



Comments (29) Dependencies Duplicates (0) Blocking (0) Resources (13)

Bug P2 + Add Hotlist


STATUS UPDATE No update yet. Edit


DESCRIPTION be...@gmail.com created issue #1


Description

Hey all.

Recently, through Crashlytics, we started to notice a decrease in Crash Free Users % in our Android app. In iOS it stayed around 99%, but in Android dropped from 98%-99% we always had until ne

Android: 

iOS: 

These are the errors that started to increase like crazy: 

We had a new deploy of our production app few days before this started happening (although even prior versions of the app also had an uptick of errors), so we started procedures to deploy an o

During the weekend we ran multiple tests to understand the root of the problem, as we were not able to reproduce it ourselves in the beginning:

- The first (and so far only) cellphone we were able to reproduce the problem was a Samsung S21 Ultra 5G. We were then also able to replicate with Samsung Remote Lab Device S21 Ultra ar
- Although we had a problem trying to minify our app after upgrading to 0.72.4 (from 0.71.4), we ran it without minifying, but still had the crash.
- We tried with versions of our app going as far back as one year, still had the crash.

This is the LogCat we have from the crash

```
09-15 19:34:13.471 31788 1688 I Braze v23.3.0 .z0: Event was published, but no subscribers were found. But not saving event for publishing later. Event clas
09-15 19:34:13.484 31788 31923 D RNFBCCrashlyticsInit: isCrashlyticsCollectionEnabled via RNFBMeta: true
09-15 19:34:13.484 31788 31923 D RNFBCCrashlyticsInit: isCrashlyticsCollectionEnabled final value: true
09-15 19:34:13.484 31788 31923 D RNFBCCrashlyticsInit: isCrashlyticsCollectionEnabled via RNFBMeta: true
09-15 19:34:13.484 31788 31923 D RNFBCCrashlyticsInit: isCrashlyticsCollectionEnabled final value: true
09-15 19:34:13.493 31788 31923 D RNFBCCrashlyticsInit: isCrashlyticsCollectionEnabled via RNFBMeta: true
09-15 19:34:13.493 31788 31923 D RNFBCCrashlyticsInit: isCrashlyticsCollectionEnabled final value: true
09-15 19:34:13.493 31788 31923 D RNFBCCrashlyticsInit: isCrashlyticsCollectionEnabled via RNFBMeta: true
09-15 19:34:13.493 31788 31923 D RNFBCCrashlyticsInit: isCrashlyticsCollectionEnabled final value: true
09-15 19:34:13.503 31788 31788 F libc : stack corruption detected (-fstack-protector)
