Android Public Tracker > ART 148240970

Abort crash on devices running Android 10

+1 18 Hotlists (1) Mark as Duplicate

Comments (50) Dependencies Duplicates (0) Blocking (0) Resources (5)

Fixed Bug P3 + Add Hotlist [AOSP] assigned

STATUS UPDATE No update yet. Edit

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

We started seeing the following crash on December 3, 2019. It is affecting only devices that are running Android 10. Attached is a screenshot from our Google Play Console that contains the stac

Here is the stack trace:

*** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
- Show quoted text -

*** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***

It has been hard to debug the issue because:
1. the stack trace doesn't have anything pointing to our code
2. we have been unable to reproduce the issue

We are constantly checking the user reviews that might be connected to this crash, the few we found are telling us about the app crashing at startup. We found that at least in some cases restart does not solve the issue.

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0 B

✓ Links (5)

Links (5)

"For steps to capture a bug report, please refer: https://developer.android.com/studio/debug/bug-report#bugreportdevice"
"You can find the crashing apk here: https://drive.google.com/file/d/1SNKbZsIHpbsW-YJAu3YiAfYmt_SREQuo/view?usp=sharing (also shared with android-bugreport@google.com)"
"https://android-review.googlesource.com/c/platform/art/…"
"https://android-developers.googleblog.com/2020/02/Android-11-deve… "
"about:invalid#zCSafez"

COMMENTS

ra...@google.com <ra...@google.com>

Assigned to ra...@google.com.

ra...@google.com <ra...@google.com> #2

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

Please provide apk or play store link of apk to reproduce the issue. Also mention the steps to be followed for reproducing the issue with the given apk.

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" o

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

go...@gmail.com <go...@gmail.com> #3

Hi,

Thanks for looking into this!

You can find the crashing apk here: https://drive.google.com/file/d/1SNKbZsIHpbsW-YJAu3YiAfYmt_SREQuo/view?usp=sharing (also shared with android-bugreport@google.com)

Unfortunately I can't tell you the steps to reproduce the issue since we weren't able to reproduce it ourselves. We just found an increasing number of crash reports coming to Google Play, so

mu...@gmail.com <mu...@gmail.com> #4

Attached is the tombstone file with the crash.

deleted

0 B

ra...@google.com <ra...@google.com> #5

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.

ng...@google.com <ng...@google.com> #6

Marked as fixed.

Thank you for reporting! This got fixed with:
https://android-review.googlesource.com/c/platform/art/+/1149193/

Which will be in future platform releases.

mu...@gmail.com <mu...@gmail.com> #7

Hi,

Do you have an estimate on when this fixed will be released, is it included in Android 11? The issue is having a significant impact on our Google Play crash report.

Thank you.

ng...@google.com <ng...@google.com> #8

The fix is included in Android 11 DP1, which got out tomorrow:
https://android-developers.googleblog.com/2020/02/Android-11-developer-preview.html

Unfortunately, we don't have dates on when Android 11 releases.

mu...@gmail.com <mu...@gmail.com> #9

Hi,

Do you have any updates on when the fix will be applied to Android 10 or any recommendation on how we can remedy the negative effects it is having on our Google Play metrics?

Thank you.

ng...@google.com <ng...@google.com> #10

I don't have any dates and know whether it will be applied to Android 10. I've added a member of the play console team to this bug. Vlad, are you the right person to help here?

ng...@google.com <ng...@google.com> #11

(should have added: "Adding Vlad on whether the Google play metrics could ignore this crash")

ki...@gmail.com <ki...@gmail.com> #12

Hi there,

Is there any update on when this will be fixed for Android 10 users? According to Google Play Console our app still has many users a day experiencing this ANR.

Thanks

ng...@google.com <ng...@google.com> #13

The fix isn't going to Android 10, but it's in Android 11. OEM devices need to upgrade to Android 11 for having it.

zl...@gmail.com <zl...@gmail.com> #14

focus on this bug, same problem

tu...@gmail.com <tu...@gmail.com> #15

We got this stacktrace when tried to update appsflyer on 4.11.0+ which is forced by google play. We have this crash on 4.11.0, 5.1, 6.2.

