📁 Android Public Tracker   149040432 ▾

← C ☆   App downloaded from GooglePlayConsole beta test crashes when launched on Android 9   (+1)   [Hotlists (3)]   [Mark as Duplicate]   🔔 ⋮

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

[Obsolete]   Bug   P3   (+ Add Hotlist)   [AOSP] assigned

👥 **STATUS UPDATE** No update yet.   [Edit]

📄 **DESCRIPTION** no...@gmail.com created issue #1   Feb 7, 2020 04:32PM   ⋮

Hello

When I checked [Pre-release report] of GooglePlayConsole, it was crashed only on Android 9 devices.

I do not know why Crash.
Do you know the cause?

◇Terminal that crashed
Pixel 2 Android 9
Pixel 3 Android 9

◇Log
Native crash of ****

*** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
Build fingerprint: 'google/blueline/blueline:9/PQ3A.190801.002/5670241:user/release-keys'
Revision: 'MP1.0'
ABI: 'arm'
pid: 15373, tid: 15373, name: ******** >>> ******** <<<
signal 6 (SIGABRT), code -6 (SI_TKILL), fault addr --------
Abort message: 'jni_internal.cc:616] JNI FatalError called: Unable to load library: /data/app/********-
LqCcJhfwrf7l1liZBI9qMw==/lib/arm/libunity.so [dlopen failed: library "/data/app/****-
LqCcJhfwrf7l1liZBI9qMw==/lib/arm/libunity.so" not found]'
    r0 00000000 r1 00003c0d r2 00000006 r3 00000008
    r4 00003c0d r5 00003c0d r6 ff988934 r7 0000010c
    r8 00000002 r9 ec71c700 r10 00000000 r11 ec61d63e
    ip ff9888d0 sp ff988920 lr efab3fe9 pc efaabe36

■ How to check operation
The operation has been confirmed by the following method, and no problem has occurred in Pixel 2 Android 9.

①. APKS creation
java -jar bundletool-all-0.5.0.jar build-apks --bundle=main.aab --output=main.apks --ks=****.keystore --ks-pass=pass:**** --ks-key-
alias=**** --key-pass=pass:*****

②. Install on device
java -jar bundletool-all-0.5.0.jar install-apks --apks=main.apks

■ Creation environment
・ Unity 5.6.7f1 (64-bit)
・ AndroidStudio 3.5.3 and 3.4.2
・ Android App Bundle
・ GoogleMobileAds   * Multiple mediations are used.
・ Firebase   * crashlytics | analytics | messaging
・ Facebook
・ GooglePlayGames

Using mainTemplate.gradle, we export from Unity BuildStting and output AndroidStudio project.

■ build.gradle
* Only version information will be sent.

```
buildscript {
  dependencies {
    classpath 'com.android.tools.build:gradle:3.5.3'
    classpath 'com.google.gms:google-services:4.3.3'  // Google Services plugin
    classpath 'io.fabric.tools:gradle:1.31.0'
  }
}

// Android Resolver Repos Start
([rootProject] + (rootProject.subprojects as List)).each {
  ext {
    it.setProperty("android.useAndroidX", true)
    it.setProperty("android.enableJetifier", true)
  }
}
([rootProject] + (rootProject.subprojects as List)).each { project ->
```

