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splashScreen.setOnExitAnimationListener() not called when using CustomSplashScreen in debug mode

+1 16

Hotlists (5)

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Comments (22)DependenciesDuplicates (1)Blocking (0)Resources (2)

WAI Bug P3

+ Add Hotlist

Platform

core-splashscreen

👤 STATUS UPDATE

No update yet.

Edit

📄 DESCRIPTION

el...@volvofinans.se created issue **#1**

I'm using dependency "androidx.core:core-splashscreen:1.0.0-alpha01" for my splash screen. Using Android Gradle Plugin 7.0.1 (with Android Studio Arctic Fox 2020.3.1 Patch 1), Kotlin I use my own SplashActivity required for routing the user to different activities depending on the situation (doing anti-root checks, authentication checks etc).

My onCreate() has the following:

```
val splashScreen = installSplashScreen()
splashScreen.setOnExitAnimationListener { handleRouting() }
```

and I'm never calling setContentView().

Everything else is setup according to the migration guidelines:

<https://developer.android.com/about/versions/12/splash-screen-migration>

The problem is, when I run my app through Android Studio in debug mode the windowSplashScreenAnimatedIcon drawable set in the Theme.App.Starting theme is never shown and setOnExitAnimationListener() is never expected.

I'm running the app on a physical device, Google Pixel 4 XL. Using the latest Android 12 Build (from 5 aug). I've attached the project to reproduce it, created a new one from the Login template with

🗑 deleted

0 B 🔍

✓ Links (2)

🔗 Links (2)

"<https://developer.android.com/about/versions/12/splash-screen-migration>"

"<https://developer.android.com/about/versions/12/features/splash-screen?hl=en>"