We don't have this crash on 4.8.19 which is unfortunately no longer supported by google play rules. So we are kinda forced to introduce regression by google play.

jo...@truecaller.com <jo...@truecaller.com> #16

We have around 7.5M user who are affected monthly by this ANR:

```
  #00  pc 00000000000830f0  /apex/com.android.runtime/lib64/bionic/libc.so (abort+160)
  #00  pc 00000000004b8358  /apex/com.android.runtime/lib64/libart.so (art::Runtime::Abort(char const*)+2280)
  #00  pc 000000000000b458  /system/lib64/libbase.so (android::base::LogMessage::~LogMessage()+580)
  #00  pc 000000000044528c  /apex/com.android.runtime/lib64/libart.so (art::OatHeader::GetCompilerFilter() const+280)
  #00  pc 000000000044cbb4  /apex/com.android.runtime/lib64/libart.so (art::OatFile::GetCompilerFilter() const+40)
  #00  pc 00000000004582b8  /apex/com.android.runtime/lib64/libart.so (art::OatFileManager::DumpForSigQuit(std::__1::basic_ostream<char, std::__1::char_traits<char>>&)+392)
  #00  pc 00000000004c5724  /apex/com.android.runtime/lib64/libart.so (art::Runtime::DumpForSigQuit(std::__1::basic_ostream<char, std::__1::char_traits<char>>&)+104)
  #00  pc 00000000004d9bbc  /apex/com.android.runtime/lib64/libart.so (art::SignalCatcher::HandleSigQuit()+1352)
  #00  pc 00000000004d8c68  /apex/com.android.runtime/lib64/libart.so (art::SignalCatcher::Run(void*)+252)
  #00  pc 00000000000e6890  /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+36)
  #00  pc 0000000000084b6c  /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
```

Happening only on Android 10 devices, some Oppo, Xiaomi, OnePlus devices. Is it possible to get fix back ported to Android 10?

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na...@centavo.lk <na...@centavo.lk> #17

I got this error in Android 11 - OnePlus 7T Pro device also.
what is the solution for this ?

backtrace:

```
  #00  pc 000000000004e40c  /apex/com.android.runtime/lib64/bionic/libc.so (abort+164)
  #00  pc 000000000055c374  /apex/com.android.art/lib64/libart.so (art::Runtime::Abort(char const*)+2308)
  #00  pc 0000000000013be4  /system/lib64/libbase.so (android::base::SetAborter(std::__1::function<void (char const*)>&&)::$_3::__invoke(char const*)+76)
  #00  pc 0000000000012fb4  /system/lib64/libbase.so (android::base::LogMessage::~LogMessage()+320)
  #00  pc 0000000000387000  /apex/com.android.art/lib64/libart.so (art::JavaVMExt::AddWeakGlobalRef(art::Thread*, art::ObjPtr<art::mirror::Object>)+260)
  #00  pc 00000000003f7f48  /apex/com.android.art/lib64/libart.so (art::JNI<false>::NewWeakGlobalRef(_JNIEnv*, _jobject*)+652)
  #00  pc 000000000093e260  /data/app/~~PBse7KrabkbIVxYA8v-4wA==/org.vinotabeta-7ZSv-Bp3wsa-LX-rl6KcQw==/split_config.arm64_v8a.apk!lib/arm64-v8a/liblinphone.so (offset 0x3c
  #00  pc 0000000000038824  /data/app/~~PBse7KrabkbIVxYA8v-4wA==/org.vinotabeta-7ZSv-Bp3wsa-LX-rl6KcQw==/oat/arm64/base.odex (art_jni_trampoline+132)
  #00  pc 00000000020664d0  /memfd:jit-cache (org.linphone.core.FriendImpl.getVcard+96)
  #00  pc 00000000020667f4  /memfd:jit-cache (org.vinotabeta.k.m.P+580)
  #00  pc 0000000002068bb0  /memfd:jit-cache (org.vinotabeta.k.b.a+416)
  #00  pc 000000000013387c  /apex/com.android.art/lib64/libart.so (art_quick_osr_stub+60)
  #00  pc 000000000033d3b0  /apex/com.android.art/lib64/libart.so (art::jit::Jit::MaybeDoOnStackReplacement(art::Thread*, art::ArtMethod*, unsigned int, int, art::JValue*)+344)
  #00  pc 000000000068a258  /apex/com.android.art/lib64/libart.so (MterpMaybeDoOnStackReplacement+208)
  #00  pc 0000000000132350  /apex/com.android.art/lib64/libart.so (MterpHelpers+240)
  #00  pc 000000000054c1b6  /data/app/~~PBse7KrabkbIVxYA8v-4wA==/org.vinotabeta-7ZSv-Bp3wsa-LX-rl6KcQw==/oat/arm64/base.vdex (org.vinotabeta.k.b.a+42)
  #00  pc 00000000006825ac  /apex/com.android.art/lib64/libart.so (MterpInvokeVirtualQuick+1344)
  #00  pc 0000000000131594  /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual_quick+20)
  #00  pc 000000000054c174  /data/app/~~PBse7KrabkbIVxYA8v-4wA==/org.vinotabeta-7ZSv-Bp3wsa-LX-rl6KcQw==/oat/arm64/base.vdex (org.vinotabeta.k.b.onPostExecute+4)
  #00  pc 0000000000305ef0  /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::ShadowFrame&, art::JValue, bool, bool) (.ll
  #00  pc 000000000066a5d0  /apex/com.android.art/lib64/libart.so (artQuickToInterpreterBridge+780)
  #00  pc 000000000013cff8  /apex/com.android.art/lib64/libart.so (art_quick_to_interpreter_bridge+88)
  #00  pc 00000000007026a8  /system/framework/arm64/boot-framework.oat (android.os.AsyncTask$InternalHandler.handleMessage+296)
  #00  pc 0000000000650394  /system/framework/arm64/boot-framework.oat (android.os.Handler.dispatchMessage+180)
  #00  pc 00000000006538f4  /system/framework/arm64/boot-framework.oat (android.os.Looper.loop+1668)
  #00  pc 000000000040e2a0  /system/framework/arm64/boot-framework.oat (android.app.ActivityThread.main+752)
  #00  pc 00000000001337e8  /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568)
  #00  pc 00000000001a8a94  /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const*)+228)
  #00  pc 0000000000554a38  /apex/com.android.art/lib64/libart.so (art::InvokeMethod(art::ScopedObjectAccessAlreadyRunnable const&, _jobject*, _jobject*, _jobject*, unsigned long)+136
  #00  pc 00000000004d4180  /apex/com.android.art/lib64/libart.so (art::Method_invoke(_JNIEnv*, _jobject*, _jobject*, _jobjectArray*)+52)
  #00  pc 00000000008a6f4  /apex/com.android.art/javalib/arm64/boot.oat (art_jni_trampoline+180)
  #00  pc 00000000008d03a8  /system/framework/arm64/boot-framework.oat (com.android.internal.os.RuntimeInit$MethodAndArgsCaller.run+136)
  #00  pc 00000000008d8b6c  /system/framework/arm64/boot-framework.oat (com.android.internal.os.ZygoteInit.main+2444)
  #00  pc 00000000001337e8  /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568)
  #00  pc 00000000001a8a94  /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const*)+228)
  #00  pc 0000000000553474  /apex/com.android.art/lib64/libart.so (art::JValue art::InvokeWithVarArgs<art::ArtMethod*>(art::ScopedObjectAccessAlreadyRunnable const&, _jobject*, art::A
  #00  pc 0000000000553928  /apex/com.android.art/lib64/libart.so (art::JValue art::InvokeWithVarArgs<_jmethodID*>(art::ScopedObjectAccessAlreadyRunnable const&, _jobject*, _jmethod
  #00  pc 0000000000438488  /apex/com.android.art/lib64/libart.so (art::JNI<true>::CallStaticVoidMethodV(_JNIEnv*, _jclass*, _jmethodID*, std::__va_list)+656)
  #00  pc 000000000009a424  /system/lib64/libandroid_runtime.so (_JNIEnv::CallStaticVoidMethod(_jclass*, _jmethodID*, ...)+124)
  #00  pc 00000000000a24e8  /system/lib64/libandroid_runtime.so (android::AndroidRuntime::start(char const*, android::Vector<android::String8> const&, bool)+836)
  #00  pc 0000000000003674  /system/bin/app_process64 (main+1580)
  #00  pc 00000000000499e4  /apex/com.android.runtime/lib64/bionic/libc.so (__libc_init+108)
```

