

```
): OnMapsSdkInitializedCallback {
 operator fun invoke() {
   MapsInitializer.initialize(context, MapsInitializer.Renderer.LATEST, this)
 override fun onMapsSdkInitialized(p0: MapsInitializer.Renderer) {
   //no actionable yet
}
App Link: https://play.google.com/store/apps/details?id=com.theporter.android.customerapp&hl=en_IN&gl=US
ra...@google.com <ra...@google.com>#3
Assigned to ra...@google.com.
We are checking this issue internally.
ra...@google.com <ra...@google.com>#4
Thank you for waiting.
For us to further check, kindly provide the following:
    • (1) the Maps SDK client library version the app was compiled with;
    • (2) Google Play services version on the device throwing the stack trace; and
    • (3) Android OS version of the device throwing the stack trace.
os...@free-now.com <os...@free-now.com>_#5
Comment has been deleted.
Message last modified on Jan 4, 2023 09:07PM
os...@gmail.com <os...@gmail.com><u>#6</u>
Good morning,
We are also having this issue with more than 670 unique users affected during the last 28 days. These are the Maps SDK, Google Play Services and Android OS versions affected:
    • (1) com.google.android.gms:play-services-maps: 18.0.2.
    • (2) From what we can see in Firebase Chraslytics reporting, it seems our users are using the 18.0.0 version of play-services-maps.
    • (3) Affected Android OS versions are: 8.1 (SDK 27), 9 (SDK 28), 10 (SDK 29), 11 (SDK 30), 12 (SDK 31) and 13 (SDK 33).
Let me know if you need some more information. Thank you very much!
sa...@gmail.com <sa...@gmail.com>#7
We are also running same problem (ANRs due to map renderer initialization in onCreate of Application class).
Firebase stack trace report:
main (runnable):tid=1 systid=26905
      at hgt.a(hgt.java:6)
      at hkd.M(hkd.java)
      at hkd.o(hkd.java)
      at com.google.maps.api.android.lib6.drd.o.A(o.java:8)
      at com.google.maps.api.android.lib6.impl.az.a(az.java:8)
      at fkc.a(fkc.java:1)
      at com.google.android.gms.maps.internal.CreatorImpl.c(CreatorImpl.java:35)
      at com.google.android.gms.maps.internal.CreatorImpl.logInitialization(CreatorImpl.java:1)
      at com.google.android.gms.maps.internal.i.bo(i.java:5)
      at azt.onTransact(azt.java:4)
      at android.os.Binder.transact(Binder.java:1079)
      at com.google.android.gms.internal.maps.zza.zzc(com.google.android.gms:play-services-maps@@18.1.0:2)
      at com.google.android.gms.maps.internal.zze.zzl(com.google.android.gms:play-services-maps@@18.1.0:4)
      at com.google. and roid.gms. maps. Maps Initializer. initialize (com.google. and roid.gms: play-services-maps @ 018.1.0:12) and the com.google. and roid.gms (com.google. and roid.gms) and the com.google. The com.google. and roid.gms (com.google. and roid.gms) and the com.google. and roid.gms (com.google. and roid.gms) and the com.google. The 
      at io.fleetx.FleetxApplication.onCreate(FleetxApplication.java:55)
      at\ and roid. app. Instrumentation. call Application On Create (Instrumentation. java: 1192)
      at android.app.ActivityThread.handleBindApplication(ActivityThread.java:7593)
      at android.app.ActivityThread.access$1500(ActivityThread.java:301)
      at\ and roid. app. Activity Thread \$H. handle Message (Activity Thread. java: 2177)
      at android.os.Handler.dispatchMessage(Handler.java:106)
      at android.os.Looper.loop(Looper.java:246)
      at\ and roid. app. Activity Thread. main (Activity Thread. java: 8653)
      at java.lang.reflect.Method.invoke(Method.java)
      at com.android.internal.os.RuntimeInit$MethodAndArgsCaller.run(RuntimeInit.java:602)
      at com.android.internal.os.Zygotelnit.main(Zygotelnit.java:1130)
```

