



Comments (8)DependenciesDuplicates (1)Blocking (0)Resources (16)

BugP3+ Add Hotlistadexe s nau

 STATUS UPDATE No update yet.

Edit

 DESCRIPTION pa...@unity3d.com created issue [#1](#)

IMPORTANT: Please read <https://developer.android.com/studio/report-bugs.html> carefully and supply all required information.

Studio Build:
Android Studio Arctic Fox | 2020.3.1 Canary 5
Build #AI-203.6682.168.2031.7101492, built on January 25, 2021
Runtime version: 11.0.8+10-b944.6842174 x86_64
VM: OpenJDK 64-Bit Server VM by N/A
macOS 10.15.7
GC: G1 Young Generation, G1 Old Generation
Memory: 4096M
Cores: 16
Registry: external.system.auto.import.disabled=true

Version of Gradle Plugin: Unknown
Version of Gradle: Unknown
Version of Java: Unknown
OS: MacOS 10.15.7


Android device: SM-J337A
Android version 8.0.0

Steps to Reproduce:
1. Build an APK from Unity 2019.4.[latest] using IL2CPP scripting backend in Player Settings or use included apk
2. Profile this APK in Android Studio
3. Setup C++ recording on startup via the Configuration window
4. Profile

Crash occurs at startup, shows the application hanged on device

 **android-crash.apk**
20 MB [Download](#)


✓ Links (5)

 Links (5)

"<https://developer.android.com/studio/report-bugs.html> carefully and supply"


"<https://issuetracker.google.com/components/192754>"

"<http://unity3d.com>"


"...just an update: based on our investigation, the crash has nothing to do with C++ recording but comes from our  [JNI allocation tracking](#) . I can reproduce it by just starting the profilers and waiting

"Hey, so I noticed from the APK that the app depends on this library: <https://github.com/bitter/android-jni-bridge> , which seems to rewire some JNI operations, potentially causing our JNI allocation tr


COMMENTS

 **yi...@google.com** <yi...@google.com>

Assigned to yi...@google.com.

 **yi...@google.com** <yi...@google.com> [#2](#)

I tried profiling this APK but couldn't reproduce the crash. Can you attach idea.log (Help -> Show log in Finder/Explorer) and logcat when the crash happened to you? What device and API leve

 **pa...@unity3d.com** <pa...@unity3d.com> [#3](#)

Can you make sure you're profiling on a 32-bit device please? I feel this might have something to do with it.

On Fri, Jan 29, 2021 at 19:34 <buganizer-system@google.com> wrote:

[- Show quoted text -](#)

-
Paul Georges
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yi...@google.com <yi...@google.com> [#4](#)

Thanks, after I switched to an x86 emulator I was able to repro the crash

```
2021-02-02 18:08:26.321 5539-5539/? E/CRASH: *** **
```

2021-02-02 18:08:26.321 5539-5539/? E/CRASH: Version '2019.4.12f1 (fecf67a39ae5)', Build type 'Development', Scripting Backend 'il2cpp', CPU 'armeabi-v7a'

2021-02-02 18:08:26.322 5539-5539/? E/CRASH: Build fingerprint: 'google/sdk_gphone_x86/generic_x86_arm:11/RSR1.201013.001/6903271:user/release-keys'

2021-02-02 18:08:26.323 5539-5539/? E/CRASH: Revision: '0'

2021-02-02 18:08:26.324 5539-5539/? E/CRASH: ABI: 'arm'

2021-02-02 18:08:26.529 5539-5539/? E/CRASH: Timestamp: 2021-02-02 18:08:26-0800

2021-02-02 18:08:26.530 5539-5539/? E/CRASH: pid: 5539, tid: 5539, name: ny.androidcrash >>> com.DefaultCompany.androidcrash <<<

2021-02-02 18:08:26.536 5539-5539/? E/CRASH: uid: 10156

2021-02-02 18:08:26.539 5539-5539/? E/CRASH: signal 11 (SIGSEGV), code 2 (SEGV_ACCERR), fault addr 0xba4b0b00

2021-02-02 18:08:26.543 5539-5539/? E/CRASH: r0 f2800220 r1 0000276a r2 ba4b0b00 r3 ecd9c3e0

2021-02-02 18:08:26.596 5539-5539/? E/CRASH: r4 f2800220 r5 0000276a r6 0000276a r7 c3042f10

2021-02-02 18:08:26.641 5539-5539/? E/CRASH: r8 c3042f83 r9 c3042f83 r10 00000000 r11 00000000

2021-02-02 18:08:26.656 5539-5539/? E/CRASH: ip c20c11d5 sp c3042f08 lr c20c11f9 pc ba4b0b00

2021-02-02 18:08:26.658 5539-5539/? E/CRASH: backtrace:

2021-02-02 18:08:26.659 5539-5539/? E/CRASH: #00 pc 0004fb00 /data/user/0/com.DefaultCompany.androidcrash/code_cache/libjvmtiagent_x86.so

2021-02-02 18:08:27.748 5539-5642/? I/chatty: uid=10156(com.DefaultCompany.androidcrash) identical 14 lines

