



Comments (8) Dependencies Duplicates (0) Blocking (0) Resources (2)

Fixed Bug P3 + Add Hotlist [AOSP] assigned

STATUS UPDATE No update yet. Edit

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

please fix these frequent crashes in *your* code when running my app (it's always the same crash in themes).

I saw someone else on stackoverflow with the same crash in their app. it ain't just me. don't ask for a repro method, it ain't consistent.

I have wondered if it's related to supporting dark/night mode

AS ver articfox. build.gradle appCompatVer = "1.3.+" androidXcore = "1.6.+" pixel 4a5g / android 11.

```
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: *** **
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: Build fingerprint: 'google/bramble/bramble:11/RQ3A.210905.001/7511028:user/release-keys'
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: Revision: 'MP1.0'
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: ABI: 'arm64'
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: Timestamp: 2021-09-27 09:52:59+1000
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: pid: 2450, tid: 2450, name: ytes.vespasnoop >>> com.steelbytes.vespasnoop <<<
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: uid: 10291
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x8
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: Cause: null pointer dereference
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: x0 0000000000000000 x1 b40000707eafbacl x2 ffffffff1 x3 626173652e61706b
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: x4 6b70612e65736162 x5 626173652e61706b x6 6b70612e65736162 x7 b40000707eaf21f0
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: x8 0000007fcab4cbf0 x9 0000000000000001 x10 b40000707eafba90 x11 b40000707eafba90
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: x12 b40000707eaf1fb0 x13 b40000707eaf21f0 x14 b40000711eb005c0 x15 0000000000000000
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: x16 00000072c14bc5c0 x17 00000072c249df00 x18 00000072c4e0e000 x19 0000000000000000
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: x20 0000000000000000 x21 000000000000000e x22 000000000000000a x23 b40000709eb4b1b0
2021-09-27 09:52:59.863 2623-2623/? A/DEBUG: x24 0000000000000041 x25 000000000000000a x26 0000000000000028 x27 b40000707eafb319
2021-09-27 09:52:59.863 2623-2623/? A/DEBUG: x28 b40000707eafb310 x29 0000007fcab4cd10
2021-09-27 09:52:59.863 2623-2623/? A/DEBUG: lr 00000072c148ffb0 sp 0000007fcab4cb90 pc 00000072c148ffc8 pst 0000000060001000
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: backtrace:
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #00 pc 00000000003efc8 /system/lib64/libandroidfw.so (android::Theme::SetTo(android::Theme const&)+2096)
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #01 pc 000000000011d7c4 /system/lib64/libandroid_runtime.so (android::NativeThemeCopy(_JNIEnv*, _jclass*,
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #02 pc 00000000001f8a50 /system/framework/arm64/boot-framework.oat (art_jni_trampoline+176) (BuildId: f0e
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #03 pc 00000000001337e8 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568) (BuildId
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #04 pc 00000000001a8a88 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsig
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #05 pc 00000000003165ec /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToCompiled
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #06 pc 000000000030d70c /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<true, false>
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #07 pc 0000000000675268 /apex/com.android.art/lib64/libart.so (MterpInvokeStaticRange+404) (BuildId: 6d01
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #08 pc 000000000012dc94 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_static_range+20) (BuildId:
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #09 pc 0000000000370ee8 /system/framework/framework.jar (android.content.res.AssetManager.setThemeTo+28)
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #10 pc 0000000000672bc0 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtualRange+1128) (BuildId: 6d
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #11 pc 000000000012db14 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual_range+20) (BuildId
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #12 pc 0000000000377fcf /system/framework/framework.jar (android.content.res.ResourcesImpl$ThemeImpl.setT
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #13 pc 000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d01a26
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #14 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #15 pc 0000000000377774 /system/framework/framework.jar (android.content.res.Resources$Theme.setTo+8)
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #16 pc 000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d01a26
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #17 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #18 pc 000000000018de1e [anon:dalvik-classes.dex extracted in memory from /data/app/~~OoGoV2f8igYjvqMNNIu
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #19 pc 00000000006719c8 /apex/com.android.art/lib64/libart.so (MterpInvokeDirect+1240) (BuildId: 6d01a26a
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #20 pc 000000000012d914 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct+20) (BuildId: 6d01a
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #21 pc 000000000018dc92 [anon:dalvik-classes.dex extracted in memory from /data/app/~~OoGoV2f8igYjvqMNNIu
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #22 pc 000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d01a26
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #23 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #24 pc 00000000001fc74a /system/framework/framework.jar (offset 0x1242000) (android.view.ContextThemeWrap
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #25 pc 00000000006719c8 /apex/com.android.art/lib64/libart.so (MterpInvokeDirect+1240) (BuildId: 6d01a26a
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #26 pc 000000000012d914 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct+20) (BuildId: 6d01a
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #27 pc 00000000001fc7c0 /system/framework/framework.jar (offset 0x1242000) (android.view.ContextThemeWrap
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #28 pc 0000000000670120 /apex/com.android.art/lib64/libart.so (MterpInvokeSuper+2464) (BuildId: 6d01a26aa
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #29 pc 000000000012d894 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_super+20) (BuildId: 6d01a2
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #30 pc 00000000001a84b8 /system/framework/framework.jar (android.app.Activity.setTheme)
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #31 pc 0000000000670120 /apex/com.android.art/lib64/libart.so (MterpInvokeSuper+2464) (BuildId: 6d01a26aa
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #32 pc 000000000012d894 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_super+20) (BuildId: 6d01a2
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #33 pc 00000000001804b8 [anon:dalvik-classes.dex extracted in memory from /data/app/~~OoGoV2f8igYjvqMNNIu
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #34 pc 0000000000303e34 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, ar
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #35 pc 000000000030bcf0 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterpre
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #36 pc 000000000030d020 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, true>
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #37 pc 0000000000174c94 /apex/com.android.art/lib64/libart.so (void art::interpreter::ExecuteSwitchImplCp
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2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #38 pc 000000000013f7d8 /apex/com.android.art/lib64/libart.so (ExecuteSwitchImplAsm+8) (BuildId: 6d01a26a
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #39 pc 0000000000195af8 /system/framework/framework.jar (android.app.ActivityThread.performLaunchActivity