09-15 19:34:13.503 31788 31788 F libc : stack corruption detected (-fstack-protector)
09-15 19:34:13.564 1165 1165 E audit : type=1400 audit(1694802853.561:872): avc: denied { search } for pid=1705 comm="linker64" name="tests" dev="dm-4
09-15 19:34:13.565 1165 1165 E audit : type=1300 audit(1694802853.561:872): arch=c00000b7 syscall=48 success=no exit=-13 a0=ffffff9c al=786c21b0e0 a2=4 a
09-15 19:34:13.565 1165 1165 E audit : type=1302 audit(1694802853.561:872): item=0 name="/data/local/tests/product" nametype=UNKNOWN cap_fp=0 cap_fi=0 ca
09-15 19:34:13.565 1165 1165 E audit : type=1327 audit(1694802853.561:872): proctitle=2F73797374656D2F62696E2F6C696E6B65723634002F646174612F6170702F7E7E3
09-15 19:34:13.608 1706 1706 E chromium: [1706:1706:20230915,193413.608202:ERROR scoped_ptrace_attach.cc:27] ptrace: Operation not permitted (1)
09-15 19:34:13.638 31788 31788 F libc : Fatal signal 6 (SIGABRT), code -1 (SI_QUEUE) in tid 31788 (us.rain.app), pid 31788 (us.rain.app)
09-15 19:34:13.673 1711 1711 F crash_dump64: failed to open /proc/31788: No such file or directory
09-15 19:34:13.673 31788 31788 F libc : crash_dump helper failed to exec, or was killed
09-15 19:34:13.673 31788 31788 F libc : crash_dump helper crashed or stopped
09-15 19:34:13.714 1609 5917 D AutofillSession: handling death of Token{3085e28 ActivityRecord{5f6b11a u0 us.rain.app/com.nimbus.MainActivity} t36683}} whe
09-15 19:34:13.715 1609 2427 D ConnectivityService: releasing NetworkRequest [ REQUEST id=9258, [ Capabilities: INTERNET&NOT_RESTRICTED&TRUSTED&NOT_VCN_MAN
09-15 19:34:13.715 1191 1191 I Zygote : Process 31788 exited due to signal 11 (Segmentation fault)
09-15 19:34:13.715 1609 2427 D ConnectivityService: Removing from current network [100 WIFI], leaving 169 requests.
09-15 19:34:13.715 1609 2427 D ConnectivityService: releasing NetworkRequest [ REQUEST id=9267, [ Capabilities: INTERNET&NOT_RESTRICTED&TRUSTED&NOT_VCN_MAN
09-15 19:34:13.715 1609 4179 I WindowManager: WIN DEATH: Window{9631f5 u0 us.rain.app/com.nimbus.MainActivity}
09-15 19:34:13.715 1609 2427 D ConnectivityService: Removing from current network [100 WIFI], leaving 168 requests.
09-15 19:34:13.715 1609 4179 D InputTransport: Input channel destroyed: '9631f5 ', fd=957
09-15 19:34:13.715 1609 3110 I ActivityManager: Process us.rain.app (pid 31788) has died: fg TOP (2278,6961)
```