COMMENTS

👤 el...@volvofinans.se <el...@volvofinans.se> **#2**

Here are the logs from Logcat:

```
2021-08-27 16:32:00.752 17606-17606/? I/e.myapplication: Late-enabling -Xcheck:jni
2021-08-27 16:32:00.769 17606-17606/? D/ProcessState: Binder ioctl to enable oneway spam detection failed: Invalid argument
2021-08-27 16:32:00.724 1618-5815/? D/CompatibilityChangeReporter: Compat change id reported: 168419799; UID 10007; state: DISABLED
2021-08-27 16:32:00.791 17606-17606/com.example.myapplication V/studio.deploy: Startup agent attached to VM
2021-08-27 16:32:00.791 17606-17606/com.example.myapplication V/studio.deploy: No existing instrumentation found. Loading instrumentation from instruments
2021-08-27 16:32:00.787 17606-17606/com.example.myapplication W/re-initialized: type=1400 audit(0.0:2759): avc: granted { execute } for path="/data/data/
2021-08-27 16:32:00.792 17606-17606/com.example.myapplication W/e.myapplication: DexFile /data/data/com.example.myapplication/code_cache/.studio/instrument
2021-08-27 16:32:00.752 17606-17606/? I/e.myapplication: Late-enabling -Xcheck:jni
2021-08-27 16:32:00.792 17606-17606/com.example.myapplication V/studio.deploy: Applying transforms with cached classes
2021-08-27 16:32:00.752 17606-17606/? I/e.myapplication: Late-enabling -Xcheck:jni
2021-08-27 16:32:00.769 17606-17606/? D/ProcessState: Binder ioctl to enable oneway spam detection failed: Invalid argument
2021-08-27 16:32:00.791 17606-17606/com.example.myapplication V/studio.deploy: Startup agent attached to VM
2021-08-27 16:32:00.798 17606-17606/com.example.myapplication W/e.myapplication: Redefining intrinsic method java.lang.Thread java.lang.Thread.currentThread
2021-08-27 16:32:00.787 17606-17606/com.example.myapplication W/re-initialized: type=1400 audit(0.0:2759): avc: granted { execute } for path="/data/data/
2021-08-27 16:32:00.800 17606-17606/com.example.myapplication D/CompatibilityChangeReporter: Compat change id reported: 171979766; UID 10007; state: ENABL
2021-08-27 16:32:00.792 17606-17606/com.example.myapplication W/e.myapplication: DexFile /data/data/com.example.myapplication/code_cache/.studio/instrument
2021-08-27 16:32:00.806 17606-17606/com.example.myapplication W/ActivityThread: Application com.example.myapplication is waiting for the debugger on port
2021-08-27 16:32:00.787 17606-17606/com.example.myapplication W/re-initialized: type=1400 audit(0.0:2759): avc: granted { execute } for path="/data/data/
2021-08-27 16:32:00.792 17606-17606/com.example.myapplication V/studio.deploy: Applying transforms with cached classes
2021-08-27 16:32:00.806 17606-17606/com.example.myapplication I/System.out: Sending WAIT chunk
2021-08-27 16:32:00.792 17606-17606/com.example.myapplication W/e.myapplication: DexFile /data/data/com.example.myapplication/code_cache/.studio/instrument
```

```
Build Date : 11/30/20
OpenGL ES Shader Compiler Version: EV031.31.04.01
2021-08-27 16:32:00.798 17606-17606/com.example.myapplication W/e.myapplication: Redefining intrinsic method java.lang.Thread java.lang.Thread.currentThread
2021-08-27 16:32:00.792 17606-17606/com.example.myapplication V/studio.deploy: Applying transforms with cached classes
Local Branch : promo490_3_Google
Remote Branch :
Remote Branch :
Reconstruct Branch :
2021-08-27 16:32:00.798 17606-17606/com.example.myapplication W/e.myapplication: Redefining intrinsic method boolean java.lang.Thread.interrupted(). This m
2021-08-27 16:32:00.798 17606-17606/com.example.myapplication W/e.myapplication: Redefining intrinsic method java.lang.Thread java.lang.Thread.currentThread
2021-08-27 16:32:00.800 17606-17606/com.example.myapplication D/CompatibilityChangeReporter: Compat change id reported: 171979766; UID 10007; state: ENABL
2021-08-27 16:32:00.806 17606-17606/com.example.myapplication W/ActivityThread: Application com.example.myapplication is waiting for the debugger on port
2021-08-27 16:32:00.798 17606-17606/com.example.myapplication W/e.myapplication: Redefining intrinsic method boolean java.lang.Thread.interrupted(). This m
2021-08-27 16:32:00.806 17606-17606/com.example.myapplication I/System.out: Sending WAIT chunk
2021-08-27 16:32:00.800 17606-17606/com.example.myapplication D/CompatibilityChangeReporter: Compat change id reported: 171979766; UID 10007; state: ENABL
Remote Branch :
Remote Branch :
2021-08-27 16:32:00.806 17606-17606/com.example.myapplication W/ActivityThread: Application com.example.myapplication is waiting for the debugger on port
Reconstruct Branch :
2021-08-27 16:32:00.806 17606-17606/com.example.myapplication I/System.out: Sending WAIT chunk
2021-08-27 16:32:01.807 17606-17606/com.example.myapplication I/System.out: Debugger has connected
2021-08-27 16:32:01.807 17606-17606/com.example.myapplication I/System.out: waiting for debugger to settle...
2021-08-27 16:32:02.007 17606-17606/com.example.myapplication I/System.out: waiting for debugger to settle...
2021-08-27 16:32:02.208 17606-17606/com.example.myapplication I/System.out: waiting for debugger to settle...
2021-08-27 16:32:02.408 17606-17606/com.example.myapplication I/System.out: waiting for debugger to settle...
2021-08-27 16:32:02.608 17606-17606/com.example.myapplication I/System.out: waiting for debugger to settle...
2021-08-27 16:32:02.771 17606-17617/com.example.myapplication W/System: A resource failed to call close.
2021-08-27 16:32:02.808 17606-17606/com.example.myapplication I/System.out: waiting for debugger to settle...
2021-08-27 16:32:03.009 17606-17606/com.example.myapplication I/System.out: waiting for debugger to settle...
2021-08-27 16:32:03.209 17606-17606/com.example.myapplication I/System.out: waiting for debugger to settle...
2021-08-27 16:32:03.409 17606-17606/com.example.myapplication I/System.out: debugger has settled (1465)
2021-08-27 16:32:03.530 17606-17606/com.example.myapplication V/GraphicsEnvironment: ANGLE Developer option for 'com.example.myapplication' set to: 'defau
2021-08-27 16:32:03.531 17606-17606/com.example.myapplication V/GraphicsEnvironment: Updatable production driver is not supported on the device.
2021-08-27 16:32:03.542 17606-17606/com.example.myapplication D/NetworkSecurityConfig: No Network Security Config specified, using platform default
2021-08-27 16:32:03.545 17606-17606/com.example.myapplication D/NetworkSecurityConfig: No Network Security Config specified, using platform default
2021-08-27 16:32:03.709 17606-17606/com.example.myapplication W/e.myapplication: Accessing hidden method Landroid/view/View;->computeFitSystemWindows(Land
2021-08-27 16:32:03.709 17606-17606/com.example.myapplication W/e.myapplication: Accessing hidden method Landroid/view/ViewGroup;->makeOptionalFitsSystemWi
2021-08-27 16:32:03.796 17606-17632/com.example.myapplication I/AdrenoGLES-0: QUALCOMM build : 85da404, I46ff5fc46f
Build Date : 11/30/20
OpenGL ES Shader Compiler Version: EV031.31.04.01
Local Branch : promo490_3_Google
Remote Branch :
Remote Branch :
Reconstruct Branch :
2021-08-27 16:32:03.796 17606-17632/com.example.myapplication I/AdrenoGLES-0: Build Config : S P 10.0.4 AArch64
2021-08-27 16:32:03.796 17606-17632/com.example.myapplication I/AdrenoGLES-0: Driver Path : /vendor/lib64/egl/libGLESv2_adreno.so
2021-08-27 16:32:03.797 17606-17632/com.example.myapplication D/hw-ProcessState: Binder ioctl to enable oneway spam detection failed: Invalid argument
2021-08-27 16:32:03.803 17606-17632/com.example.myapplication I/AdrenoGLES-0: PFP: 0x016ee190, ME: 0x00000000
2021-08-27 16:32:03.806 17606-17632/com.example.myapplication W/AdrenoUtils: <ReadGpuID_from_sysfs:197>: Failed to open /sys/class/kgsl/kgsl-3d0/gpu_model
2021-08-27 16:32:03.806 17606-17632/com.example.myapplication W/AdrenoUtils: <ReadGpuID:221>: Failed to read chip ID from gpu_model. Fallback to use the C
2021-08-27 16:32:03.819 17606-17632/com.example.myapplication D/hw-ProcessState: Binder ioctl to enable oneway spam detection failed: Invalid argument
```