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #40 pc 0000000000303f3c /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, ar
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #41 pc 000000000030bcf0 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterpre
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #42 pc 000000000030d020 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, true>
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #43 pc 0000000000174c94 /apex/com.android.art/lib64/libart.so (void art::interpreter::ExecuteSwitchImplCp
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #44 pc 000000000013f7d8 /apex/com.android.art/lib64/libart.so (ExecuteSwitchImplAsm+8) (BuildId: 6d01a26a
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #45 pc 00000000001959ec /system/framework/framework.jar (android.app.ActivityThread.handleLaunchActivity)
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #46 pc 0000000000303f3c /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, ar
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #47 pc 000000000030bcf0 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterpre
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #48 pc 000000000030c694 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, false
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #49 pc 0000000000066f0cc /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+840) (BuildId: 6d01a26a
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #50 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #51 pc 000000000028bb96 /system/framework/framework.jar (android.app.servertransaction.LaunchActivityItem
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #52 pc 0000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d01a26
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #53 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #54 pc 000000000028dd9a /system/framework/framework.jar (android.app.servertransaction.TransactionExecuto
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #55 pc 0000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d01a26
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #56 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #57 pc 000000000028dcd6 /system/framework/framework.jar (android.app.servertransaction.TransactionExecuto
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #58 pc 0000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d01a26
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #59 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #60 pc 0000000000194db4 /system/framework/framework.jar (android.app.ActivityThread$H.handleMessage+96)
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #61 pc 0000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d01a26
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #62 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #63 pc 000000000036dd3e /system/framework/framework.jar (offset 0x91a000) (android.os.Handler.dispatchMes
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #64 pc 0000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d01a26
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #65 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #66 pc 0000000000395632 /system/framework/framework.jar (offset 0x91a000) (android.os.Looper.loop+482)
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #67 pc 0000000000303e34 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, ar
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #68 pc 000000000030bcf0 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterpre
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #69 pc 000000000030d020 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, true>
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #70 pc 00000000001774dc /apex/com.android.art/lib64/libart.so (void art::interpreter::ExecuteSwitchImplCp
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #71 pc 000000000013f7d8 /apex/com.android.art/lib64/libart.so (ExecuteSwitchImplAsm+8) (BuildId: 6d01a26a
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #72 pc 000000000019ed34 /system/framework/framework.jar (android.app.ActivityThread.main)
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #73 pc 0000000000303f3c /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, ar
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #74 pc 0000000000065de70 /apex/com.android.art/lib64/libart.so (artQuickToInterpreterBridge+760) (BuildId:
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #75 pc 000000000013cff8 /apex/com.android.art/lib64/libart.so (art_quick_to_interpreter_bridge+88) (Build
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #76 pc 000000000001337e8 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568) (BuildId
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #77 pc 00000000001a8a88 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsig
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #78 pc 0000000000054a7c8 /apex/com.android.art/lib64/libart.so (art::InvokeMethod(art::ScopedObjectAccessA
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #79 pc 00000000004cbe0 /apex/com.android.art/lib64/libart.so (art::Method_invoke(_JNIEnv*, _jobject*, _j
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #80 pc 00000000000896f4 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+548) (BuildId: 6d01a
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #81 pc 0000000000133564 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsig
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #82 pc 00000000001a8a6c /apex/com.android.art/lib64/libart.so (art::InvokeMethod(art::ScopedObjectAccessA
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #83 pc 00000000003165ec /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToCompiled
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #84 pc 000000000030c6b0 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, false
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #85 pc 0000000000066f0cc /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+840) (BuildId: 6d01a26a
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #86 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #87 pc 0000000000045a532 /system/framework/framework.jar (offset 0x1242000) (com.android.internal.os.Runti
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #88 pc 0000000000303e34 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, ar
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #89 pc 0000000000065de70 /apex/com.android.art/lib64/libart.so (artQuickToInterpreterBridge+760) (BuildId:
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #90 pc 000000000013cff8 /apex/com.android.art/lib64/libart.so (art_quick_to_interpreter_bridge+88) (Build
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #91 pc 00000000000894778 /system/framework/arm64/boot-framework.oat (com.android.internal.os.ZygoteInit.ma
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #92 pc 000000000001337e8 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568) (BuildId
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #93 pc 00000000001a8a88 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsig
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #94 pc 000000000005491fc /apex/com.android.art/lib64/libart.so (art::JValue art::InvokeWithVarArgs<art::Ar
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #95 pc 000000000005496b8 /apex/com.android.art/lib64/libart.so (art::JValue art::InvokeWithVarArgs<_jmetho
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #96 pc 00000000004327d0 /apex/com.android.art/lib64/libart.so (art::JNI<true>::CallStaticVoidMethodV(_JNI
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #97 pc 00000000000099428 /system/lib64/libandroid_runtime.so (_JNIEnv::CallStaticVoidMethod(_jclass*, _jme
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #98 pc 00000000000a0880 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::start(char const*,
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #99 pc 0000000000003574 /system/bin/app_process64 (main+1324) (BuildId: d18275573449d2a2879601ac2ff781d7)
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #100 pc 000000000004973c /apex/com.android.runtime/lib64/bionic/libc.so (__libc_inib+108) (BuildId: bca87
```