Affected Android OS: 11 (SDK 30), 12 (SDK 31) Let me know if you need some more information. Thank you . bg...@squareup.com <bg...@squareup.com> #8 Hello! We're also running into this issue on a relatively small number of our users. Maps sdk client version: 18.0.2 Play services version: 18.1.0 Android versions: 7.0, 7.1.1, 8.0.0, 8.1.0, 9, 10, 11, 12 One interesting thing I've found in our case is that there are about 12 different top-level errors being reported, with all of them originating from the MapsInitializer.initialize call. I can add them bg...@squareup.com <bg...@squareup.com> #9 ANR: Input dispatching timed out (ActivityRecord{a839c67 u0 com.squareup.cash/.ui.MainActivity t85283} does not have a focused window) at com. google. maps. api. android. 1ib6. drd. o. A(:com. google. android. gms. policy\_maps\_core\_dynamite@224312102@224312102065. 485900589. 485900589:7) at com. google. maps. api. android. lib6. impl. az. a(:com. google. android. gms. policy maps core dynamite@224312102@224312102065. 485900589.8) at fkc.a(:com.google.android.gms.policy\_maps\_core\_dynamite@224312102@224312102065.485900589.485900589:1) at com. google. android. gms. maps. internal. CreatorImpl. c (:com. google. android. gms. policy\_maps\_core\_dynamite@224312102@224312102@224312102@5. 485900589. 485900589.  $at \ com.\ google.\ and roid.\ gms.\ policy\_maps\_core\_dynamite @224312102@224312102065.\ 485 \\ and roid.\ gms.\ policy\_maps\_core\_dynamite @224312102065.\ 485 \\ and roid.\ gms.\ policy\_maps\_core\_dynamite @22431$ at com. google. android. gms. maps. internal. i. bo(:com. google. android. gms. policy maps core dynamite@224312102@224312102065. 485900589. 485900589:5) at azt.onTransact(:com.google.android.gms.policy\_maps\_core\_dynamite@224312102@224312102065.485900589.485900589:4) at android.os. Binder. transact (Binder. java: 1043) at com. google. android. gms. internal. maps. zza. zzc (com. google. android. gms:play-services-maps@@18.1.0:2) at com. google.android.gms.maps.internal.zze.zzl(com.google.android.gms:play-services-maps@@18.1.0:4)  $at\ com.\ google.\ and roid.\ gms.\ maps.\ MapsInitializer.\ initialize\ (com.\ google.\ and roid.\ gms:play-services-maps@018.\ 1.\ 0:12)$ 

## bg...@squareup.com <bg...@squareup.com>#10

ANR: Input dispatching timed out (Application does not have a focused window)

at com. google. android. gms. dynamic. IObjectWrapper\$Stub. asInterface(com. google. android. gms:play-services-basement@18. 1.0:3)

at com. google. android. gms. dynamite. zzr. zzf(com. google. android. gms:play-services-basement@18. 1.0:7)

at com. google. android. gms. dynamite. DynamiteModule. load(com. google. android. gms:play-services-basement@18. 1.0:4)

at com. google. android. gms. maps. internal. zzcb. zzc(com. google. android. gms:play-services-maps@18. 1.0:4)

at com. google. android. gms. maps. internal. zzcb. zza(com. google. android. gms:play-services-maps@18. 1.0:5)

at com. google. android. gms. maps. MapsInitializer. initialize(com. google. android. gms:play-services-maps@018. 1.0:4)

ANR: executing service com.squareup.cash/androidx.work.impl.background.systemjob.SystemjobService at ko.c(:com.google.android.gms.dynamite mapsdynamite@230514069@23.05.14 (200300-0):1)

 $at \ com.\ google.\ and roid.\ gms.\ maps.\ internal.\ zze.\ zzl\ (com.\ google.\ and roid.\ gms:play-services-maps@@18.1.0:4)$ 

at com. google. android. gms. maps. MapsInitializer. initialize (com. google. android. gms:play-services-maps@@18.1.0:12)

## bg...@squareup.com <bg...@squareup.com><u>#11</u>

at it. <init>(:com. google. android. gms. dynamite\_mapsdynamite@230514069@23. 05. 14 (200300-0):9)
at rw. <init>(:com. google. android. gms. dynamite\_mapsdynamite@230514069@23. 05. 14 (200300-0))
at xe. a(:com. google. android. gms. dynamite\_mapsdynamite@230514069@23. 05. 14 (200300-0))
at agg. a(:com. google. android. gms. dynamite\_mapsdynamite@230514069@23. 05. 14 (200300-0):1)
at xj. c(:com. google. android. gms. dynamite\_mapsdynamite@230514069@23. 05. 14 (200300-0))
at com. google. android. gms. dynamite\_mapsdynamite@230514069@23. 05. 14 (200300-0))
at com. google. android. gms. api. android. lib6. impl. bb. a(:com. google. android. gms. dynamite\_mapsdynamite@230514069@23. 05. 14 (200300-0):5)
at com. google. android. gms. maps. internal. CreatorImpl. logInitialization(:com. google. android. gms. dynamite\_mapsdynamite@230514069@23. 05. 14 (200300-0):5)
at com. google. android. gms. maps. internal. g. bb(:com. google. android. gms. dynamite\_mapsdynamite@230514069@23. 05. 14 (200300-0):5)
at fg. onTransact(:com. google. android. gms. dynamite\_mapsdynamite@230514069@23. 05. 14 (200300-0):4)
at android. os. Binder. transact(Binder. java:1064)
at com. google. android. gms. internal. maps. zza. zzc(com. google. android. gms:play-services-maps@@18. 1. 0:2)