ad...@google.com <ad...@google.com>

Assigned to ad...@google.com.

ad...@google.com <ad...@google.com> #3

Reassigned to al...@google.com.

Behavior is reproducible on S Beta 4 build.

al...@google.com <al...@google.com>

Reassigned to ca...@google.com.

ca...@google.com <ca...@google.com> #4

Status: Won't Fix (Intended Behavior)

If you're never setting the content view, then setOnAnimationExitListener will never be called since your activity doesn't draw, so the splash screen isn't removed. In that case, just call call firs

el...@volvofinans.se <el...@volvofinans.se> #5

That works. So I removed the setOnAnimationExitListener and called handleRouting() before installSplashScreen. The windowSplashScreenAnimatedIcon is shown when app is launched usin

Thanks for the clarification.



ca...@google.com <ca...@google.com> [#6](#)

Yes it's intended because the IDE actually uses Instrumentation to open the app, so the system interprets that as one App opening another, and not the user clicking on the launcher icon



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

What about when the app opens from a deep link or push notification? I'm seeing the same issue, splash screen never shows.



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

That's intended. By default it only show from the launcher. If the **opening** app wants to show the splash screen of the **opened** app, it needs to do:

```
Bundle options = ActivityOptions.makeBasic().toBundle() // or just new Bundle()
options.putInt("android.activity.splashScreenStyle", 1)
startActivity(intent, options)
```

Note that this is not an official API, but it works

Message last modified on Sep 2, 2021 02:04AM



[Deleted User] <[Deleted User]> [#9](#)

Hi, are you working on a fix for launching from Studio? The white screen that we must kill and then all is fine when we relaunch, on OS 12 only?

Message last modified on Oct 30, 2021 02:04PM



ar...@soundcloud.com <ar...@soundcloud.com> [#10](#)

I followed all the steps, the splash screen now works. But still setOnAnimationExitListener is never called. Also I can notice a white screen appear before moving from the SplashScreen to th



[Deleted User] <[Deleted User]> [#11](#)

Yes this is the issue I point out



[Deleted User] <[Deleted User]> [#12](#)

beta01 just came out...without a fix! How can that be?