## ✓ Links (2)

## 🔗 Links (2)

"see <https://stackoverflow.com/questions/64062214/native-crash-in-activity-after-starting-stopping-a-...> for the crash"

"and <https://stackoverflow.com/questions/68846838/osm-map-crashes-random-on-loading-tile-image-in-a-...> for the second"

## COMMENTS



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

or maybe related to 'apply changes and restart activity'

and here's another similar

```
2021-09-28 11:41:50.974 14484-14484/? A/DEBUG: *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: Build fingerprint: 'google/bramble/bramble:11/RQ3A.210905.001/7511028:user/release-keys'
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: Revision: 'MP1.0'
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: ABI: 'arm64'
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: Timestamp: 2021-09-28 11:41:50+1000
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: pid: 10916, tid: 10916, name: ytes.vespanoop >>> com.steelbytes.vespanoop <<<
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: uid: 10291
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0xbfd8600000000000
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: x0 0000000000000000 x1 000000711eb2b750 x2 0000007fcab4cd58 x3 00000000000000308
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: x4 0000000000000010 x5 b40000704eb9d6c0 x6 00000070150d532c x7 00000070150d57dc
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: x8 bfd8600000000000 x9 bfd86000000000000 x10 00000000000001f44 x11 650900000030810f
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: x12 00000000e98e21c2 x13 650900000030810f x14 00000000000001d7 x15 b40000704eaf7120
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: x16 00000072c062c7d0 x17 00000072c248fab8 x18 00000072c4de0e00 x19 00000000000000001
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: x20 b40000710eb2a4c8 x21 b4000070feb2b358 x22 b4000070feb2b350 x23 0000000000000000
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: x24 b40000711eb2fa30 x25 b40000711eb0dae8 x26 b40000711eb0d930 x27 0000000000000000
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: x28 0000000000000000 x29 0000007fcab4ce50
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: lr 00000072c148abc0 sp 0000007fcab4cdd0 pc 00000072c148ac30 pst 00000000a0001000
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: backtrace:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #00 pc 000000000039c30 /system/lib64/libandroidfw.so (android::AssetManager2::RebuildFilterList(boc
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #01 pc 00000000003abf8 /system/lib64/libandroidfw.so (android::AssetManager2::SetConfiguration(andr
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #02 pc 0000000000119afc /system/lib64/libandroid_runtime.so (android::NativeSetConfiguration(_JNIEnv
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #03 pc 00000000001f8704 /system/framework/arm64/boot-framework.oat (art_jni_trampoline+324) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #04 pc 00000000001337e8 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568) (Bu
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #05 pc 00000000001a8a88 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*,
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #06 pc 00000000003165ec /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToCon
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #07 pc 000000000030d70c /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<true, f
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #08 pc 0000000000675268 /apex/com.android.art/lib64/libart.so (MterpInvokeStaticRange+404) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #09 pc 000000000012dc94 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_static_range+20) (Bui
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #10 pc 0000000000370d6c /system/framework/framework.jar (android.content.res.AssetManager.setConfigu
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #11 pc 0000000000672bc0 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtualRange+1128) (BuildI
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #12 pc 000000000012db14 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual_range+20) (Bu
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #13 pc 0000000000379e52 /system/framework/framework.jar (android.content.res.ResourcesImpl.updateCor
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #14 pc 000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #15 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #16 pc 00000000000042f8 [anon:dalvik-/system/framework/framework.jar-transformed] (android.app.Resou
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #17 pc 0000000000674cec /apex/com.android.art/lib64/libart.so (MterpInvokeDirectRange+844) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #18 pc 000000000012dc14 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct_range+20) (Bui
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #19 pc 00000000000052e0 [anon:dalvik-/system/framework/framework.jar-transformed] (android.app.Resou
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #20 pc 0000000000303e34 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #21 pc 000000000030bcf0 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInt
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #22 pc 000000000030d020 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false,
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #23 pc 0000000000174c94 /apex/com.android.art/lib64/libart.so (void art::interpreter::ExecuteSwitchI
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #24 pc 000000000013ff7d8 /apex/com.android.art/lib64/libart.so (ExecuteSwitchImplAsm+8) (BuildId: 6dC
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #25 pc 000000000019be24 /system/framework/framework.jar (android.app.ActivityThread.handleConfigurat
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #26 pc 0000000000303f3c /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #27 pc 000000000030bcf0 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInt
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #28 pc 000000000030d020 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false,
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #29 pc 0000000000174c94 /apex/com.android.art/lib64/libart.so (void art::interpreter::ExecuteSwitchI
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #30 pc 000000000013ff7d8 /apex/com.android.art/lib64/libart.so (ExecuteSwitchImplAsm+8) (BuildId: 6dC
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #31 pc 000000000019bdec /system/framework/framework.jar (android.app.ActivityThread.handleConfigurat
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #32 pc 0000000000303f3c /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #33 pc 000000000030bcf0 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInt
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #34 pc 000000000030c694 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false,
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #35 pc 000000000066f0cc /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+840) (BuildId: 6dC