## bg...@squareup.com <bg...@squareup.com><u>#12</u>

libdexfile.so +0x1a7b8

ANR: Input dispatching timed out (Waiting because no window has focus but there is a focused application that may eventually add a window when it finished bool art::DexFileVerifier::CheckIntraClassDataItemFields<true>(unsigned long, art::ClassAccessor::Field\*, bool\*, art::dex: art::DexFileVerifier::CheckIntraClassDataItem()
bool art::DexFileVerifier::CheckIntraSectionIterate<(art::DexFile::MapItemType)8192>(unsigned long, unsigned int)
libdexfile.so +0x2cac art::DexFileVerifier::CheckIntraSection()
libdexfile.so +0x26efc art::DexFileVerifier::Verify(art::DexFile const\*, unsigned char const\*, unsigned long, char const\*, bool, std::\_\_1::basic\_
libdexfile.so +0x23c0c art::DexFileLoader::OpenCommon(unsigned char const\*, unsigned long, unsigned char const\*, unsigned long, std::\_\_1::basic\_s
libdexfile.so +0x1aefc art::ArtDexFileLoader::OpenOneDexFileFromZip(art::ZipArchive const\*, char const\*, std::\_\_1::basic\_string

 $art:: Art DexFile Loader:: Open All DexFiles From Zip (art:: Zip Archive const \&, std::\_1:: basic\_string < char, std::\_1:: char\_traits < char, std::\_1:: char_traits < char, std::\_1:: c$ 

```
libdexfile.so +0x1a578
                                art::ArtDexFileLoader::OpenZip(int, std::__1::basic_string<char, std::__1::char_traits<char>, std::__1::allocator<char>
libdexfile.so +0x1a244
                                art::ArtDexFileLoader::OpenWithMagic (unsigned int, int, std::\_1::basic\_string < char, std::\_1::char\_traits < char>, std::\_1
libdexfile.so +0x1a0dc
                                art::ArtDexFileLoader::Open(char const*, std::__1::basic_string<char, std::__1::char_traits<char>, std::__1::allocator<char
libart.so +0x4807a0
                                art::OatFileManager::OpenDexFilesFromOat(char const*, _jobject*, _jobjectArray*, art::OatFile const**, std::__1::vector<st
libart.so +0x4334c0
                                art::DexFile_openDexFileNative(_JNIEnv*, _jclass*, _jstring*, _jstring*, int, _jobject*, _jobjectArray*)
                               art_jni_trampoline
boot-core-libart.oat +0x65d24
boot-core-libart.oat +0x1058e0 dalvik.system.DexFile.openDexFile
boot-core-libart.\ oat\ +0x107dc4 \quad dalvik.\ system.\ Dex Path List.\ make Dex Elements
boot-core-libart.oat +0x102fc8 dalvik.system.BaseDexClassLoader. <init>
boot-core-libart.\ oat\ +0x1c9064 \quad dalvik.\ system.\ DelegateLastClassLoader. <init>
DynamiteLoader.odex +0x2e3d8
DynamiteLoader.odex +0x38420
DynamiteLoader.odex +0x4af04
                                com. google.android.gms.dynamiteloader.DynamiteLoaderV2.loadModule2NoCrashUtils
DynamiteLoader.odex +0x441cc
DynamiteLoader.odex +0x28810
                                am. onTransact
boot-framework.oat +0x97068c
                                android.os.Binder.transact
libart.so +0x147330
                                art_quick_invoke_stub
libart.so +0x1561b0
                                art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const*)
libart.so +0x2fd428
                                art::interpreter::ArtInterpreterToCompiledCodeBridge(art::Thread*, art::ArtMethod*, art::ShadowFrame*, unsigned short, art
libart.so +0x2f86f8
                                bool art::interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*, art::ShadowFrame&, art::Instruction const*, uns
libart.so +0x5cc6dc
                                {\tt MterpInvokeInterface}
libart.so +0x141a10
                                mterp_op_invoke_interface
base.odex +0x140ea08
                                <unknown>
libart.so +0x5d1458
                                MterpInvokeVirtualQuick
libart.so +0x145590
                                mterp_op_invoke_virtual_quick
base.odex +0x140d8f8
                                <unknown>
libart.so +0x5d1458
                                MterpInvokeVirtualQuick
libart. so +0x145590
                                mterp_op_invoke_virtual_quick
base.odex +0x140c39c
                                <unknown>
libart.so +0x5cdde8
                                MterpInvokeStatic
libart.so +0x141990
                                mterp_op_invoke_static
base, odex +0x1451860
                                <unknown>
libart.so +0x5cdde8
                                MterpInvokeStatic
libart.so +0x141990
                                mterp_op_invoke_static
base, odex +0x1451954
                                <unknown>
libart.so +0x2cdd54
                                art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::ShadowFrame&, art::JValue, bool, bool) [clc
libart.so +0x5bba70
                                artQuickToInterpreterBridge
libart.so +0x150464
                                art\_quick\_to\_interpreter\_bridge
libart.so +0x1475b4
                                art quick invoke static stub
                                art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const*)
libart.so +0x1561d0
libart.so +0x2fd428
                                art::interpreter::ArtInterpreterToCompiledCodeBridge(art::Thread*, art::ArtMethod*, art::ShadowFrame*, unsigned short, art
libart.so +0x2f86f8
                                bool art::interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*, art::ShadowFrame&, art::Instruction const*, uns
libart.so +0x5cdae8
                                MterpInvokeStatic
libart.so +0x141990
                                mterp_op_invoke_static
base, odex +0x1450b5c
                                <unknown>
libart.so +0x2cdd54
                                art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::ShadowFrame&, art::JValue, bool, bool) [clc
libart.so +0x5bba70
                                artQuickToInterpreterBridge
libart.so +0x150464
