no information on how many times UsbRequest.queue() can be called before calling UsbDeviceConnection.requestWait

+1 Hotlists (5) Mark as Duplicate

Comments (9) Dependencies Duplicates (0) Blocking (0) Resources (3)

Infeasible Bug P4 + Add Hotlist [AOSP] assigned NeedsInfo

STATUS UPDATE No update yet. Edit

DESCRIPTION ra...@trimble.com created issue #1 Nov 30, 2020 05:41AM

hi,
My app is going to be run on different android phones(minimum sdk for our app is API level 21). My app is using USB communication. I have gone through the documentation(below two links). Can you please clarify is there any limit on number of elements that can be queued? ie) how many times UsbRequest.queue() can be called before calling UsbDeviceConnection.requestWait ? Is the answer depend on version of the phone?

1) https://developer.android.com/reference/android/hardware/usb/UsbRequest#queue(java.nio.ByteBuffer)
2) https://developer.android.com/reference/android/hardware/usb/UsbDeviceConnection#requestWait()

✓ Links (3) Hide all

Links (3)

"1) https://developer.android.com/reference/android/hardware/usb/UsbRequest#queue(j…" ra...@ #1
"2) https://developer.android.com/reference/android/hardware/usb/UsbDeviceConnec… " ra...@ #1
"For steps to capture a bug report, please refer: https://developer.android.com/studio/debug/bug-report#bugreportdevice" st...@ #2

COMMENTS All comments ↓ Oldest first

st...@google.com <st...@google.com> Nov 30, 2020 12:43PM

Assigned to st...@google.com.

st...@google.com <st...@google.com> #2 Nov 30, 2020 07:18PM

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

Device build details -- Device Make, Model, Android OS Version

Preconditions to reproduce the issue.

Please provide a sample project and apk to reproduce the issue. Also mention the steps to be followed for reproducing the issue with the given sample project or apk.

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

Expected output as per the apk shared.
What is the expected output?

Current output as per the apk shared.
What is the current output?

Android 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

Alternate method
Navigate to "Developer options", ensure "USB debugging" is enabled, then enable "Bug report shortcut". Capture bug report by holding the power button and selecting the "Take bug report" option.

Note: Please upload the files to google drive and share the folder to android-bugreport@google.com, then share the link here.

st...@google.com <st...@google.com> #3 Dec 7, 2020 04:32PM

Please provide the information requested in comment #2 to investigate this further.

ra...@trimble.com <ra...@trimble.com> #4 Dec 8, 2020 05:57PM

I am not asking this question specific to any phone or any sample app.
My question is what is the limit on number of elements that can be queued using UsbRequest.queue() API?

Reporter	ra...@trimble.com
Type	Bug
Priority	P4
Severity	S4
Status	Won't fix (Infeasible)
Access	Default access View
Assignee	su...@google.com
Verifier	--
Collaborators	
CC	ra...@trimble.com
AOSP ID	--
ReportedBy	Developer
URL	--
Found In	--
Targeted To	--
Verified In	--
In Prod	

st...@google.com <st...@google.com> #5 Dec 9, 2020 05:11PM

Thank you for reporting this issue. We've shared this with our product and engineering teams and will continue to provide updates as more information becomes available.

gg...@google.com <gg...@google.com> Sep 14, 2021 03:20PM

Reassigned to gg...@google.com.

gg...@google.com <gg...@google.com> Jan 31, 2022 03:46PM

Reassigned to bo...@google.com.

bo...@google.com <bo...@google.com> Apr 25, 2022 05:39PM

Reassigned to su...@google.com.

su...@google.com <su...@google.com> #6 Jun 16, 2022 01:56PM

Below is the response received from our engineering team :

> My question is what is the limit on number of elements that can be queued using UsbRequest.queue() API?

There is no hard limit specified, it depends on the resources currently available for the app. Each time `UsbRequest.queue` is called, it takes up one JNI global reference and some resources depending on the size of the buffer used. If the number of JNI global references exceeds the hard limit (51200) then the app will crash, otherwise if there is some problem allocating the required resources then UsbRequest.queue will return false.
If you want to queue as many `UsbRequest` as possible and your app has enough JNI global references to spare then you can call `UsbRequest.queue` until it returns false. On a Pixel 6 Pro running Android 12 with a minimal app, I was able to queue about 1000 requests, each with a buffer size of 16384 bytes.

[Deleted User] <[Deleted User]> #7 Jun 18, 2022 12:42AM

Bk you a fraud you do anybody damn bitch

su...@google.com <su...@google.com> #8 Jul 1, 2022 07:02PM

Please provide the requested information to proceed further. Unfortunately the issue will be closed within 7 days if there is no further update.

vi...@google.com <vi...@google.com> #9 Jul 12, 2022 08:33PM

Status: Won't Fix (Infeasible)

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.