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #36 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #37 pc 000000000028ac88 /system/framework/framework.jar (android.app.servertransaction.Configuration
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #38 pc 000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #39 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #40 pc 000000000028dd9a /system/framework/framework.jar (android.app.servertransaction.TransactionEx
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #41 pc 000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #42 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #43 pc 000000000028dc6d /system/framework/framework.jar (android.app.servertransaction.TransactionEx
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #44 pc 000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #45 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #46 pc 0000000000194db4 /system/framework/framework.jar (android.app.ActivityThread$H.handleMessage+
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #47 pc 0000000000303e34 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #48 pc 000000000065de70 /apex/com.android.art/lib64/libart.so (artQuickToInterpreterBridge+760) (Bui
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #49 pc 000000000013cff8 /apex/com.android.art/lib64/libart.so (art_quick_to_interpreter_bridge+88) (
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #50 pc 00000000021266b8 /memfd:jit-cache (deleted) (offset 0x2000000) (android.os.Handler.dispatchMe
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #51 pc 00000000021b289c /memfd:jit-cache (deleted) (offset 0x2000000) (android.os.Loopr.loop+1340)
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #52 pc 000000000013387c /apex/com.android.art/lib64/libart.so (art_quick_osr_stub+60) (BuildId: 6d01
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #53 pc 000000000033b1c8 /apex/com.android.art/lib64/libart.so (art::jit::Jit::MaybeDoOnStackReplacen
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #54 pc 000000000067d91c /apex/com.android.art/lib64/libart.so (MterpMaybeDoOnStackReplacement+208) (
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #55 pc 0000000000132350 /apex/com.android.art/lib64/libart.so (MterpHelpers+240) (BuildId: 6d01a26aa
```

```
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #56 pc 000000000039588c /system/framework/framework.jar (offset 0x91a000) (android.os.Looper.loop+10
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #57 pc 0000000000303e34 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #58 pc 000000000030bcf0 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInt
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #59 pc 000000000030d020 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false,
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #60 pc 0000000000177d4c /apex/com.android.art/lib64/libart.so (void art::interpreter::ExecuteSwitch1
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #61 pc 000000000013f7d8 /apex/com.android.art/lib64/libart.so (ExecuteSwitchImplAsm+8) (BuildId: 6dC
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #62 pc 000000000019ed34 /system/framework/framework.jar (android.app.ActivityThread.main)
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #63 pc 0000000000303f3c /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #64 pc 0000000000065de70 /apex/com.android.art/lib64/libart.so (artQuickToInterpreterBridge+760) (Bui
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #65 pc 000000000013cff8 /apex/com.android.art/lib64/libart.so (art_quick_to_interpreter_bridge+88) (
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #66 pc 00000000001337e8 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568) (Bu
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #67 pc 00000000001a8a88 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*,
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #68 pc 0000000000054a7c8 /apex/com.android.art/lib64/libart.so (art::InvokeMethod(art::ScopedObjectAc
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #69 pc 00000000004cbef0 /apex/com.android.art/lib64/libart.so (art::Method_invoke(_JNIEnv*, _object
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #70 pc 00000000000896f4 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+548) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #71 pc 0000000000133564 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*,
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #72 pc 00000000001a8a6c /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToCon
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #73 pc 000000000003165ec /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false,
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #74 pc 000000000030c6b0 /apex/com.android.art/lib64/libart.so (art_quick_invoke_virtual_stub+840) (BuildId: 6dC
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #75 pc 0000000000066f0cc /apex/com.android.art/lib64/libart.so (mterp_invoke_virtual+20) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #76 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId:
2021-09-28 11:41:51.297 14484-14484/? A/DEBUG: #77 pc 0000000000045a532 /system/framework/framework.jar (offset 0x1242000) (com.android.internal.os.
2021-09-28 11:41:51.297 14484-14484/? A/DEBUG: #78 pc 00000000000303e34 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread
2021-09-28 11:41:51.297 14484-14484/? A/DEBUG: #79 pc 0000000000065de70 /apex/com.android.art/lib64/libart.so (artQuickToInterpreterBridge+760) (Bui
2021-09-28 11:41:51.297 14484-14484/? A/DEBUG: #80 pc 000000000013cff8 /apex/com.android.art/lib64/libart.so (art_quick_to_interpreter_bridge+88) (
2021-09-28 11:41:51.297 14484-14484/? A/DEBUG: #81 pc 00000000000894778 /system/framework/arm64/boot-framework.oat (com.android.internal.os.ZygoteIn
2021-09-28 11:41:51.297 14484-14484/? A/DEBUG: #82 pc 00000000001337e8 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568) (Bu
2021-09-28 11:41:51.297 14484-14484/? A/DEBUG: #83 pc 00000000001a8a88 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*,
2021-09-28 11:41:51.297 14484-14484/? A/DEBUG: #84 pc 000000000005491fc /apex/com.android.art/lib64/libart.so (art::JValue art::InvokeWithVarArgs<ar
2021-09-28 11:41:51.297 14484-14484/? A/DEBUG: #85 pc 000000000005496b8 /apex/com.android.art/lib64/libart.so (art::JValue art::InvokeWithVarArgs<_j
2021-09-28 11:41:51.297 14484-14484/? A/DEBUG: #86 pc 000000000004327d0 /apex/com.android.art/lib64/libart.so (art::JNI<true>::CallStaticVoidMethodV
2021-09-28 11:41:51.297 14484-14484/? A/DEBUG: #87 pc 00000000000099428 /system/lib64/libandroid_runtime.so (_JNIEnv::CallStaticVoidMethod(_jclass*,
2021-09-28 11:41:51.297 14484-14484/? A/DEBUG: #88 pc 000000000000a0880 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::start(char cor
2021-09-28 11:41:51.297 14484-14484/? A/DEBUG: #89 pc 00000000000003574 /system/bin/app_process64 (main+1324) (BuildId: d18275573449d2a2879601ac2ff7
2021-09-28 11:41:51.297 14484-14484/? A/DEBUG: #90 pc 000000000004973c /apex/com.android.runtime/lib64/bionic/libc.so (__libc_init+108) (BuildId: t
```