                                art quick to interpreter bridge
libart.so +0x1475b4
                                art quick invoke static stub
libart.so +0x1561d0
                                art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const*)
libart.so +0x2fd428
                                art::interpreter::ArtInterpreterToCompiledCodeBridge(art::Thread*, art::ArtMethod*, art::ShadowFrame*, unsigned short, art
                                bool art::interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*, art::ShadowFrame&, art::Instruction const*, uns
libart.so +0x2f86f8
libart.so +0x5cdae8
                                MterpInvokeStatic
libart.so +0x141990
                                mterp_op_invoke_static
base.odex +0x1ccaf06
                                <unknown>
libart.so +0x5cca40
                                MterpInvokeInterface
libart.so +0x141a10
                                mterp_op_invoke_interface
base, odex +0xdf120c
                                <unknown>
libart. so +0x5d1458
                                MterpInvokeVirtualQuick
libart.so +0x145590
                                mterp_op_invoke_virtual_quick
base, odex +0xdf11c6
                                <unknown>
libart.so +0x2cdd54
                                art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::ShadowFrame&, art::JValue, bool, bool) [clc
libart.so +0x5bba70
                                artQuickToInterpreterBridge
libart.so +0x150464
                                art quick to interpreter bridge
base.odex +0x7a9320
                                kotlinx.coroutines.AbstractCoroutine.start$enumunboxing$
base.odex +0x73d6dc
                                kotlinx.coroutines.BuildersKt.launch$default
libart.so +0x1475b4
                                art\_quick\_invoke\_static\_stub
libart.so +0x1561d0
                                art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const*)
libart.so +0x2fd428
                                art::interpreter::ArtInterpreterToCompiledCodeBridge(art::Thread*, art::ArtMethod*, art::ShadowFrame*, unsigned short, art
libart.so +0x2f86f8
                                bool art::interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*, art::ShadowFrame&, art::Instruction const*, uns
libart.so +0x5cdae8
                                MterpInvokeStatic
libart.so +0x141990
                                mterp op invoke static
base.odex +0xdf12a2
                                <unknown>
libart.so +0x5d1458
                                {\tt MterpInvokeVirtualQuick}
libart.so +0x145590
                                mterp op invoke virtual quick
base.odex +0xdf1262
libart.so +0x5cca40
                                MterpInvokeInterface
libart.so +0x141a10
                                mterp op invoke interface
base.odex +0x2e16b60
                                <unknown>
```

```
libart.so +0x5cdde8
                                                         MterpInvokeStatic
libart.so +0x141990
                                                         mterp op invoke static
base, odex +0xbc2614
                                                         <unknown>
libart.so +0x5cdde8
                                                         MterpInvokeStatic
libart.so +0x141990
                                                         mterp_op_invoke_static
base.odex +0xdf12ee
                                                         <unknown>
libart.so +0x5d1458
                                                         MterpInvokeVirtualQuick
libart.so +0x145590
                                                         mterp_op_invoke_virtual_quick
base.odex +0xdf1160
                                                         <unknown>
libart.so +0x5d1458
                                                         MterpInvokeVirtualQuick
libart.so +0x145590
                                                         mterp_op_invoke_virtual_quick
base.odex +0xdf1112
                                                         <unknown>
                                                         art:: interpreter:: Execute (art:: Thread*, \ art:: Code I tem Data Accessor \ const\&, \ art:: Shadow Frame\&, \ art:: JValue, \ bool, \ bool) \ [clc \ bool] \ [clc \ boo
libart.so +0x2cdd54
libart.so +0x5bba70
                                                         artQuickToInterpreterBridge
libart.so +0x150464
                                                         art quick to interpreter bridge
base.odex +0x7a9320
                                                         kotlinx.coroutines.AbstractCoroutine.startSenumunboxing$
base.odex +0x73d6dc
                                                         kotlinx.coroutines.BuildersKt.launch$default
base.odex +0x53fe1c
                                                         com. squareup. cash. CashApp. onCreate
boot-framework.oat +0x43d168
                                                         and roid.\ app.\ Instrumentation.\ call Application 0 n Create
boot-framework.oat +0x577a54
                                                         android. app. ActivityThread. handleBindApplication
libart.so +0x147330
                                                         art_quick_invoke_stub
libart.so +0x1561b0
                                                         art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const*)
libart.so +0x2fd428
                                                         art::interpreter::ArtInterpreterToCompiledCodeBridge(art::Thread*, art::ArtMethod*, art::ShadowFrame*, unsigned short, art
libart.so +0x2f86f8
                                                         bool art::interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*, art::ShadowFrame&, art::Instruction const*, uns