2021-02-02 18:08:29.012 5539-5642/? E/CRASH: *** **

2021-02-02 18:08:29.012 5539-5642/? E/CRASH: Version '2019.4.12f1 (fecf67a39ae5)', Build type 'Development', Scripting Backend 'il2cpp', CPU 'armeabi-v7a'

2021-02-02 18:08:29.012 5539-5642/? E/CRASH: Build fingerprint: 'google/sdk_gphone_x86/generic_x86_arm:11/RSR1.201013.001/6903271:user/release-keys'

2021-02-02 18:08:29.012 5539-5642/? E/CRASH: Revision: '0'

2021-02-02 18:08:29.012 5539-5642/? E/CRASH: ABI: 'arm'

2021-02-02 18:08:29.048 5539-5642/? E/CRASH: Timestamp: 2021-02-02 18:08:29-0800

2021-02-02 18:08:29.076 5539-5642/? E/CRASH: pid: 5539, tid: 5642, name: UnityMain >>> com.DefaultCompany.androidcrash <<<

2021-02-02 18:08:29.076 5539-5642/? E/CRASH: uid: 10156

2021-02-02 18:08:29.077 5539-5642/? E/CRASH: signal 11 (SIGSEGV), code 2 (SEGV_ACCERR), fault addr 0xba4b0b00

2021-02-02 18:08:29.145 5539-5642/? E/CRASH: r0 f281f800 r1 00000131 r2 ba4b0b00 r3 ecd9c3e0

2021-02-02 18:08:29.146 5539-5642/? E/CRASH: r4 f281f800 r5 00000131 r6 00000131 r7 bf005b58

2021-02-02 18:08:29.147 5539-5642/? E/CRASH: r8 c400e094 r9 bf0066f8 r10 bf006624 r11 bf0065d8

2021-02-02 18:08:29.213 5539-5642/? E/CRASH: ip c24e176c sp bf005b50 lr c20c11f9 pc ba4b0b00

2021-02-02 18:08:29.227 5539-5642/? E/CRASH: backtrace:

2021-02-02 18:08:29.229 5539-5642/? E/CRASH: #00 pc 0004fb00 /data/user/0/com.DefaultCompany.androidcrash/code_cache/libjvmtiagent_x86.so

2021-02-02 18:08:30.394 5539-5642/? E/CRASH: Tombstone written to: /storage/emulated/0/Android/data/com.DefaultCompany.androidcrash/files/tombstone_01

2021-02-02 18:08:30.430 5539-5642/? E/AndroidRuntime: FATAL EXCEPTION: UnityMain

Process: com.DefaultCompany.androidcrash, PID: 5539

java.lang.Error: *** **

Version '2019.4.12f1 (fecf67a39ae5)', Build type 'Development', Scripting Backend 'il2cpp', CPU 'armeabi-v7a'

Build fingerprint: 'google/sdk_gphone_x86/generic_x86_arm:11/RSR1.201013.001/6903271:user/release-keys'

Revision: '0'

ABI: 'arm'

Timestamp: 2021-02-02 18:08:29-0800

pid: 5539, tid: 5642, name: UnityMain >>> com.DefaultCompany.androidcrash <<<

uid: 10156

signal 11 (SIGSEGV), code 2 (SEGV_ACCERR), fault addr 0xba4b0b00

r0 f281f800 r1 00000131 r2 ba4b0b00 r3 ecd9c3e0

r4 f281f800 r5 00000131 r6 00000131 r7 bf005b58

r8 c400e094 r9 bf0066f8 r10 bf006624 r11 bf0065d8

ip c24e176c sp bf005b50 lr c20c11f9 pc ba4b0b00

backtrace:

#00 pc 0004fb00 /data/user/0/com.DefaultCompany.androidcrash/code_cache/libjvmtiagent_x86.so

at libjvmtiagent_x86.0x4fb00(Native Method)

libjvmtiagent is a profiler library so we're investigating.

pa...@unity3d.com <pa...@unity3d.com> [#5](#)

Great news! Thanks for looking into this!

On Tue, Feb 2, 2021 at 21:14 <buganizer-system@google.com> wrote:

[- Show quoted text -](#)

-
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Hi Paul, just an update: based on our investigation, the crash has nothing to do with C++ recording but comes from our [↪ JNI allocation tracking](#). I can reproduce it by just starting the profile



pa...@unity3d.com <pa...@unity3d.com> [#7](#)

Hey!

I'll transfer this to the mobile team to get some more info and get back to you. Thanks again!

On Wed, Feb 10, 2021 at 8:25 PM <buganizer-system@google.com> wrote:

[- Show quoted text -](#)

--
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Hey, so I noticed from the APK that the app depends on this library: <https://github.com/bitter/android-jni-bridge>, which seems to rewire some JNI operations, potentially causing our JNI alloc. If you (or your mobile team) know more about the library, we can work together to figure out the root cause of the crash. Thanks!



yi...@google.com <yi...@google.com>

Status: New