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

see <https://stackoverflow.com/questions/64062214/native-crash-in-activity-after-starting-stopping-a-service> for the crash

and <https://stackoverflow.com/questions/68846838/osm-map-crashes-random-on-loading-tile-image-in-android> for the second

both android 11. one of those is the emulator (don't know for the other)

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

Assigned to vi...@google.com.

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

lo...@gmail.com <lo...@gmail.com> [#6](#)

current work around is `gradlew --offline app:installDebug` from the command line

en...@gmail.com <en...@gmail.com> [#7](#)

We have a similar bug, it occurs very often (and driving us crazy) using Android 11. Can it be related to the same problem? Are there any updates regarding this bug? Please find the build fing

```
Build fingerprint: 'OPPO/CPH1919EEA/OP4845L1:11/RKQ1.200928.002/1636803154694:user/release-keys'
Revision: '0'
ABI: 'arm64'
Timestamp: 2021-12-23 12:45:06+0100
pid: 13831, tid: 13831, name: es.dev.appname >>> ferakles.dev.appname <<<
uid: 10320
signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x8
Cause: null pointer dereference
    x0 0000000000000000  x1 b400007a9b57836d  x2 ffffffff00000000  x3 0819081a081b081c
    x4 1c081b081a081908  x5 0819081a081b081c  x6 1c081b081a081908  x7 b400007a88aa3770
    x8 0000007fd1279e20  x9 0000000000000001  x10 b400007a9b578340  x11 b400007a9b578340
    x12 b400007a88aa3b30  x13 b400007a88aa3c70  x14 b400007a88a4ea10  x15 aaaaaaaaaaaaaaab
    x16 0000007b278f45c0  x17 0000007b2b4bc200  x18 0000007b2c632000  x19 0000000000000000
    x20 0000000000000000  x21 b4000079fa60fae0  x22 000000000000003d  x23 000000000000000e
    x24 0000000000000020  x25 b400007a88aa5259  x26 000000000000000e  x27 b400007a88aa5250
    x28 000000000000001b  x29 0000007fd1279f40
    lr 0000007b278c81d4  sp 0000007fd1279dc0  pc 0000007b278c81ec  pst 0000000060000000
```