This is the crashdump:

```
1 F DEBUG : *** *** *** *** *** *** *** *** *** *** *** *** *** ***
09-15 19:18:41.326 28071 28071 F DEBUG : Build fingerprint: 'samsung/p3sxeea/p3s:13/TP1A.220624.014/G998BXXS9EWH1:user/release-keys'
09-15 19:18:41.326 28071 28071 F DEBUG : Revision: '22'
09-15 19:18:41.326 28071 28071 F DEBUG : ABI: 'arm64'
09-15 19:18:41.326 28071 28071 F DEBUG : Processor: '4'
09-15 19:18:41.326 28071 28071 F DEBUG : Timestamp: 2023-09-15 19:18:40.640873373+0100
09-15 19:18:41.326 28071 28071 F DEBUG : Process uptime: 67s
09-15 19:18:41.326 28071 28071 F DEBUG : Cmdline: us.rain.app
09-15 19:18:41.326 28071 28071 F DEBUG : pid: 23021, tid: 23164, name: mqt_native_modu >>> us.rain.app <<<
09-15 19:18:41.326 28071 28071 F DEBUG : uid: 10029
09-15 19:18:41.326 28071 28071 F DEBUG : signal 6 (SIGABRT), code -1 (SI_QUEUE), fault addr -----
09-15 19:18:41.326 28071 28071 F DEBUG : Abort message: 'Check failed: thread == self || thread->IsSuspended() || thread->GetState() == ThreadState::kWaiti
09-15 19:18:41.326 28071 28071 F DEBUG : x0 0000000000000000 x1 00000000000005a7c x2 0000000000000006 x3 b400007d7c9a7c00
```

```
09-15 19:18:41.326 28071 28071 F DEBUG : x4 607372652c271f63 x5 607372652c271f63 x6 607372652c271f63 x7 7f7f7f7f7f7f7f7f
09-15 19:18:41.326 28071 28071 F DEBUG : x8 00000000000000f0 x9 0000007e73c79b68 x10 0000000000000001 x11 0000007e73cb813c
09-15 19:18:41.327 28071 28071 F DEBUG : x12 0000000000028270 x13 00000001113dbd4a x14 000c4617b5c95f00 x15 0000000026762762
09-15 19:18:41.327 28071 28071 F DEBUG : x16 0000007e73d1cd60 x17 0000007e73cfa060 x18 0000007aa7df6000 x19 00000000000005ed
09-15 19:18:41.327 28071 28071 F DEBUG : x20 0000000000005a7c x21 00000000ffffff x22 0000007e7f44a750 x23 0000007ab7e11000
09-15 19:18:41.327 28071 28071 F DEBUG : x24 0000007e7f44b9e0 x25 0000007ab7e11000 x26 0000007e7f44a358 x27 0000007e7f44b9b0
09-15 19:18:41.327 28071 28071 F DEBUG : x28 0000007e7f44a748 x29 b400007d7c9a7c80
09-15 19:18:41.327 28071 28071 F DEBUG : lr 0000007e73ca9cbc sp b400007d7c9a7be0 pc 0000007e73ca9ce8 pst 0000000000001000
09-15 19:18:41.327 28071 28071 F DEBUG : backtrace:
09-15 19:18:41.327 28071 28071 F DEBUG : #00 pc 0000000000051ce8 /apex/com.android.runtime/lib64/bionic/libc.so (abort+164) (BuildId: 173441c90e5afc)
09-15 19:18:41.327 28071 28071 F DEBUG : #01 pc 00000000000669e0 /apex/com.android.runtime/lib64/bionic/libc.so (__stack_chk_fail+20) (BuildId: 173441c90e5afc)
09-15 19:18:41.327 28071 28071 F DEBUG : #02 pc 0000000000060df8 /apex/com.android.runtime/lib64/bionic/libc.so (sigprocmask+176) (BuildId: 173441c90e5afc)
09-15 19:18:41.327 28071 28071 F DEBUG : #03 pc 0000000000103ffc [anon:stack_and_tls:23164]
09-15 19:18:41.358 1609 2106 D InputReader: Btn_touch(7): value=1 when=332.262954
09-15 19:18:41.358 1609 2106 I InputReader: Touch event's action is 0x0 (id=5, t=0) [pCnt=1, s=0.92 ] when=332.262954
09-15 19:18:41.359 1609 2105 I InputDispatcher: Delivering touch to (2644): action: 0x4, f=0x0, d=0, 'e1539f5', t=1
09-15 19:18:41.359 1609 2105 I InputDispatcher: Delivering touch to (4887): action: 0x0, f=0x0, d=0, 'f70c852', t=1 + (0, -74)*(0.75)
09-15 19:18:41.360 1609 1745 I GestureDetector: obtain mCurrentDownEvent. id: 226812733 caller: com.android.server.wm.SystemGesturesPointerEventListener.on
09-15 19:18:41.360 1609 1745 I GestureDetector: obtain mCurrentDownEvent. id: 226812733 caller: com.android.server.wm.SystemPerformancePointerEventListener.on
