# Increasing native crashes before splashscreen on a release stable for months

Assigned   Bug   P3   + Add Hotlist   [AOSP] assigned

STATUS UPDATE No update yet. Edit

DESCRIPTION le...@geopagos.com created issue #1

We're getting a spike of native crashes (SIGSEGV) on Play Console for a out app (com.compraqui.mpos) since beggining of September.

We can't reproduce the issue by ourselves but it seems our clients do and they are getting worked up on the Play Store reviews.

Down below I'm attaching an example of the stacktrace we see where Android Runtime is mentioned and a copy of the APK that was working well since March until last month.

```
*** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
pid: 0, tid: 15823 >>> com.compraqui.mpos <<<

backtrace:
  #00  pc 0x0000000000085398  /apex/com.android.runtime/lib64/bionic/libc.so (memcmp+216)
  #01  pc 0x00000000000146c0  /data/app/~~Su4dCF0qAXCdPc6rY1kicA==/com.compraqui.mpos-dlV3Ytx8PdXw20xVBVwSzA==/lib/arm64/libc423.so
  #02  pc 0x00000000000172f4  /data/app/~~Su4dCF0qAXCdPc6rY1kicA==/com.compraqui.mpos-dlV3Ytx8PdXw20xVBVwSzA==/lib/arm64/libc423.so
  #03  pc 0x000000000001ca3c  /data/app/~~Su4dCF0qAXCdPc6rY1kicA==/com.compraqui.mpos-dlV3Ytx8PdXw20xVBVwSzA==/lib/arm64/libc423.so
  #04  pc 0x000000000000e5dc  /data/app/~~Su4dCF0qAXCdPc6rY1kicA==/com.compraqui.mpos-dlV3Ytx8PdXw20xVBVwSzA==/lib/arm64/libc423.so
  #05  pc 0x0000000000377030  /apex/com.android.art/lib64/libart.so (art_quick_generic_jni_trampoline+144)
  #06  pc 0x000000000058a568  /apex/com.android.art/lib64/libart.so (nterp_helper+2152)
  #07  pc 0x00000000000247aa  [anon:dalvik-DEX data] (o.iy.IconCompatParcelizer+58)
  #08  pc 0x0000000000589d34  /apex/com.android.art/lib64/libart.so (nterp_helper+52)
  #09  pc 0x0000000000024c9e  [anon:dalvik-DEX data] (o.iy.read+142)
  #10  pc 0x0000000000360880  /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+640)
  #11  pc 0x000000000026a904  /apex/com.android.art/lib64/libart.so (_jobject* art::InvokeMethod<(art::PointerSize)8>(art::ScopedObjectAccessAlreadyRunnable
  #12  pc 0x000000000026a5e8  /apex/com.android.art/lib64/libart.so (art::Method_invoke(_JNIEnv*, _jobject*, _jobject*, _jobjectArray*) (.__uniq.165753521025
  #13  pc 0x00000000003996a8  /data/misc/apexdata/com.android.art/dalvik-cache/arm64/boot.oat (art_jni_trampoline+120)
  #14  pc 0x00000000002a0208  /data/app/~~Su4dCF0qAXCdPc6rY1kicA==/com.compraqui.mpos-dlV3Ytx8PdXw20xVBVwSzA==/oat/arm64/base.odex (authentication.view.Mater
  #15  pc 0x0000000000a4e8a4  /data/misc/apexdata/com.android.art/dalvik-cache/arm64/boot.oat (android.app.Activity.attach+100)
  #16  pc 0x000000000087b448  /data/misc/apexdata/com.android.art/dalvik-cache/arm64/boot.oat (android.app.ActivityThread.performLaunchActivity+3272)
  #17  pc 0x0000000000885594  /data/misc/apexdata/com.android.art/dalvik-cache/arm64/boot.oat (android.app.ActivityThread.handleLaunchActivity+1556)
  #18  pc 0x0000000000a63b6c  /data/misc/apexdata/com.android.art/dalvik-cache/arm64/boot.oat (android.app.servertransaction.LaunchActivityItem.execute+476)