backtrace:



```
#001 pc 00000000000401ec /system/lib64/libandroidfw.so (android::Theme::SetTo(android::Theme const&)+2104) (BuildId: dd5aee448a1ca5dd33562f5abdc5f)
#002 pc 000000000012209c /system/lib64/libandroid_runtime.so (android::NativeThemeCopy(_JNIEnv*, _jclass*, long, long, long)+132) (BuildId: a5)
#003 pc 000000000021ea50 /system/framework/arm64/boot-framework.oat (art_jni_trampoline+176) (BuildId: 75f57aa82d8d6889eeded86525a613a1631601e4)
#004 pc 00000000001a8a94 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char
#005 pc 0000000000318290 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToCompiledCodeBridge(art::Thread*, art::ArtMethod*,
#006 pc 000000000030f67c /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<true, false>(art::ArtMethod*, art::Thread*, art::Shadc
#007 pc 0000000000682a90 /apex/com.android.art/lib64/libart.so (MterpInvokeStaticRange+412) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#008 pc 000000000012dc94 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_static_range+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#009 pc 00000000003b7f00 /system/framework/framework.jar (android.content.res.AssetManager.setThemeTo+28)
#010 pc 00000000006803fc /apex/com.android.art/lib64/libart.so (MterpInvokeVirtualRange+1132) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#011 pc 000000000012db14 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual_range+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#012 pc 00000000003c3698 /system/framework/framework.jar (android.content.res.ResourcesImpl$ThemeImpl.setTo+28)
#013 pc 000000000067cb78 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#014 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#015 pc 00000000003c30c4 /system/framework/framework.jar (android.content.res.Resources$Theme.setTo+8)
#016 pc 000000000067cb78 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#017 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#018 pc 00000000001aa0a [anon:dalvik-classes.dex extracted in memory from /data/app/~~12flpinrsH5ib9HaTbdYEQ==/ferakles.dev.appname-PUzrw_OCPg0Uhq7
#019 pc 000000000067ff1f4 /apex/com.android.art/lib64/libart.so (MterpInvokeDirect+1248) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#020 pc 000000000012d914 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#021 pc 00000000001aa87e [anon:dalvik-classes.dex extracted in memory from /data/app/~~12flpinrsH5ib9HaTbdYEQ==/ferakles.dev.appname-PUzrw_OCPg0Uhq7
#022 pc 000000000067cb78 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#023 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#024 pc 000000000027f0a6 /system/framework/framework.jar (offset 0x12ad000) (android.view.ContextThemeWrapper.initializeTheme+46)
#025 pc 000000000067ff1f4 /apex/com.android.art/lib64/libart.so (MterpInvokeDirect+1248) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#026 pc 000000000012d914 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#027 pc 000000000027ff1c /system/framework/framework.jar (offset 0x12ad000) (android.view.ContextThemeWrapper.setTheme+12)
#028 pc 000000000067d930 /apex/com.android.art/lib64/libart.so (MterpInvokeSuper+2468) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#029 pc 000000000012d894 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_super+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#030 pc 00000000001cf384 /system/framework/framework.jar (android.app.Activity.setTheme)
#031 pc 000000000067d930 /apex/com.android.art/lib64/libart.so (MterpInvokeSuper+2468) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#032 pc 000000000012d894 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_super+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#033 pc 000000000019d0fc [anon:dalvik-classes.dex extracted in memory from /data/app/~~12flpinrsH5ib9HaTbdYEQ==/ferakles.dev.appname-PUzrw_OCPg0Uhq7
#034 pc 0000000000305bb8 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::Shadc
#035 pc 000000000030dba8 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterpreterBridge(art::Thread*, art::CodeItemDataA
#036 pc 000000000030ef90 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, true>(art::ArtMethod*, art::Thread*, art::Shadc
#037 pc 0000000000174fb8 /apex/com.android.art/lib64/libart.so (void art::interpreter::ExecuteSwitchImplCpp<true, false>(art::interpreter::SwitchImp