libart.so +0x5cd2dc
                                                         MterpInvokeDirect
libart.so +0x141910
                                                         mterp_op_invoke_direct
<unknown>
                                                         <unknown>
libart.so +0x2cdd54
                                                         art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::ShadowFrame&, art::JValue, bool, bool) [clc
libart.so +0x5bba70
                                                         artQuickToInterpreterBridge
libart.so +0x150464
                                                         art quick to interpreter bridge
                                                        android.app.ActivityThread$H.handleMessage
boot-framework.oat +0x56d128
boot-framework.oat +0x899ca0
                                                         android.os. Handler.dispatchMessage
boot-framework.oat +0x89d314
                                                         android, os. Looper, loop
boot-framework.oat +0x581bd0
                                                         android.app.ActivityThread.main
libart.so +0x1475b4
                                                         art\_quick\_invoke\_static\_stub
libart.so +0x1561d0
                                                         art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const*)
libart.so +0x4d8204
                                                        art::(anonymous namespace)::InvokeWithArgArray(art::ScopedObjectAccessAlreadyRunnable const&, art::ArtMethod*, art::(anony
                                                         art:: InvokeMethod (art:: Scoped 0bject Access Already Runnable const \&, \_jobject *, \_jo
libart.so +0x4d9c2c
libart.so +0x463bcc
                                                         art::Method_invoke(_JNIEnv*, _jobject*, _jobject*, _jobjectArray*)
boot.oat +0xf8c30
                                                         art jni trampoline
                                                         com. android. internal. os. RuntimeInit$MethodAndArgsCaller.run
boot-framework.oat +0xb1ced4
boot-framework.oat +0xb25968
                                                         com. android. internal. os. ZygoteInit. main
libart.so +0x1475b4
                                                         art quick invoke static stub
libart.so +0x1561d0
                                                         art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const*)
libart.so +0x4d8204
                                                        art::(anonymous namespace)::InvokeWithArgArray(art::ScopedObjectAccessAlreadyRunnable const&, art::ArtMethod*, art::(anonymous namespace)
libart.so +0x4d7e70
                                                         art:: Invoke With Var Args (art:: Scoped Object Access Already Runnable \ const \&, \ \_jobject *, \ \_jmethod ID*, \ std:: \_va\_list)
libart.so +0x3d7820
                                                         art::JNI::CallStaticVoidMethodV(\_JNIEnv*, \_jclass*, \_jmethodID*, std::\_va\_list)
libandroid_runtime.so +0x1015c0 _JNIEnv::CallStaticVoidMethod(_jclass*, _jmethodID*, ...)
libandroid runtime.so +0x104c44 android::AndroidRuntime::start(char const*, android::Vector<android::String8> const*, bool)
app\_process64 + 0x34dc
                                                        main
libc.so +0x6b104
                                                         libc init
                                                         dalvik.system.DexFile.openDexFileNative (DexFile.java:-2)
                                                         dalvik.system.DexFile.openDexFile (DexFile.java:365)
                                                         dalvik.system.DexFile. <init> (DexFile.java:107)
                                                         dalvik.system.DexFile. <init> (DexFile.java:80)
                                                         dalvik.system.DexPathList.loadDexFile (DexPathList.java:445)
                                                         \tt dalvik.\,system.\,DexPathList.\,makeDexElements\ (DexPathList.\,java:404)
                                                         dalvik.system.DexPathList.<init> (DexPathList.java:164)
                                                         dalvik.system.BaseDexClassLoader. <init> (BaseDexClassLoader.java:131)
                                                         dalvik.system.BaseDexClassLoader.<init> (BaseDexClassLoader.java:89)
                                                         dalvik.system.PathClassLoader.<init> (PathClassLoader.java:64)
                                                         dalvik.system.DelegateLastClassLoader.<init> (DelegateLastClassLoader.java:102)
                                                         bm.a (:com.google.android.gms.dynamite_dynamiteloader@230617030@23.06.17 (100408-0):1)
                                                         az.c (:com.google.android.gms.dynamite_dynamiteloader@230617030@23.06.17 (100408-0):5)
                                                         bp.\ a\ (:com.\ google.\ and roid.\ gms.\ dynamite\_dynamiteloader @230617030@23.\ 06.\ 17\ (100408-0):79)
                                                         com. google. android. gms. dynamiteloader. DynamiteLoaderV2. loadModule2NoCrashUtils (:com. google. android. gms. dynamite_dynamitel
                                                         {\tt d1.a~(:com.\,goog1e.\,android.\,gms.\,dynamite\_dynamite1oader@230617030@23.\,06.\,17~(100408-0):6)}
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                                                         com. google. android. gms. maps. MapsInitializer. initialize (com. google. android. gms:play-services-maps@@18.1.0:4)
```