[Deleted User] <[Deleted User]> #18

+1 to getting this fix backported to Android 10 please!

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de...@chope.com.sg <de...@chope.com.sg> #19

+1 to getting this fix backported to Android 10 please!

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ro...@infiapps.com <ro...@infiapps.com> #20

This issue increased our crash session percentage from 1% to 6% of the players, is there going to be any fix available any time soon? (we're fully updated on sdks versions).

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kr...@jupiter.money <kr...@jupiter.money> #21

We are facing the same issue which is affecting and increasing the Crash percentage to 2.x%

bo...@163.com <bo...@163.com> #22

I also encountered the same problem, but my devices is Android 7. why?

```
 backtrace:
#00 pc 000000000004aa40  /apex/com.android.runtime/lib64/bionic/libc.so (memset+256) (BuildId: c1657caafa5a387af41f48ca958b1897)
#01 pc 000000000001349c  /data/local/tmp/new/native_exec (process(std::__ndk1::basic_string<char, std::__ndk1::char_traits<char>, std::__ndk1::allocator<char> >, std::__ndk1::basic_strin
std::__ndk1::allocator<char> >, WSize, WSize, WSize, WSize, WSize, WSize)+192) (BuildId: 81f5ea57d0aabefecac97fe3f8fa4084dc7173cd)
```

sh...@gmail.com <sh...@gmail.com> #23

Any Update?

sy...@gmail.com <sy...@gmail.com> #24

Any Update?