  #19  pc 0x00000000007b7fa4  /data/misc/apexdata/com.android.art/dalvik-cache/arm64/boot.oat (android.app.servertransaction.TransactionExecutor.executeCallb
  #20  pc 0x00000000007b7ce4  /data/misc/apexdata/com.android.art/dalvik-cache/arm64/boot.oat (android.app.servertransaction.TransactionExecutor.execute+740)
  #21  pc 0x000000000085efa8  /data/misc/apexdata/com.android.art/dalvik-cache/arm64/boot.oat (android.app.ActivityThread$H.handleMessage+1320)
  #22  pc 0x0000000000ad3228  /data/misc/apexdata/com.android.art/dalvik-cache/arm64/boot.oat (android.os.Handler.dispatchMessage+168)
  #23  pc 0x0000000000ad6e98  /data/misc/apexdata/com.android.art/dalvik-cache/arm64/boot.oat (android.os.Looper.loopOnce+1048)
  #24  pc 0x0000000000ad69cc  /data/misc/apexdata/com.android.art/dalvik-cache/arm64/boot.oat (android.os.Looper.loop+1132)
  #25  pc 0x0000000000879a84  /data/misc/apexdata/com.android.art/dalvik-cache/arm64/boot.oat (android.app.ActivityThread.main+1748)
  #26  pc 0x0000000000360880  /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+640)
  #27  pc 0x000000000026a904  /apex/com.android.art/lib64/libart.so (_jobject* art::InvokeMethod<(art::PointerSize)8>(art::ScopedObjectAccessAlreadyRunnable
  #28  pc 0x000000000026a5e8  /apex/com.android.art/lib64/libart.so (art::Method_invoke(_JNIEnv*, _jobject*, _jobject*, _jobjectArray*) (.__uniq.165753521025
  #29  pc 0x00000000003996a8  /data/misc/apexdata/com.android.art/dalvik-cache/arm64/boot.oat (art_jni_trampoline+120)
  #30  pc 0x0000000000df8ef8  /data/misc/apexdata/com.android.art/dalvik-cache/arm64/boot.oat (com.android.internal.os.RuntimeInit$MethodAndArgsCaller.run+13
  #31  pc 0x0000000000e05044  /data/misc/apexdata/com.android.art/dalvik-cache/arm64/boot.oat (com.android.internal.os.ZygoteInit.main+3636)
  #32  pc 0x0000000000360880  /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+640)
  #33  pc 0x00000000004944cc  /apex/com.android.art/lib64/libart.so (art::JValue art::InvokeWithVarArgs<_jmethodID*>(art::ScopedObjectAccessAlreadyRunnable c
  #34  pc 0x0000000000553530  /apex/com.android.art/lib64/libart.so (art::JNI<true>::CallStaticVoidMethodV(_JNIEnv*, _jclass*, _jmethodID*, std::__va_list)+1
  #35  pc 0x00000000000bece8  /system/lib64/libandroid_runtime.so (_JNIEnv::CallStaticVoidMethod(_jclass*, _jmethodID*, ...)+120)
  #36  pc 0x00000000000cacf8  /system/lib64/libandroid_runtime.so (android::AndroidRuntime::start(char const*, android::Vector<android::String8> const&, bool
  #37  pc 0x0000000000002560  /system/bin/app_process64 (main+1280)
  #38  pc 0x0000000000085090  /apex/com.android.runtime/lib64/bionic/libc.so (__libc_init+96)
```

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COMMENTS

**le...@geopagos.com** <le...@geopagos.com>

**playstore_96.apk**
37 MB Download

**vi...@google.com** <vi...@google.com> #2

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We have shared this with our product and engineering team and will update this issue with more information as it becomes available.

**ng...@google.com** <ng...@google.com> #3

*Reassigned to le...@geopagos.com.*

Thank you for reaching out. Is `libc423.so` a library you develop, or is it part of an obfuscation SDK?