Reporter	⚪ no...@gmail.com
Type	Bug
Priority	P3
Severity	S3
Status	[Won't fix (Obsolete)]
Access	Default access View
Assignee	⚪ ad...@google.com
Verifier	--
Collaborators 👥	_____ ⌃
CC 🔔	_____ ⌃
	ad...@google.com
	no...@gmail.com
AOSP ID	--
ReportedBy	Developer
Found In	--
Targeted To	--
Verified In	--
In Prod	⚪

```
    project.repositories {
        def unityProjectPath = "file:///D:/Test/
        maven {
            url "https://maven.google.com"
        }

…

        mavenLocal()
        jcenter()
        mavenCentral()
    }
}
// Android Resolver Repos End
apply plugin: 'com.android.application'
apply plugin: 'io.fabric'

dependencies {
    implementation fileTree(dir: 'libs', include: ['*.jar'])
    implementation 'androidx.multidex:multidex:2.0.1'
    implementation 'androidx.legacy:legacy-support-core-utils:1.0.0' // Social Connector
// Android Resolver Dependencies Start
    implementation 'androidx.appcompat:appcompat:1.0.0' //
Facebook.Unity.Editor.AndroidSupportLibraryResolver.addSupportLibraryDependency(System.Object
    implementation 'androidx.cardview:cardview:1.0.0' //
Facebook.Unity.Editor.AndroidSupportLibraryResolver.addSupportLibraryDependency(System.Object
    implementation 'androidx.browser:browser:1.0.0' //
Facebook.Unity.Editor.AndroidSupportLibraryResolver.addSupportLibraryDependency(System.Object
    implementation 'androidx.legacy:legacy-support-v4:1.0.0' //
Facebook.Unity.Editor.AndroidSupportLibraryResolver.addSupportLibraryDependency(System.Object
    implementation 'com.crashlytics.sdk.android:crashlytics:2.9.9' // Assets/Firebase/Editor/CrashlyticsDependencies.xml:15
    implementation 'com.facebook.android:facebook-applinks:5.2.0' // Assets/FacebookSDK/Plugins/Editor/Dependencies.xml:6
    implementation 'com.facebook.android:facebook-core:5.2.0' // Assets/FacebookSDK/Plugins/Editor/Dependencies.xml:5
    implementation 'com.facebook.android:facebook-login:5.2.0' // Assets/FacebookSDK/Plugins/Editor/Dependencies.xml:7
    implementation 'com.facebook.android:facebook-share:5.2.0' // Assets/FacebookSDK/Plugins/Editor/Dependencies.xml:8
    implementation 'com.github.vungle:vungle-android-sdk:6.3.24' //
Assets/GoogleMobileAds/Editor/VungleMediationDependencies.xml:12
    implementation 'com.google.ads.mediation:adcolony:3.3.11.0' //
Assets/GoogleMobileAds/Editor/AdColonyMediationDependencies.xml:7
    implementation 'com.google.ads.mediation:applovin:9.9.1.0' //
Assets/GoogleMobileAds/Editor/AppLovinMediationDependencies.xml:7
    implementation 'com.google.ads.mediation:chartboost:7.5.0.0' //
Assets/GoogleMobileAds/Editor/ChartboostMediationDependencies.xml:7
    implementation 'com.google.ads.mediation:facebook:5.6.0.0' //
Assets/GoogleMobileAds/Editor/FacebookMediationDependencies.xml:7
    implementation 'com.google.ads.mediation:ironsource:6.10.0.0' //
Assets/GoogleMobileAds/Editor/IronSourceMediationDependencies.xml:8
    implementation 'com.google.ads.mediation:tapjoy:12.3.3.0' //
Assets/GoogleMobileAds/Editor/TapjoyMediationDependencies.xml:7
    implementation 'com.google.ads.mediation:unity:3.3.0.0' //
Assets/GoogleMobileAds/Editor/UnityMediationDependencies.xml:7
    implementation 'com.google.ads.mediation:vungle:6.3.24.1' //
Assets/GoogleMobileAds/Editor/VungleMediationDependencies.xml:7
    implementation 'com.google.android.gms:play-services-ads:18.2.0' //
Assets/GoogleMobileAds/Editor/GoogleMobileAdsDependencies.xml:7
    implementation 'com.google.firebase:firebase-analytics:17.2.1' // Assets/Firebase/Editor/MessagingDependencies.xml:15
    implementation 'com.google.firebase:firebase-common:19.3.0' // Assets/Firebase/Editor/AppDependencies.xml:13
    implementation 'com.google.firebase:firebase-messaging:20.1.0' // Assets/Firebase/Editor/MessagingDependencies.xml:13
    implementation 'com.google.games:gpgs-plugin-support:0.10.06' //
Assets/GooglePlayGames/Editor/GooglePlayGamesPluginDependencies.xml:11
    implementation 'com.parse.bolts:bolts-android:1.4.0' // Assets/FacebookSDK/Plugins/Editor/Dependencies.xml:4
// Android Resolver Dependencies End
    implementation(name: 'common', ext:'aar')
    implementation(name: 'facebook-android-wrapper-7.17.2', ext:'aar')
    implementation(name: 'GoogleAIDL', ext:'aar')
    implementation(name: 'googlemobileads-unity', ext:'aar')
    implementation(name: 'GooglePlay', ext:'aar')
    implementation project(':GoogleMobileAdsAdColonyMediation')
    implementation project(':GoogleMobileAdsAppLovinMediation')
    implementation project(':GoogleMobileAdsChartboostMediation')
    implementation project(':GoogleMobileAdsIronSourceMediation')
    implementation project(':GoogleMobileAdsPlugin')
    implementation project(':GoogleMobileAdsTapjoyMediation')
    implementation project(':GooglePlayGamesManifest.plugin')
    implementation project(':unity-android-resources')
}

android {
    compileSdkVersion 28
    buildToolsVersion '28.0.3'

    defaultConfig {
        minSdkVersion 16
        targetSdkVersion 28
        applicationId '******'
```

```
        multiDexEnabled true
        versionCode 182
        versionName "1.56.0"
    }

    lintOptions {
        abortOnError false
    }

    aaptOptions {
        noCompress '.unity3d', '.ress', '.resource', '.obb'
    }

    bundle {
        language {
            enableSplit = false
        }

        density {
            enableSplit = true
        }

        abi {
            enableSplit = true
        }
    }

    buildTypes {
        debug {
            minifyEnabled false
            proguardFiles getDefaultProguardFile('proguard-android.txt'), 'proguard-unity.txt'
            jniDebuggable true
        }
        release {
            minifyEnabled false
            proguardFiles getDefaultProguardFile('proguard-android.txt'), 'proguard-unity.txt'
        }
    }

    compileOptions {
        incremental true
        sourceCompatibility JavaVersion.VERSION_1_8
        targetCompatibility JavaVersion.VERSION_1_8
    }
}
// Add the following line to the bottom of the file:
apply plugin: 'com.google.gms.google-services'  // Google Play services Gradle plugin
```