ca...@instantbits.com <ca...@instantbits.com> #25

I've recently started getting a lot of ANR reports with a similar stack trace. Is there a solution?

```
#00 pc 00000000002fe1ab /apex/com.android.runtime/lib/libart.so (???) #00 pc 00000000003a6f9b /apex/com.android.runtime/lib/libart.so (???) #00 pc 00000000003a3773 /apex/com.a
00000000003bbfed /apex/com.android.runtime/lib/libart.so (???) #00 pc 00000000003b699d /apex/com.android.runtime/lib/libart.so (???) #00 pc 00000000003b60bd /apex/com.android.
00000000003b5a51 /apex/com.android.runtime/lib/libart.so (???) #00 pc 0000000000380677 /apex/com.android.runtime/lib/libart.so (???) #00 pc 000000000038effd /apex/com.android.
000000000038e463 /apex/com.android.runtime/lib/libart.so (???) #00 pc 000000000007d0d3 /apex/com.android.runtime/lib/bionic/libc.so (???)
```

ca...@instantbits.com <ca...@instantbits.com> #26

Pasting the stack trace again with better formatting:

```
  #00  pc 00000000002fe1ab  /apex/com.android.runtime/lib/libart.so (???)
  #00  pc 00000000003a6f9b  /apex/com.android.runtime/lib/libart.so (???)
  #00  pc 00000000003a3773  /apex/com.android.runtime/lib/libart.so (???)
  #00  pc 00000000003bbfed  /apex/com.android.runtime/lib/libart.so (???)
  #00  pc 00000000003b699d  /apex/com.android.runtime/lib/libart.so (???)
  #00  pc 00000000003b60bd  /apex/com.android.runtime/lib/libart.so (???)
  #00  pc 00000000003b5a51  /apex/com.android.runtime/lib/libart.so (???)
  #00  pc 0000000000380677  /apex/com.android.runtime/lib/libart.so (???)
  #00  pc 000000000038effd  /apex/com.android.runtime/lib/libart.so (???)
  #00  pc 000000000038e463  /apex/com.android.runtime/lib/libart.so (???)
  #00  pc 000000000007d0d3  /apex/com.android.runtime/lib/bionic/libc.so (???)
```

ar...@gmail.com <ar...@gmail.com> #27

any updates on this?

ba...@gmail.com <ba...@gmail.com> #28

It is still happening with Android 11. I see most affected devices are from Samsung.

Message last modified on Jun 16, 2021 05:42PM

an...@gmail.com <an...@gmail.com> #29

This issue is still happening on android 10 then why the status is marked as Fixed?

```
backtrace:
  #00  pc 0000000000083860  /apex/com.android.runtime/lib64/bionic/libc.so (abort+176)
  #00  pc 00000000004bb154  /apex/com.android.runtime/lib64/libart.so (art::Runtime::Abort(char const*)+2172)
  #00  pc 000000000000c650  /system/lib64/libbase.so (android::base::LogMessage::~LogMessage()+608)
  #00  pc 0000000000448dc0  /apex/com.android.runtime/lib64/libart.so (art::OatHeader::GetCompilerFilter() const+280)
  #00  pc 00000000004506b0  /apex/com.android.runtime/lib64/libart.so (art::OatFile::GetCompilerFilter() const+40)
  #00  pc 000000000045bd50  /apex/com.android.runtime/lib64/libart.so (art::OatFileManager::DumpForSigQuit(std::__1::basic_ostream<char, std::__1::char_traits<char>>&)+376)
  #00  pc 00000000004c8880  /apex/com.android.runtime/lib64/libart.so (art::Runtime::DumpForSigQuit(std::__1::basic_ostream<char, std::__1::char_traits<char>>&)+104)
  #00  pc 00000000004dcabc  /apex/com.android.runtime/lib64/libart.so (art::SignalCatcher::HandleSigQuit()+1356)
  #00  pc 00000000004dbb0c  /apex/com.android.runtime/lib64/libart.so (art::SignalCatcher::Run(void*)+252)
  #00  pc 00000000000e55b4  /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+36)
  #00  pc 0000000000085458  /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
```

fr...@gmail.com <fr...@gmail.com> #30

Comment has been deleted.

Message last modified on Jul 2, 2021 01:17AM

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fr...@gmail.com <fr...@gmail.com> #31