#038 pc 000000000013f7d8 /apex/com.android.art/lib64/libart.so (ExecuteSwitchImplAsm+8) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#039 pc 00000000001bae68 /system/framework/framework.jar (android.app.ActivityThread.performLaunchActivity)
#040 pc 0000000000305cc0 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::Shadc
#041 pc 000000000030dba8 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterpreterBridge(art::Thread*, art::CodeItemDataA
#042 pc 000000000030fef90 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, true>(art::ArtMethod*, art::Thread*, art::Shadc
#043 pc 0000000000174fb8 /apex/com.android.art/lib64/libart.so (void art::interpreter::ExecuteSwitchImplCpp<true, false>(art::interpreter::SwitchImp
#044 pc 000000000013f7d8 /apex/com.android.art/lib64/libart.so (ExecuteSwitchImplAsm+8) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#045 pc 00000000001bacf8 /system/framework/framework.jar (android.app.ActivityThread.handleLaunchActivity)
#046 pc 0000000000305cc0 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::Shadc
#047 pc 000000000030dba8 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterpreterBridge(art::Thread*, art::CodeItemDataA
#048 pc 000000000030e5a0 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*, art::Shad
#049 pc 000000000067c8d8 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+848) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#050 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#051 pc 00000000002c26ea /system/framework/framework.jar (android.app.servertransaction.LaunchActivityItem.execute+134)
#052 pc 000000000067cb78 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#053 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#054 pc 00000000002c4ada /system/framework/framework.jar (android.app.servertransaction.TransactionExecutor.executeCallbacks+286)
#055 pc 000000000067cb78 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#056 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#057 pc 00000000002c495c /system/framework/framework.jar (android.app.servertransaction.TransactionExecutor.execute+228)
#058 pc 000000000067cb78 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#059 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#060 pc 00000000001b9fe0 /system/framework/framework.jar (android.app.ActivityThread$H.handleMessage+292)
#061 pc 000000000067cb78 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#062 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#063 pc 00000000003d141a /system/framework/framework.jar (offset 0x97a000) (android.os.Handler.dispatchMessage+38)
#064 pc 000000000067cb78 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#065 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#066 pc 00000000004039ce /system/framework/framework.jar (offset 0x97a000) (android.os.Looper.loop+666)
#067 pc 0000000000305bb8 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::Shadc
#068 pc 000000000030dba8 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterpreterBridge(art::Thread*, art::CodeItemDataA
#069 pc 000000000030fef90 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, true>(art::ArtMethod*, art::Thread*, art::Shadc
#070 pc 0000000000177f40 /apex/com.android.art/lib64/libart.so (void art::interpreter::ExecuteSwitchImplCpp<true, false>(art::interpreter::SwitchImp
#071 pc 000000000013f7d8 /apex/com.android.art/lib64/libart.so (ExecuteSwitchImplAsm+8) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#072 pc 00000000001c57ac /system/framework/framework.jar (android.app.ActivityThread.main)
#073 pc 0000000000305cc0 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::Shadc
#074 pc 000000000066b5f0 /apex/com.android.art/lib64/libart.so (artQuickToInterpreterBridge+780) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#075 pc 000000000013cfff8 /apex/com.android.art/lib64/libart.so (art_quick_to_interpreter_bridge+88) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#076 pc 00000000001337e8 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#077 pc 00000000001a8a94 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char
#078 pc 00000000005562bc /apex/com.android.art/lib64/libart.so (art::InvokeMethod(art::ScopedObjectAccessAlreadyRunnable const&, _jobject*, _jobject
#079 pc 00000000004d53d4 /apex/com.android.art/lib64/libart.so (art::Method_invoke(_JNIEnv*, _jobject*, _jobject*, _jobjectArray*)+52) (BuildId: 0ba
```