09-15 19:18:41.367 760 760 E tombstoned: Tombstone written to: tombstone_14
09-15 19:18:41.367 1609 1745 I GestureDetector: obtain mCurrentMotionEventRaw. action: 2 id: 638832927
09-15 19:18:41.367 1609 1745 I GestureDetector: obtain mCurrentMotionEventRaw. action: 2 id: 638832927
09-15 19:18:41.368 1609 2052 W NativeTombstoneManager: failed to open /data/tombstones/tombstone_14.pb
09-15 19:18:41.368 1609 2052 W NativeTombstoneManager: java.io.FileNotFoundException: open failed: ENOENT (No such file or directory)
09-15 19:18:41.368 1609 2052 W NativeTombstoneManager: at android.os.ParcelFileDescriptor.openInternal(ParcelFileDescriptor.java:342)
09-15 19:18:41.368 1609 2052 W NativeTombstoneManager: at android.os.ParcelFileDescriptor.open(ParcelFileDescriptor.java:229)
09-15 19:18:41.368 1609 2052 W NativeTombstoneManager: at com.android.server.os.NativeTombstoneManager.handleProtoTombstone(NativeTombstoneManager.java:120)
09-15 19:18:41.368 1609 2052 W NativeTombstoneManager: at com.android.server.os.NativeTombstoneManager.handleTombstone(NativeTombstoneManager.java:120)
09-15 19:18:41.368 1609 2052 W NativeTombstoneManager: at com.android.server.os.NativeTombstoneManager.$$$Nest$mhandleTombstone(Unknown Source:0)
09-15 19:18:41.368 1609 2052 W NativeTombstoneManager: at com.android.server.os.NativeTombstoneManager$TombstoneWatcher.lambda$onEvent$0(NativeTombstoneManager$TombstoneWatcher.java:44)
09-15 19:18:41.368 1609 2052 W NativeTombstoneManager: at com.android.server.os.NativeTombstoneManager$TombstoneWatcher.$r8$lambda$brzM_6e7cyhhJeR_ISl (NativeTombstoneManager$TombstoneWatcher.java:44)
09-15 19:18:41.368 1609 2052 W NativeTombstoneManager: at com.android.server.os.NativeTombstoneManager$TombstoneWatcher$$ExternalSyntheticLambda0.run(NativeTombstoneManager$TombstoneWatcher$$ExternalSyntheticLambda0.java:44)
09-15 19:18:41.368 1609 2052 W NativeTombstoneManager: at android.os.Handler.handleCallback(Handler.java:942)
09-15 19:18:41.368 1609 2052 W NativeTombstoneManager: at android.os.Handler.dispatchMessage(Handler.java:99)
09-15 19:18:41.368 1609 2052 W NativeTombstoneManager: at android.os.Looper.loopOnce(Looper.java:226)
09-15 19:18:41.368 1609 2052 W NativeTombstoneManager: at android.os.Looper.loop(Looper.java:313)
09-15 19:18:41.368 1609 2052 W NativeTombstoneManager: at android.os.HandlerThread.run(HandlerThread.java:67)
09-15 19:18:41.368 1609 2052 W NativeTombstoneManager: at com.android.server.ServiceThread.run(ServiceThread.java:44)
09-15 19:18:41.369 1609 28076 I DropBoxManagerService: add tag=data_app_native_crash isTagEnabled=true flags=0x2
09-15 19:18:41.371 1609 1769 W BroadcastQueue: Background execution not allowed: receiving Intent { act=android.intent.action.DROPBOX_ENTRY_ADDED flg=0x10 }
09-15 19:18:41.371 1609 1769 W BroadcastQueue: Background execution not allowed: receiving Intent { act=android.intent.action.DROPBOX_ENTRY_ADDED flg=0x10 }
09-15 19:18:41.372 1609 2109 W ActivityManager: Missing app error report, app = us.rain.app crashing = true notResponding = false
09-15 19:18:41.372 1609 2109 I HqmInfo::c: checkAppError: list is null
09-15 19:18:41.372 1609 28075 W ContextImpl: Calling a method in the system process without a qualified user: android.app.ContextImpl.sendBroadcast:1252 com
09-15 19:18:41.372 1609 28075 W ActivityManager: crash : us.rain.app,10029
```