Receiving a crash whenever I skip the video on my Unity Application. Only happens on Samsung Devices (both Android 10 & 11)

```
backtrace:
 #00 pc 000000000004e750  /apex/com.android.runtime/lib64/bionic/libc.so (abort+164) (BuildId: 2b4aa488d83a04c0c5cd917657ecd514)
 #01 pc 000000000000f314  /system/lib64/libdatasource.so (android::NuCachedSource2::readInternal(long, void*, unsigned long)+536) (BuildId: 575cb89760bde
 #02 pc 000000000000ef64  /system/lib64/libdatasource.so (android::NuCachedSource2::onRead(android::sp<android::AMessage> const&)+244) (BuildId: 575cb897
 #03 pc 000000000000e85c  /system/lib64/libdatasource.so (BuildId: 575cb89760bdebd2ad589e1af4c06c49)
 #04 pc 0000000000018814  /system/lib64/libstagefright_foundation.so (android::AHandler::deliverMessage(android::sp<android::AMessage> const&)+84) (Build
 #05 pc 000000000001e9cc  /system/lib64/libstagefright_foundation.so (android::AMessage::deliver()+188) (BuildId: 684ca5fa699d8995be76b3f9bfc86bd2)
 #06 pc 0000000000019b48  /system/lib64/libstagefright_foundation.so (android::ALooper::loop()+572) (BuildId: 684ca5fa699d8995be76b3f9bfc86bd2)
 #07 pc 0000000000015594  /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+460) (BuildId: 4e69b93bf70ed592f0029dbd1097529e)
 #08 pc 00000000000a5648  /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+144) (BuildId: 5541b6408ddf6d7f1b39761e304
 #09 pc 0000000000014d90  /system/lib64/libutils.so (BuildId: 4e69b93bf70ed592f0029dbd1097529e)
 #10 pc 00000000000b0228  /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64) (BuildId: 2b4aa488d83a04c0c5cd917657ecd514)
 #11 pc 000000000005070c  /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId: 2b4aa488d83a04c0c5cd917657ecd514)
```

Please feel free to reach out for more information about this. Or if anyone has a resolution for this problem it would be great.. Thanks..

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he...@imaginato.com <he...@imaginato.com> #32

Comment has been deleted.

Message last modified on Jul 29, 2021 11:20AM

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im...@upside.com <im...@upside.com> #33

Is there any fix for this? Issue still persist on Android 10, 11 devices

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[Deleted User] <[Deleted User]> #34

I'm getting this crash on Android 11 on these 2 google devices

Pixel 3a XL
Pixel 3a

```
 #00  pc 000000000009bf38  /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8)
 #00  pc 0000000000019ad0  /system/lib64/libutils.so (android::Looper::pollInner(int)+184)
 #00  pc 00000000000199b0  /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*, void**)+112)
 #00  pc 0000000000110f80  /system/lib64/libandroid_runtime.so (android::android_os_MessageQueue_nativePollOnce(_JNIEnv*, _jobject*, long, int)+44)
 at android.os.MessageQueue.nativePollOnce (Native method)
 at android.os.MessageQueue.next (MessageQueue.java:335)
 at android.os.Looper.loop (Looper.java:183)
 at android.app.ActivityThread.main (ActivityThread.java:7664)
 at java.lang.reflect.Method.invoke (Native method)
 at com.android.internal.os.RuntimeInit$MethodAndArgsCaller.run (RuntimeInit.java:592)
 at com.android.internal.os.ZygoteInit.main (ZygoteInit.java:947)
```

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ro...@gmail.com <ro...@gmail.com> #35

Comment has been deleted.

Message last modified on Oct 20, 2021 10:16PM

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ro...@gmail.com <ro...@gmail.com> #36

