060b9c /system/lib64/libaudioclient.so (android::AudioSystem::get_audio_flinger() (.cfi)+1748)
#00 pc 0000000000089784 /system/lib64/libaudioclient.so (android::AudioTrack::createTrack_l()+68)
#00 pc 000000000008efd0 /system/lib64/libaudioclient.so (android::AudioTrack::restoreTrack_l(char const*)+780)
#00 pc 0000000000091b68 /system/lib64/libaudioclient.so (android::AudioTrack::start()+1164)
#00 pc 000000000001a0ac /system/lib64/libwilhelm.so (object_unlock_exclusive_attributes_(Object_interface*, unsigned int, char const*, int)+468)
#00 pc 0000000000036850 /system/lib64/libwilhelm.so (IPlay_SetPlayState(SLPlayltf_const* const*, unsigned int)+120)
#00 pc 00000000009d662c /data/app/~/UDFxrNYdm5ooBVND_1DMQ==/com.scopely.wheeloffortune-5M2_y63TD5WTRSw0rgZGHw==/lib/arm64/libunity.so (FMOD::OutputOpenSL::startCallback(FMOD_OUTPUT_STATE*))
```

Thanks !

Reporter

Type

Priority

Severity

Status

Access

Assignee

Verifier

Collaborator

CC

AOSP ID

ReportedBy

Found In

Targeted To

Verified In

In Prod

✓ Links (5)

Hide all

"Android 12 : <https://android.googlesource.com/platform/frameworks/av/+android12-release/media/libaudioclient/Audio...> "

ad...@ [#1](#)

"Android 11 : <https://android.googlesource.com/platform/frameworks/av/+android11-release/media/libaudioclient/Audio...> "

ad...@ [#1](#)

"For steps to capture a bug report, please refer: <https://developer.android.com/studio/debug/bug-report#bugreportdevice> "

vi...@ [#2](#), ib...@ [#6](#)

"You can test it with the live version of Wheel of Fortune: <https://play.google.com/store/apps/details?id=com.scopely.wheeloffortune&hl=en&gl=US> "


ib...@ [#6](#)


"...ared this drive folder https://drive.google.com/drive/u/0/folders/1UBF0CSSN72yycM7ihg2X_UrXGJwnWoQQ with the email you posted in the previous com... "


ib...@ [#9](#)

COMMENTS


All comments



 Oldest first

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

Jun 20, 2022 04:41PM



Assigned to vi...@google.com.

Thank you for reporting this issue. For us to further investigate this issue, please provide the following additional information:

Android build
Which Android build are you using? (e.g. PPP5.180610.010)

Device used -- Device Make, Model, Android OS Version
Apart from Samsung devices, have you observed the bug on Pixel devices as well?

Steps to reproduce (include a sample app/apk if needed for reproduction)
What steps are needed to reproduce this issue?

Frequency

How frequently does this issue occur? (e.g 100% of the time, 10% of the time)

Android full bug report (to be captured after reproducing the issue)

For steps to capture a bug report, please refer: <https://developer.android.com/studio/debug/bug-report#bugreportdevice>

Screen record of the issue

Please capture screen record or video of the issue using following steps:

adb shell screenrecord /sdcard/video.mp4

Subsequently use following command to pull the recorded file:

adb pull /sdcard/video.mp4

Attach the file to this issue.

Capture the issue in a screenshot

Press the volume down and power buttons simultaneously. The image will appear in the picture gallery. Attach the screenshot image to this issue.

Note: Please avoid uploading directly to the issue using attachments. Please upload to google drive and share the folder to android-bugreport@google.com, then share the link here.



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

Jun 27, 2022 10:58AM ⋮

Comment has been deleted.