#80 pc 00000000000947f4 /apex/com.android.art/javalib/arm64/boot.oat (art\_jni\_trampoline+180) (BuildId: f5ff44d4e96af9e82722863cdccb11a1fae640f2)  
#81 pc 0000000000133564 /apex/com.android.art/lib64/libart.so (art\_quick\_invoke\_stub+548) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)  
#82 pc 00000000001a8a78 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread\*, unsigned int\*, unsigned int, art::JValue\*, char  
#83 pc 0000000000318290 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToCompiledCodeBridge(art::Thread\*, art::ArtMethod\*,  
#84 pc 000000000030e5bc /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, false>(art::ArtMethod\*, art::Thread\*, art::Shad  
#85 pc 000000000067c8d8 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+848) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)  
#86 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp\_op\_invoke\_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)  
#87 pc 00000000005286ba /system/framework/framework.jar (offset 0x12ad000) (com.android.internal.os.RuntimeInit\$MethodAndArgsCaller.run+22)  
#88 pc 0000000000305bb8 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread\*, art::CodeItemDataAccessor const&, art::Shad  
#89 pc 000000000066b5f0 /apex/com.android.art/lib64/libart.so (artQuickToInterpreterBridge+780) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)  
#90 pc 000000000013cff8 /apex/com.android.art/lib64/libart.so (art\_quick\_to\_interpreter\_bridge+88) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)  
#91 pc 00000000008fac74 /system/framework/arm64/boot-framework.oat (com.android.internal.os.ZygoteInit.main+2756) (BuildId: 75f57aa82d8d6889edeed8e  
#92 pc 00000000001337e8 /apex/com.android.art/lib64/libart.so (art\_quick\_invoke\_static\_stub+568) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)  
#93 pc 00000000001a8a94 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread\*, unsigned int\*, unsigned int, art::JValue\*, char  
#94 pc 0000000000554cf8 /apex/com.android.art/lib64/libart.so (art::JValue art::InvokeWithVarArgs<art::ArtMethod\*>(art::ScopedObjectAccessAlreadyRu  
#95 pc 00000000005551ac /apex/com.android.art/lib64/libart.so (art::JValue art::InvokeWithVarArgs<\_jmethodID\*>(art::ScopedObjectAccessAlreadyRunnat  
#96 pc 0000000000438fdc /apex/com.android.art/lib64/libart.so (art::JNI<true>::CallStaticVoidMethodV(\_JNIEnv\*, \_jclass\*, \_jmethodID\*, std::\_\_va\_lis  
#97 pc 000000000009c424 /system/lib64/libandroid\_runtime.so (\_JNIEnv::CallStaticVoidMethod(\_jclass\*, \_jmethodID\*, ...)+124) (BuildId: a54426a2b2bfe  
#98 pc 00000000000a4160 /system/lib64/libandroid\_runtime.so (android::AndroidRuntime::start(char const\*, android::Vector<android::String8> const&,  
#99 pc 0000000000003674 /system/bin/app\_process64 (main+1580) (BuildId: 9349370b830e2b77b835dee3aff71480)  
#100 pc 0000000000073a5c /apex/com.android.runtime/lib64/bionic/libc.so (\_\_libc\_init+108) (BuildId: 1ca28d785d6567d2b225cf978ef04de5)



vi...@google.com <vi...@google.com> [#8](#)

Marked as fixed.

Our development team has fixed the issue you have reported.