We didnt see a spike in memory/CPU consumption

 [image](#)

 [image](#)

React Native Version

0.71.4

Output of npx react-native info

System: OS: macOS 13.5.2 CPU: (10) arm64 Apple M1 Pro Memory: 82.78 MB / 16.00 GB Shell: version: "5.9" path: /bin/zsh Binaries: Node: version: 16.17.0 path: ~/.nvm/versions/node/v16.17.0/bin/node watchOS 9.4 Android SDK: Not Found IDEs: Android Studio: 2022.2 AI-222.4459.24.2221.9971841 Xcode: version: 14.3.1/14E300c path: /usr/bin/xcodebuild Languages: Java: version: 11.0.11 path: /usr/lib/jvm/tema-9-jdk-11/bin/java newArchEnabled: Not found

Steps to reproduce

Open the app and it crashes right away, or eventually after fiddling with it briefly, it will crash

Snack, screenshot, or link to a repository

•

✓ Mentioned issues (1) ✓ Links (12)

 Mentioned issues (1)

P3 ConcurrentCopy GC cause Native Crash happens on Android 13 and Android 12 devices increase rapidly since 12th Sep. <https://issuetracker.google.com/301833859>

 Links (12)

<https://github.com/facebook/react-native/assets/10156878/ed8d8e5e-3698-458...>

<https://github.com/facebook/react-native/assets/10156878/7e3d3aa1-4722-4208...>

<https://github.com/facebook/react-native/assets/10156878/7b453a7d-d01b5-4dccc...>

"<https://github.com/facebook/react-native/assets/10156878/fa9cb0da-53bd-487...> "

"<https://github.com/facebook/react-native/assets/10156878/2b02362a-d98b-406...> "

See all related links

COMMENTS



at...@gmail.com <at...@gmail.com> [#2](#)

We are also seeing the same uptick in native crashes, also ramping up from around September 11.

In our data, Google Pixel devices are especially prevalent with the issue although other vendors seem to be represented too. Anecdotally, my own Google Pixel 7 Pro device started having cra

I think either the priority or severity should be higher on this considering it seems to be affecting all applications and their stability metrics right now.



4k...@gmail.com <4k...@gmail.com> [#3](#)

Have you guys singled out a configuration for the issue? We were initially considering the Google Play System update of August as for Samsung we were observing just for those but just fou

Also what kind of errors are you getting? We're seeing a variation of SIGSEGV, SIGABRT and SIGBUS, generally with a stack corruption message on libc.

Majority of our errors are on Samsung devices.



ga...@mettle.co.uk <ga...@mettle.co.uk> [#4](#)

We're looking at issues relating to Android app crashes and we noticed your post on this topic and we'd be interested to understand a bit more what you're seeing.

Recently we're aware of there being an:

- Increasing number of crashes through the same period as they updates (August / September)
- Effect mainly on older versions of apps previously not showing issues
- Impact across a wide range of Android models (Samsung, OnePlus, Pixels) & Android Major releases (11,12,13)
- `SIGABRT`, `SIGSEGV` and `SIGBUS` crash reports

Is this what you're seeing and, if so, are you using any of the following packages?

- React Native v0.71
- React navigation v6
- Apollo v3
- Lottie react native v5
- React native firebase v18.2
- Sentry react native v3.4



be...@gmail.com <be...@gmail.com> [#5](#)

Our symptoms are exactly the same (also on devices and android versions).

As for the packages:

- React Native v0.71 - Yes
- React navigation v6 - Yes
- Apollo v3 - No
- Lottie react native v5 - Yes
- React native firebase v18.2 - v14.12
- Sentry react native v3.4 - v5.1.1



nc...@meta.com <nc...@meta.com> [#6](#)

For clarification, this seems to be unrelated to React Native but affecting all the Android apps after the August update, as per user reports.



ga...@mettle.co.uk <ga...@mettle.co.uk> [#7](#)

If this effects non react-native Android apps too - do we know of some common packages or configuration that could be causing this? Possibly along the lines of Firebase, Sentry, Lottie or ar

If it affected all Android apps we'd be seeing alot more noise from all native developers?



4k...@gmail.com <4k...@gmail.com> [#8](#)

I have an affected device, I don't issues in any other applications. Only our React Native app.



lu...@gmail.com <lu...@gmail.com> [#9](#)

We're experiencing the same in Unity game build on Android. Although only Android 12/13 are affected apparently. Trying to update few plugins but seems like it's global issue.



4k...@gmail.com <4k...@gmail.com> [#10](#)

#6 can your share some details of your user reports please? what apps do you see crashing? What august update exactly? Google Play System updates?

ma...@sentry.io <ma...@sentry.io> [#11](#)

#8 Are you using sentry-native?

We're seeing some customers reporting this issue, but it doesn't seem to be bound to any of our SDK versions, but rather affects Android apps after the August update.

be...@gmail.com <be...@gmail.com> [#12](#)

#11 We are not using that package. We are using @sentry/react-native 5.1.1

at...@gmail.com <at...@gmail.com> [#13](#)

We're facing this issue on an Unity app, which *does* use the Sentry SDK and, consequently, the Sentry Android SDK under the hood. Sounds like we'd need more reports to know whether this

at...@gmail.com <at...@gmail.com> [#14](#)

Comment has been deleted.