Message last modified on Jun 27, 2022 10:58AM



cr...@dreamloftgames.com <cr...@dreamloftgames.com> [#4](#)

Jun 27, 2022 10:59AM ⋮

Hi Scopely team and Google,

@Scopely - are you still wrestling with this issue? We're seeing the exact same problem on Android 12. Affecting 3% of Android 12 users with SIGABRT following the exact same stacktrace posted above. Would love to discuss ways to resolve and share avenues we've tried.



vi...@google.com <vi...@google.com> [#5](#)

Jun 27, 2022 03:19PM ⋮

Please share the information requested in [comment#2](#) to proceed further.



ib...@scopely.com <ib...@scopely.com> [#6](#)

Jun 27, 2022 11:58PM ⋮

Hello,

First of all sorry for the delay, we have been on holiday. I'll be the point of contact from Scopely for the issues.

We have been working on getting the information for the requests on [comment#2](#)

During the last week, we also observed this issue happening on Android 12L (SDK32)

Android build

Which Android build are you using? (e.g. PPP5.180610.010)

SP2A.220505.006

Device used -- Device Make, Model, Android OS Version

Yes, we have reports from Pixel 6, Pixel 3a, Pixel 3XL and a couple more models of pixel

Steps to reproduce (include a sample app/apk if needed for reproduction)

What steps are needed to reproduce this issue?

The issue happens when opening the app.

You can test it with the live version of Wheel of Fortune: <https://play.google.com/store/apps/details?id=com.scopely.wheeloffortune&hl=en&gl=US>

Frequency

How frequently does this issue occur? (e.g 100% of the time, 10% of the time)

Around 3%

Android full bug report (to be captured after reproducing the issue)

For steps to capture a bug report, please refer: <https://developer.android.com/studio/debug/bug-report#bugreportdevice>

I'm trying to reproduce the issue to update the report. I will add it to the thread when captured

Screen record of the issue

Please capture screen record or video of the issue using following steps:

adb shell screenrecord /sdcard/video.mp4

Subsequently use following command to pull the recorded file:

adb pull /sdcard/video.mp4

Attach the file to this issue.

Could not capture it. No relevant, the app does not even open, just a black screen and back to home.

Capture the issue in a screenshot

Press the volume down and power buttons simultaneously. The image will appear in the picture gallery. Attach the screenshot image to this issue.

No relevant, only black image, the app does not even open.



vi...@google.com <vi...@google.com> [#7](#)

Jun 28, 2022 04:57PM ⋮

Re-[comment #6](#), thanks for the update, we could wait for the bugreport. Since the issue is reproducible on Pixel devices as well, hence for further investigation we would prefer to have bugreport captured from Pixel devices only.



cr...@dreamloftgames.com <cr...@dreamloftgames.com> [#8](#)

Jun 29, 2022 12:18AM ⋮

Stacktrace from Pixel 6 Pro:

SIGABRT Abort program
/apex/com.android.runtime/lib64/bionic/libc.so:325468 abort
/apex/com.android.art/lib64/libart.so:7148924 art::Runtime::Abort(char const*)
/apex/com.android.art/lib64/libbase.so:92508 android::base::SetAborter(std::__1::function<void (char const*)>&&):\$_3::__invoke(char const*)
/apex/com.android.art/lib64/libbase.so:89996 android::base::LogMessage::~~LogMessage()
/apex/com.android.art/lib64/libart.so:2696880 art::Thread::AssertNoPendingException() const
/apex/com.android.art/lib64/libart.so:2681448 art::ClassLinker::FindClass(art::Thread*, char const*, art::Handle<art::mirror::ClassLoader>)
/apex/com.android.art/lib64/libart.so:5853648 art::JNI<false>::FindClass(_JNIEnv*, char const*)
/system/lib64/libandroid_runtime.so:1541252 android_media_AudioSystem_error_callback(int)
/system/lib64/libaudioclient.so:377608 android::AudioSystem::get_audio_flinger() [clone .cfi]
/system/lib64/libaudioclient.so:530064 android::AudioTrack::createTrack_I()
/system/lib64/libaudioclient.so:553684 android::AudioTrack::restoreTrack_I(char const*)
/system/lib64/libaudioclient.so:567296 android::AudioTrack::getTimestamp_I(android::ExtendedTimestamp*)
/system/lib64/libaudioclient.so:562768 android::AudioTrack::start()
/system/lib64/libwilhelm.so:102196 object_unlock_exclusive_attributes_(Object_interface*, unsigned int, char const*, int)
/system/lib64/libwilhelm.so:213080 IPlay_SetPlayState(SLPlaytfc const* const*, unsigned int)



ib...@scopely.com <ib...@scopely.com> [#9](#)

Jun 29, 2022 08:30PM ⋮

Hello,

While we try to reproduce the issue with the pixel device, we got reports from a couple of Samsung S21 devices. The Android build for those devices is: SP1A.210812.016

I shared this drive folder https://drive.google.com/drive/u/0/folders/1UBF0CSSN72yycM7ihg2X_UrXGJwnWoOQ with the email you posted in the previous comment.