We are getting a similar issue,

This one is on Android 10 Redmi 8 Pro:

```
#00 pc 0000000000077f78 .../libjvmtiagent_arm64.so
#01 pc 000000000205455c  /memfd:/jit-cache (deleted) (art_jni_trampoline+220)
#02 pc 0000000002039138  /memfd:/jit-cache (deleted) (com.android.tools.agent.layoutinspector.ComponentTree.loadView+744)
 #03 pc 000000000205525c  /memfd:/jit-cache (deleted) (com.android.tools.agent.layoutinspector.ComponentTree.writeTree+60)
#04 pc 000000000206d184  /memfd:/jit-cache (deleted) (com.android.tools.agent.layoutinspector.LayoutInspectorService$ComponentTreeBuilder.run+148)
#05 pc 0000000002065714  /memfd:/jit-cache (deleted) (android.os.Handler.handleCallback+68)
#06 pc 0000000002054620  /memfd:/jit-cache (deleted) (android.os.Handler.dispatchMessage+64)
#07 pc 000000000203f4d8  /memfd:/jit-cache (deleted) (android.os.Looper.loop+1272)
#08 pc 000000000013763c  /apex/com.android.runtime/lib64/libart.so (art_quick_osr_stub+60) (BuildId: 8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#09 pc 000000000033a268  /apex/com.android.runtime/lib64/libart.so (art::jit::Jit::MaybeDoOnStackReplacement(art::Thread*, art::ArtMethod*, unsigned int, int, art::JValue*)+1688) (BuildI
#10 pc 00000000002ed070  /apex/com.android.runtime/lib64/libart.so (void art::interpreter::ExecuteSwitchImplCpp<false, false>(art::interpreter::SwitchImplContext*)+13384) (BuildId: 8a3b
#11 pc 0000000000142bd8  /apex/com.android.runtime/lib64/libart.so (ExecuteSwitchImplAsm+8) (BuildId: 8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#12 pc 0000000000346ba4  /system/framework/framework.jar (android.os.Looper.loop)
```

```
#13 pc 00000000005a5118  /apex/com.android.runtime/lib64/libart.so (MterpInvokeStatic+1288) (BuildId: 8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#14 pc 0000000000131994  /apex/com.android.runtime/lib64/libart.so (mterp_op_invoke_static+20) (BuildId: 8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#15 pc 00000000001a8166  /system/framework/framework.jar (android.app.ActivityThread.main+214)
#16 pc 00000000002b56e0  /apex/com.android.runtime/lib64/libart.so (_ZN3art11interpreterL7ExecuteEPNS_6ThreadERKNS_20CodeItemDataAccessorERNS_11ShadowFrameENS_6JValu
(BuildId: 8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#17 pc 0000000000593678  /apex/com.android.runtime/lib64/libart.so (artQuickToInterpreterBridge+1024) (BuildId: 8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
 #18 pc 0000000000140468  /apex/com.android.runtime/lib64/libart.so (art_quick_to_interpreter_bridge+88) (BuildId: 8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#19 pc 00000000001375b8  /apex/com.android.runtime/lib64/libart.so (art_quick_invoke_static_stub+568) (BuildId: 8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#20 pc 00000000001460cc  /apex/com.android.runtime/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const*)+276) (BuildId: 8a3b7dc00f
#21 pc 00000000004b2728  /apex/com.android.runtime/lib64/libart.so (art::(anonymous namespace)::InvokeWithArgArray(art::ScopedObjectAccessAlreadyRunnable const&, art::ArtMethod
art::JValue*, char const*)+104) (BuildId: 8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#22 pc 00000000004b4170  /apex/com.android.runtime/lib64/libart.so (art::InvokeMethod(art::ScopedObjectAccessAlreadyRunnable const&, _jobject*, _jobject*, _jobject*, unsigned long)+1
8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#23 pc 000000000043fd90  /apex/com.android.runtime/lib64/libart.so (art::Method_invoke(_JNIEnv*, _jobject*, _jobject*, _jobjectArray*)+48) (BuildId: 8a3b7dc00ff3cc4e0a8dbb5e3417e2ec
#24 pc 00000000006d4a34  /system/framework/arm64/boot.oat (art_jni_trampoline+180) (BuildId: 52a27889128c72a7871db023b9bbdda5bd5a8354)
#25 pc 0000000000137334  /apex/com.android.runtime/lib64/libart.so (art_quick_invoke_stub+548) (BuildId: 8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#26 pc 00000000001460ac  /apex/com.android.runtime/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const*)+244) (BuildId: 8a3b7dc00f
#27 pc 00000000002e4db0  /apex/com.android.runtime/lib64/libart.so (art::interpreter::ArtInterpreterToCompiledCodeBridge(art::Thread*, art::ArtMethod*, art::ShadowFrame*, unsigned sho
8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#28 pc 00000000002dfe3c  /apex/com.android.runtime/lib64/libart.so (bool art::interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*, art::ShadowFrame&, art::Instruction const*, un
8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#29 pc 00000000005a21e0  /apex/com.android.runtime/lib64/libart.so (MterpInvokeVirtual+648) (BuildId: 8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#30 pc 0000000000131814  /apex/com.android.runtime/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#31 pc 00000000003a56ae  /system/framework/framework.jar (com.android.internal.os.RuntimeInit$MethodAndArgsCaller.run+22)
 #32 pc 00000000002b56e0  /apex/com.android.runtime/lib64/libart.so (_ZN3art11interpreterL7ExecuteEPNS_6ThreadERKNS_20CodeItemDataAccessorERNS_11ShadowFrameENS_6JValu
(BuildId: 8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#33 pc 0000000000593678  /apex/com.android.runtime/lib64/libart.so (artQuickToInterpreterBridge+1024) (BuildId: 8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#34 pc 0000000000140468  /apex/com.android.runtime/lib64/libart.so (art_quick_to_interpreter_bridge+88) (BuildId: 8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#35 pc 0000000002343c64  /system/framework/arm64/boot-framework.oat (com.android.internal.os.ZygoteInit.main+2148) (BuildId: 3c4f9f58cdf148ad25f4b00d4216538df3f5a0a7)
#36 pc 00000000001375b8  /apex/com.android.runtime/lib64/libart.so (art_quick_invoke_static_stub+568) (BuildId: 8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#37 pc 00000000001460cc  /apex/com.android.runtime/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const*)+276) (BuildId: 8a3b7dc00f
#38 pc 00000000004b2728  /apex/com.android.runtime/lib64/libart.so (art::(anonymous namespace)::InvokeWithArgArray(art::ScopedObjectAccessAlreadyRunnable const&, art::ArtMethod
art::JValue*, char const*)+104) (BuildId: 8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#39 pc 00000000004b2388  /apex/com.android.runtime/lib64/libart.so (art::InvokeWithVarArgs(art::ScopedObjectAccessAlreadyRunnable const&, _jobject*, _jmethodID*, std::__va_list)+408
8a3b7dc00ff3cc4e0a8dbb5e3417e2ec)
#40 pc 00000000003be008  /apex/com.android.runtime/lib64/libart.so (art::JNI::CallStaticVoidMethodV(_JNIEnv*, _jclass*, _jmethodID*, std::__va_list)+624) (BuildId: 8a3b7dc00ff3cc4e0a8
#41 pc 00000000000c25e4  /system/lib64/libandroid_runtime.so (_JNIEnv::CallStaticVoidMethod(_jclass*, _jmethodID*, ...)+116) (BuildId:
#42 pc 00000000000c55ec  /system/lib64/libandroid_runtime.so (android::AndroidRuntime::start(char const*, android::Vector<android::String8> const&,  #43 pc 00000000000034ec  /syster
ea2ae94a0c604c473364e36297da726b)
#44 pc 000000000007d86c  /apex/com.android.runtime/lib64/bionic/libc.so (__libc_init+108) (BuildId: ceedf0f98da575de138b0c631aceca44)
```