Message last modified on Sep 19, 2023 06:42PM

at...@gmail.com <at...@gmail.com> [#15](#)

#11 Regarding my previous message (deleted to keep the thread tidy from message spam), I forwarded the info on this thread to Sentry *before* I noticed your email. Apologies about the un

ro...@sentry.io <ro...@sentry.io> [#16](#)

Hey, is everyone here using Sentry SDKs in one or another way? Whether it's a Unity or React Native or just a regular Android SDK? Might be something on the edge between our underlying se

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

Yes we are. We are trying to create a version of our app without Sentry to see if we keep having the same amount of crashes

ga...@mettle.co.uk <ga...@mettle.co.uk> [#18](#)

As I mentioned above, we are using Sentry react native v3.4.

We are also now testing builds without Sentry ourselves.

st...@gmail.com <st...@gmail.com> [#19](#)

We have also removed @sentry/react-native@3.4.3 from a local build. Local testing is showing much reduced crashes so far

ks...@panoramikltd.com <ks...@panoramikltd.com> [#20](#)

Hi there!

We're also experiencing increased crash rate after we've released new version of our android app with sentry (we're using sentry unity plugin v1.5.0, we haven't used sentry plugin before). So,

be...@gmail.com <be...@gmail.com> [#21](#)

We generated a build without Sentry, and haven't been able to crash it so far.

ma...@rain.us <ma...@rain.us> [#22](#)

We've launched our app without Sentry and confirm that our crash free numbers have recovered.

cb...@zulip.com <cb...@zulip.com> [#23](#)

For React Native apps, has anyone tried with @sentry/react-native at its latest, [↻5.9.2?](#) I have 3.4.3 (so it'll take some work to upgrade), but the latest reported in this thread is 5.1.1. From tf

ma...@sentry.io <ma...@sentry.io> [#24](#)

Hey everyone, in case you're having this issue in combination with our Sentry SDK (Unity, React Native or our Android SDK) please follow along on our github issue here as well: <https://github>
We still believe the culprit lies within the August update, but we'd love to find a workaround for everyone affected by this.



vj...@waveapps.com <vj...@waveapps.com> [#25](#)

We use Sentry for our react-native project and we are also affected by these crashes which started lately on android
Our sentry version is @sentry/react-native: 5.7.0
The only way for our team to reproduce these crashes was to run our app on android 14 emulator



ro...@sentry.io <ro...@sentry.io> [#26](#)

For everyone following this, we've created an incident on the Sentry side, feel free to subscribe for updates, we're heavily focusing on this <https://status.sentry.io/incidents/912c0wsfxtgq>



ni...@gmail.com <ni...@gmail.com> [#27](#)

I'm also experiencing crashes after the August 2023 security update in my app, in my case the crash is triggered by JNI code calling a void method in a java class via `CallVoidMethod`. I noticed
thread_list.cc:1314] Check failed: self->GetState() != ThreadState::kRunnable (self->GetState()=Runnable, ThreadState::kRunnable=Runnable)
I also replied on [↔ another issue](#), see there for more details.



ta...@gmail.com <ta...@gmail.com> [#28](#)

Is there any update on that issue ? Does someone from google check it ?

Our users start to see now the following error in the store, without any change we made in the app:

"Recent data from similar devices show that this app may stop working on your device".

This issue was linked to a Sentry issue, but latest comment on that issue suggest that it's NOT related only to Sentry:

<https://github.com/getsentry/sentry-java/issues/2955#issuecomment-1748811364>

I would expect such issue to get high priority



de...@similarweb.com <de...@similarweb.com> [#29](#)

A similar issue is observed on a native Android app (not react-native), also NOT using Sentry. Issue reported in <https://issuetracker.google.com/issues/301833859>.