Reassigned to iv@google.com.
Thank you for the additional information.
We have escalated this issue to our specialist for further evaluation. Rest assured that we'll get back for the updates.
iv@google.com <iv@google.com><u>#14</u></iv@google.com>
Reassigned to gm@google.com.
Thank you for waiting.
We have verified and logged this issue internally. Please note that we cannot give you any timelines, but you can star the issue to get notifications.
ma@gmail.com <ma@gmail.com><u>#15</u></ma@gmail.com>
On which thread the call MapsInitializer. initialize() should be called? Should be called on main thread (can cause ANR) or is it safe to call on work thread? The documentation doesn't
as@google.com <as@google.com><u>#16</u></as@google.com>
#15: I confirmed with our engineering team that MapsInitializer. initialize () can be called either from the main thread or a background/worker thread. We'll work on adding this to our
as@google.com <as@google.com><u>#17</u></as@google.com>
We submitted a code change that we expect will mitigate this issue. The change is included in the Google Play services version that will be rolled out at the end of April. We will update here of the change is included in the Google Play services version that will be rolled out at the end of April. We will update here of the change is included in the Google Play services version that will be rolled out at the end of April. We will update here of the change is included in the Google Play services version that will be rolled out at the end of April. We will update here of the change is included in the Google Play services version that will be rolled out at the end of April. We will update here of the change is included in the Google Play services version that will be rolled out at the end of April. We will update here of the change is included in the Google Play services version that will be rolled out at the end of April. We will update here of the change is included in the Google Play services version that will be rolled out at the end of April.
as@google.com <as@google.com><u>#18</u></as@google.com>
Reassigned to as@google.com.
The code change is included in Google Play services version 23.14.17, which was released on May 1, 2023.
as@google.com <as@google.com><u>#19</u></as@google.com>
Marked as fixed.
Our monitoring indicates this ANR is mitigated with Google Play services 23.14.17, so I'm closing this issue. Please let us know your feedback, especially if you don't see this ANR decreasing