Best Regards

✓ Links (3)   Hide all

"   url " https://maven.google.com ""   no...@ #1
" … steps to capture a bug report, please refer: https://developer.android.com/studio/debug/bug-report#bugreportdevice"   ad...@ #2
"https://drive.google.com/drive/folders/1cThRhJR3uRjkkuTTadsxzjwgCHl… "   no...@ #3

COMMENTS   [All comments ▾]   [↓ Oldest first]

⊗ **ad...@google.com** <ad...@google.com>   Feb 7, 2020 04:35PM

   Assigned to ad...@google.com.

⊗ **ad...@google.com** <ad...@google.com> #2   Feb 7, 2020 09:09PM ⋮

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

   If your app is available on Google Play Store then share its link/package name.

   Complete log/bug report

   Android bug report (to be captured after reproducing the issue)
   For steps to capture a bug report, please refer: https://developer.android.com/studio/debug/bug-report#bugreportdevice

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

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

no...@gmail.com <no...@gmail.com> #3   Feb 10, 2020 11:38PM ⋮

Thank you for your reply.

■link/package name.
jp.co.ofcr.cm00
Cooking Mama: Let's cook!

■Google Drive
https://drive.google.com/drive/folders/1cThRhJR3uRjkkuTTadsxzjwgCHlm5KfX?usp=sharing

⋄BugReport
 bugreport-walleye-PPR1.180610.009-2020-02-10-17-04-04.zip

⋄log
 Log_20200207

Is this OK?

Best Regards

---

ad...@google.com <ad...@google.com> #4   Feb 12, 2020 09:43PM ⋮

We have passed this to the development team and will update this issue with more information as it becomes available.

---

no...@gmail.com <no...@gmail.com> #5   Feb 13, 2020 12:44AM ⋮

Further testing revealed that the bundletool was out of date.
After upgrading, a similar crash occurred on Android 9.0.

bundletool-all-0.5.0.jar
↓
bundletool-all-0.13.0.jar

Best Regards

---

ad...@google.com <ad...@google.com> #6   May 5, 2021 12:54AM ⋮

Please confirm :

- whether this issue is still seen / relevant today
- whether this was just observed on Pre-launch Report, or additionally on real devices [and whether it could be reproduced offline using bundletool]

If so, if you could attach the bundle (or if it's identical to a version uploaded to Play, please send the version code).

---

ad...@google.com <ad...@google.com> #7   May 11, 2021 09:41PM ⋮

Please provide the information requested in comment #6 to investigate this further.

---

no...@gmail.com <no...@gmail.com> #8   May 12, 2021 07:14PM ⋮

Thank you for your reply.

After some research, I added the following code to the [gradle.properties] file and it works fine.
 android.bundle.enableUncompressedNativeLibs = false

Best Regards

---

ad...@google.com <ad...@google.com> #9   May 12, 2021 09:52PM ⋮

Status: Won't Fix (Obsolete)

Thanks for the update.
Closing this as per comment #8.