I will upload the crash for the pixel if we are able to reproduce it. Let me know if you can start taking a look with those reports



vi...@google.com <vi...@google.com> [#10](#)

Jul 1, 2022 05:50PM ⋮

Thanks for the above inputs, but for us to investigate the issue we would prefer to have bugreport from a Pixel device.

As you informed in the above comment: " I will upload the crash for the pixel...", we could wait for it and once you share the Pixel specific bugreport will proceed further.



ib...@scopely.com <ib...@scopely.com> [#11](#)

Jul 7, 2022 09:59PM ⋮

Hello,

We have been trying to reproduce the issue with multiple Pixel devices but no luck so far... We will continue to try getting the bug report for Pixels but meanwhile, I added more bug reports from other Samsung devices and a video with the issue (a black screen with an error message). The devices have enough space to install the app, so the error message makes no sense to us.

Could you take a look? maybe that rings a bell on your side or you can propose other methods to reproduce it on a Pixel.



ib...@scopely.com <ib...@scopely.com> [#12](#)

Jul 8, 2022 02:32AM ⋮

Removed extra info in [comment #11](#) since it was from another unrelated issue...



vi...@google.com <vi...@google.com> [#13](#)

Jul 13, 2022 05:15PM ⋮

As mentioned in [comment #10](#), we would prefer to have a bugreport from a Pixel device for further investigation.



ib...@scopely.com <ib...@scopely.com> [#14](#)

Jul 25, 2022 11:14PM ⋮

From the Scopely side, we found the issue was due to an incompatibility between the engine (Unity) we use to develop our games with the changes on Android API 31.



vi...@google.com <vi...@google.com> [#15](#)

Jul 28, 2022 06:44AM ⋮

Thanks for the update, we've shared this with our product and engineering teams and will continue to provide updates as more information becomes available.



at...@google.com <at...@google.com> [#16](#)

Jul 28, 2022 11:45AM ⋮

This crash is caused by having a pending exception while calling native audio framework methods.

The only way this would occur is if in a JVM attached thread, in native code, a Java exception is thrown (directly or through a reverse JNI call), and prior to handling the exception, native audio fw APIs are called. Since as part of the native audio fw, we call back to Java for certain callbacks, the assert is triggered and we abort.

This is WAI. Before calling into any native audio APIs (AAudio/OpenSLES), ensure that no Java exceptions are pending.

Since this path is only exercised in error conditions, some other issues may have exposed the crash.



23...@gmail.com <23...@gmail.com> [#17](#)

Jul 29, 2022 01:11PM ⋮

Fix this problem please

On Wed, Jul 27, 2022, 8:45 PM <buganizer-system@google.com> wrote:

[- Show quoted text -](#)



vi...@google.com <vi...@google.com> [#18](#)

Sep 10, 2022 11:22AM ⋮

Status: Won't Fix (Intended Behavior)

With reference to [comment#16](#), this is working as intended.