Can anyone give any clue if we can do anything to prevent this crash?

ma...@gmail.com <ma...@gmail.com> #37

我也有这个问题，怎么解决?

sh...@gmail.com <sh...@gmail.com> #38

我也发现了类似问题，如何解决

ca...@gmail.com <ca...@gmail.com> #39

巧了 我也有这个问题~~咋整
Qiaole, wo ye you zhe ge wen ti ~~ za zheng~

li...@gmail.com <li...@gmail.com> #40

We are getting a similar issue on Android 10 & 11

Native Crash:

signal 6 (SIGABRT), code 0 (SI_USER), fault addr --------

backtrace:

```
#00 pc 00000000000830f0 /apex/com.android.runtime/lib64/bionic/libc.so (abort+160)

#01 pc 00000000004b99ac /apex/com.android.runtime/lib64/libart.so (_ZN3art7Runtime5AbortEPKc+2280)

#02 pc 000000000000b458 /system/lib64/libbase.so (_ZN7android4base10LogMessageD1Ev+580)

#03 pc 00000000004468e0 /apex/com.android.runtime/lib64/libart.so (_ZNK3art9OatHeader17GetCompilerFilterEv+280)

#04 pc 000000000044e208 /apex/com.android.runtime/lib64/libart.so (_ZNK3art7OatFile17GetCompilerFilterEv+40)

#05 pc 000000000045990c /apex/com.android.runtime/lib64/libart.so (_ZN3art14OatFileManager14DumpForSigQuitERNSt3__113basic_ostreamIcNS1_11char_traitsIcEEEE+392)

#06 pc 00000000004c6d6c /apex/com.android.runtime/lib64/libart.so (_ZN3art7Runtime14DumpForSigQuitERNSt3__113basic_ostreamIcNS1_11char_traitsIcEEEE+104)

#07 pc 00000000004db204 /apex/com.android.runtime/lib64/libart.so (_ZN3art13SignalCatcher13HandleSigQuitEv+1352)
```

```
#08 pc 00000000004da2b0 /apex/com.android.runtime/lib64/libart.so (_ZN3art13SignalCatcher3RunEPv+252)

#09 pc 00000000000e6890 /apex/com.android.runtime/lib64/bionic/libc.so (_ZL15__pthread_startPv+36)

#10 pc 0000000000084b6c /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
```

Are there any solution?

---

dm...@gmail.com <dm...@gmail.com> #41

Hey guys, I had this exact crash and just managed to solve it. After much research on the web (and finding nothing of use), I decided to bet it was some sort of incompatibility between some
one by one, and found that, in my case at least, the problem was Sentry. Simply not invoking it during app start solved the issue. Hope it helps!

---

ev...@gmail.com <ev...@gmail.com> #42

#41 I'm facing that issue too and also using Sentry. Could you please explain, you're completely disabled Sentry or just postponed it initialization. If postponed please share some piece of co

---

an...@didiglobal.com <an...@didiglobal.com> #43

Comment has been deleted.