Message last modified on Jan 22, 2022 11:45AM



ca...@google.com <ca...@google.com> [#13](#)

Comment has been deleted.

Message last modified on Jan 21, 2022 08:57PM



ca...@google.com <ca...@google.com> [#14](#)

On Android 12 the splash screen icon won't be shown from when launching from Studio and notification. For deep links it will depend on the browser behavior (see comment#8). When the sp
This is out of control for the library and will be changed for Android T.



[Deleted User] <[Deleted User]> [#15](#)

This is great news!

We have seen it happening also in prod out there.



ol...@gmail.com <ol...@gmail.com> [#16](#)

I am currently keeping the splashScreen visible until login state has been checked, then I either remove it and show login or perform an animation on the splashScreenView icon before startin
See my current code below, is there a way to identify when the 'OnExitAnimationListener' will not be called and just do the same stuff (minus animation) after the loading is done? Id didn't fin

```
installSplashScreen().let { splashScreen ->
    splashScreen.setKeepOnScreenCondition {
        !isLoadingDone
    }
    splashScreen.setOnExitAnimationListener { splashScreenView ->
        if (isLoggedIn) {
            val animSet = createSplashIconAnimSet(splashScreenView)
```

```

        animSet.doOnEnd {
            startMainActivityAndFinish()
        }
        animSet.start()
    } else {
        splashScreenView.remove()
    }
}
}
}

```

ca...@google.com <ca...@google.com> [#17](#)

I would do something like this instead, where you keep the splash screen visible and handle the animation on your main activity:

LoginActivity:

```

onCreate() {
    val splashScreen = installSplashScreen()

    splashScreen.setKeepOnScreenCondition {
        !isLoadingDone
    }

    doLoadingStuff()...
}

fun doLoadingStuff() {
    ...
    if(isLoggedIn) {
        startMainActivityAndFinish()
    } else {
        isLoadingDone = true
        // Splash Screen will be removed automatically
    }
}
}

```

MainActivity:

```

onCreate() {
    val splashScreen = installSplashScreen()
    splashScreen.setOnExitAnimationListener { splashScreenView ->
        val animSet = createSplashIconAnimSet(splashScreenView)
        animSet.start()
    }
}

```

de...@gmail.com <de...@gmail.com> [#18](#)

"Status: Won't Fix (Intended Behavior)"

If you're never setting the content view, then `setOnExitAnimationListener` will never be called since your activity doesn't draw, so the splash screen isn't removed. In that case, just call `finish()` first.

I am not sure about this, I tried it on Android L and it works. Why wouldn't that work on Android S???

r....@fenrir.co.jp <r....@fenrir.co.jp> [#19](#)

Comment has been deleted.

Message last modified on Apr 15, 2022 03:36AM

11...@gmail.com <11...@gmail.com> [#20](#)

I have the same issue on Android S in debug mode.

I use `'getSplashScreen().setOnExitAnimationListener'` instead of `'androidx.core:core-splashscreen'`.
<https://developer.android.com/about/versions/12/features/splash-screen?hl=en#customize-animation>

I just would like to set up duration of splashscreen's fade-out animation to 200ms.
 Does anyone know the default duration of fade-out animation?

ee...@gmail.com <ee...@gmail.com> [#21](#)

I am *AMAZED* that this was marked as intended behavior. I have an activity that needs to execute an animation when the splash screen ends. So I set up `setOnExitAnimationListener(myArLaunchHasCompleted, then?)`. If this is really intended behavior, at least let us check if the splash has been launched... I don't know, maybe something like `splashScreen.isShown()`?

And also, as other developers noted, this is really really a pain in the butt to develop, having to manually kill the app and launch it manually every time, instead of just launching the app from `main()`.

Right now I decided to not use this library as this is ridiculous. With `'windowDrawable'` we didn't have this many problems! Why fix something that is not broken?



la...@gmail.com <la...@gmail.com> [#22](#)

actually this is ridiculous, anyone can explain why it was marked as intended behavior ? Hope it will be fixed one day!!