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← C ☆ LiveLiteralSupport(?): Debuggable app crashes after a minute or so while connected to Android Studio

+1 3 Hotlists Mark as Duplicate

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Comments (6) Dependencies Duplicates (0) Blocking (0) Resources (0)

Fixed Bug P3 + Add Hotlist

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STATUS UPDATE No update yet. Edit

DESCRIPTION sv...@whisp.de created issue #1

Build: Al-203.7148.57.2031.7165533, 202102231629,

Al-203.7148.57.2031.7165533, JRE 11.0.8+10-b944.6842174x64 JetBrains s.r.o, OS Mac OS X(x86\_64) v10.16, screens 3584.0x2240.0, 2560.0x1440.0

AS: Arctic Fox | 2020.3.1 Canary 8; Kotlin plugin: 203-1.4.30-release-AS7148.5; Android Gradle Plugin: 7.0.0-alpha08; Gradle: 6.8.2; NDK: from local.properties: (not specified), latest from SDK: (not local.properties: (not specified), latest from SDK: (not found), from PATH: (not found)Source: user\_sentiment\_feedback

Whenever I launch my app in a debuggable configuration from Android Studio on my device after around a minute the app crashes with the following exception. Looking at the crashlog it seems

```
JNI DETECTED ERROR IN APPLICATION: JNI FindClass called with pending exception java.lang.NullPointerException: Attempt to invoke virtual method 'java.lang.re
   runtime.cc:663] at boolean com.android.tools.deploy.instrument.LiveLiteralSupport.enable(java.lang.Class, java.lang.String) (LiveLiteralSupport.java:10
    runtime.cc:663] at void dalvik.system.VMDebug.nativeAttachAgent(java.lang.String, java.lang.ClassLoader) (VMDebug.java:-2)
   runtime.cc:663] at void dalvik.system.VMDebug.attachAgent(java.lang.String, java.lang.ClassLoader) (VMDebug.java:572)
                     at boolean android.app.ActivityThread.attemptAttachAgent(java, lang, String, java, lang, ClassLoader) (ActivityThread, java; 3934)
    runtime.cc:663]
    runtime.cc:663]
                      at void android.app.ActivityThread.handleAttachAgent(java.lang.String, android.app.LoadedApk) (ActivityThread.java:3944)
    runtime.cc:6637
                      at void android.app.ActivityThread$H.handleMessage(android.os.Message) (ActivityThread.java:2054)
                     at void android. os. Handler. dispatchMessage (android. os. Message) (Handler. java: 106)
   runtime.cc:663]
   runtime.cc:663]
                     at void android.os.Looper.loop() (Looper.java:223)
   runtime.cc:663]
                     at void android.app.ActivityThread.main(java.lang.String[]) (ActivityThread.java:7656)
   runtime.cc:663]
                      at java.lang.Object java.lang.reflect.Method.invoke(java.lang.Object, java.lang.Object[]) (Method.java:-2)
   runtime.cc:663]
                      at void com.android.internal.os.RuntimeInit$MethodAndArgsCaller.run() (RuntimeInit.java:592)
                      at void com. android. internal. os. ZygoteInit. main(java.lang. String[]) (ZygoteInit. java:947)
    runtime.cc:663]
   runtime.cc:663]
   runtime.cc:663]
                        in call to FindClass
                        from void dalvik. system. VMDebug. nativeAttachAgent (java. lang. String, java. lang. ClassLoader)
    runtime.cc:663]
```

## COMMENTS

**sv...@whisp.de** <sv...@whisp.de><u>#2</u>

I think it has something to do with Jetpack Compose (or the lack of in this particular project). It is just a regular Android project, not configured for Compose at all.

Specifically my app's  ${\tt build.gradle}$  does not contain

```
buildFeatures {
    compose true
}
composeOptions {
    kotlinCompilerExtensionVersion compose_version
    kotlinCompilerVersion '1.4.30'
}
```

(got those configuration options from the Empty Compose Activity template project in Android Studio).

Strangely, now, a few hours later, this happened anymore. I tried restarting Android Studio earlier on as well (also invalidating caches, killing all gradle processes - the usual stuff), but to no avmight be coincidence, but now the non-Compose app isn't crashing anymore.

Could it be, that building a Compose enabled app (even from another project?) previously somehow enabled something in the compiler or (more likely to me) the Android gradle plugin which have something to do with the device or the deployment to the device, as I also tested this out with an emulator which never ran any Compose apps before and the app didn't crash.

sv...@whisp.de <sv...@whisp.de>#3

Update: I got the crash again - this time in the Compose-enabled app. And this time a different method could not be found:

```
JNI DETECTED ERROR IN APPLICATION: JNI CallVoidMethodV called with pending exception java.lang.NoSuchMethodError: no non-static method "Landroidx/compose/ at void dalvik.system.VMDebug.nativeAttachAgent(java.lang.String, java.lang.ClassLoader) (VMDebug.java:572) at void dalvik.system.VMDebug.attachAgent(java.lang.String, java.lang.ClassLoader) (VMDebug.java:572) at <OBSOLETE> boolean android.app.ActivityThread.attemptAttachAgent(java.lang.String, java.lang.ClassLoader) (ActivityThread.java:3934) at <OBSOLETE> void android.app.ActivityThread.handleAttachAgent(java.lang.String, android.app.LoadedApk) (ActivityThread.java:3944) at void android.app.ActivityThread$H.handleMessage(android.os.Message) (ActivityThread.java:2054) at void android.os.Handler.dispatchMessage(android.os.Message) (Handler.java:106) at void android.os.Looper.loop() (Looper.java:223)
```

at <obsolete> void android.app.ActivityThread.main(java.lang.String[]) (ActivityThread.java:7656)</obsolete>
at java.lang.Object java.lang.reflect.Method.invoke(java.lang.Object, java.lang.Object[]) (Method.java:-2) at void com.android.internal.os.RuntimeInit\$MethodAndArgsCaller.run() (RuntimeInit.java:592)
at void com. android. internal. os. ZygoteInit. main(java. lang. String[]) (ZygoteInit. java: 947)
in call to CallVoidMethodV from void dalvik.system.VMDebug.nativeAttachAgent(java.lang.String, java.lang.ClassLoader)
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This was while deploying a Composable Preview to a real device. It rendered properly, but after a half a minute or so (without any user interaction) the crash happened.
Something I didn't mention before (because for some reason I thought it wasn't connected to the issue at hand): the device is connected to AS via WIFI. Up until now it never happened whil
th@gmail.com <th@gmail.com> #4</th@gmail.com>
I created an Empty Compose app and built it to the emulator. If I make any updates to the greeting string in the code, the app will crash on the emulator. Then, attempting to disable live literal
ac@google.com <ac@google.com></ac@google.com>
Assigned to an@google.com.
ac@google.com <ac@google.com><u>#5</u></ac@google.com>
Marked as fixed.
Should be fixed in 2020.3.1 Canary 10. Let me know if you are still seeing if afterward.
<b>sv@whisp.de</b> <sv@whisp.de><u>#6</u></sv@whisp.de>
Neat, many thanks! Looking good so far!