Message last modified on Dec 6, 2021 11:06PM

---

ma...@gmail.com <ma...@gmail.com> #44

me to

```
backtrace:
  #00  pc 0000000000083860  /apex/com.android.runtime/lib64/bionic/libc.so (abort+176)
  #00  pc 00000000004bb154  /apex/com.android.runtime/lib64/libart.so (art::Runtime::Abort(char const*)+2172)
  #00  pc 000000000000c650  /system/lib64/libbase.so (android::base::LogMessage::~LogMessage()+608)
  #00  pc 0000000000448dc0  /apex/com.android.runtime/lib64/libart.so (art::OatHeader::GetCompilerFilter() const+280)
  #00  pc 00000000004506b0  /apex/com.android.runtime/lib64/libart.so (art::OatFile::GetCompilerFilter() const+40)
  #00  pc 000000000045bd50  /apex/com.android.runtime/lib64/libart.so (art::OatFileManager::DumpForSigQuit(std::__1::basic_ostream<char, std::__1::char_traits<char>>&)+376)
  #00  pc 00000000004c8880  /apex/com.android.runtime/lib64/libart.so (art::Runtime::DumpForSigQuit(std::__1::basic_ostream<char, std::__1::char_traits<char>>&)+104)
  #00  pc 00000000004dcabc  /apex/com.android.runtime/lib64/libart.so (art::SignalCatcher::HandleSigQuit()+1356)
  #00  pc 00000000004dbb0c  /apex/com.android.runtime/lib64/libart.so (art::SignalCatcher::Run(void*)+252)
  #00  pc 00000000000e55b4  /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+36)
  #00  pc 0000000000085458  /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
```

---

wa...@gmail.com <wa...@gmail.com> #45

We are getting a similar issue on Android 10 , HuaWei and OPPO

```
  d2  0000000000000000  d3  0000000000000000
  d4  0000000000000000  d5  0000004f00000000
  d6  0000000000000000  d7  0000000000000000
  d8  0000000000000000  d9  0000000000000000
  d10 0000000000000000  d11 0000000000000000
  d12 0000000000000000  d13 0000000000000000
  d14 0000000000000000  d15 0000000000000000
  d16 00000004d7d7e6b4  d17 000000020e667e28
  d18 00000001510be7d4  d19 00000000bd5a9654
  d20 0000000056ff43ba  d21 0000000000000000
  d22 0000000000fffdd6  d23 0000000000ffff5a
  d24 0000000000ffffeb  d25 0000000001000000
  d26 0000000000000000  d27 0000000000000079
  d28 0000000000000000  d29 0000000079000000
  d30 0010000000000000  d31 0000012800000128
  scr 20000010

    #00  pc 0002a5a2  /apex/com.android.runtime/lib/bionic/libc.so (abort)
    #00  pc 0002a5a2  /apex/com.android.runtime/lib/bionic/libc.so
    #01  pc 0002a58f  /apex/com.android.runtime/lib/bionic/libc.so
    --- --- ---
[DEBUG] Read self maps instead! map: 0x0
    00 pc 0002a5a2  /apex/com.android.runtime/lib/bionic/libc.so (abort+165)
    01 pc 002be6c1  /apex/com.android.runtime/lib/libart.so (_ZN3art7Runtime5AbortEPKc+1980)
    02 pc 000025e1  /system/lib/libbase.so (_ZN7android4base10LogMessageD2Ev+488)
    03 pc 0026720b  /apex/com.android.runtime/lib/libart.so (_ZNK3art9OatHeader17GetCompilerFilterEv+162)
    04 pc 0026cc11  /apex/com.android.runtime/lib/libart.so (_ZNK3art7OatFile17GetCompilerFilterEv+20)
    05 pc 002777ad  /apex/com.android.runtime/lib/libart.so (_ZN3art14OatFileManager14DumpForSigQuitERNSt3__113basic_ostreamIcNS1_11char_traitsIcEEEE+248)
    06 pc 002c86f1  /apex/com.android.runtime/lib/libart.so (_ZN3art7Runtime14DumpForSigQuitERNSt3__113basic_ostreamIcNS1_11char_traitsIcEEEE+68)
    07 pc 002d77ff  /apex/com.android.runtime/lib/libart.so (_ZN3art13SignalCatcher13HandleSigQuitEv+1038)
    08 pc 002d6c4b  /apex/com.android.runtime/lib/libart.so (_ZN3art13SignalCatcher3RunEPv+238)
    09 pc 000725e7  /apex/com.android.runtime/lib/bionic/libc.so (_ZL15__pthread_startPv+20)
    10 pc 0002ba97  /apex/com.android.runtime/lib/bionic/libc.so (__start_thread+30)
```

Message last modified on Feb 16, 2022 01:08AM

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pu...@gmail.com <pu...@gmail.com> #46

Is it related to hotfix such sophix?

这个跟热更有关吗兄弟们?

so...@gmail.com <so...@gmail.com> #47

We are still facing this issue in android 10. I have update the all sdk i used in game.
Using unity LTS version 2019.4.35

ba...@gmail.com <ba...@gmail.com> #48

Has anyone found the solution or not?

zb...@gmail.com <zb...@gmail.com> #49

Dear Google, Can you provide git name and commit id of the fix you mentioned above, so device manufacturers can backport it to older Android devices, and release the update?
Thank you!

mi...@gmail.com <mi...@gmail.com> #50

i found same issue in android 13 especially in samsung A32S and still give error in this message when i access folder

```
#53 pc 00000000000cd448 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::start(char const*, android::Vectorandroid::String8 const&, bool)+872) (BuildId: f861591ba6d07
```