

ni...@gmail.com <ni...@gmail.com><u>#3</u>

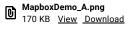
Hi

Sorry if I didn't provide adequate info for this issue earlier. I've recorded another logcat and hope this helps. Let me know if you needed more info. Here are the steps I took:

- 1. Cleared the logcat adb logcat -c
- 2. Run the profiler for app on the emulator from Android Studio.
- 3. The profiler overview charts showed up in Android Studio and I leaved them as is (I didn't run any of the profiling modes).
- 4. Inside the emulator, the app has been started (screenshot MapboxDemo_A)
- 5. opened "Map" Activity (screenshot ${\tt MapboxDemo_B}$) by tapping on "Debug mode" inside app
- 6. messed around the map for about 3 minutes.
- 7. The map suddenly closes and app returns to the previous activity (${\tt MapboxDemo_A}$)
- 8. At this stage, the profiler charts in Android Studio has stopped updating and I cannot start any of profiling modes.
- 9. Dump the logcat by adb logcat -d > logcat.dump

Here is the emulator emulator details (I have increased hw. ramSize in config. ini to make sure emulator doesn't run out of RAM):

```
Name: Pixel_4_API_29
CPU/ABI: Google Play Intel Atom (x86)
Path: /home/isaac/.android/avd/Pixel 4 API 29.avd
Target: google_apis_playstore [Google Play] (API level 29)
Skin: pixe1_4
SD Card: 512 MB
fastboot.chosenSnapshotFile:
runtime.network.speed: full
hw.accelerometer: yes
hw.device.name: pixel_4
hw.1cd.width: 1080
hw.initialOrientation: Portrait
image.androidVersion.api: 29
tag.id: google_apis_playstore
hw.mainKeys: no
hw.camera.front: emulated
avd.ini.displayname: Pixel 4 API 29
hw.gpu.mode: auto
hw.ramSize: 8536
PlayStore.enabled: true
fastboot.forceColdBoot: no
hw.cpu.ncore: 4
hw.keyboard: yes
hw.sensors.proximity: yes
hw.dPad: no
hw.1cd.height: 2280
vm.heapSize: 256
skin.dynamic: yes
hw.device.manufacturer: Google
hw.gps: yes
hw.audioInput: yes
image.sysdir.1: system-images/android-29/google_apis_playstore/x86/
showDeviceFrame: yes
hw.camera.back: virtualscene
AvdId: Pixel_4_API_29
hw. 1cd. density: 440
hw.arc: false
hw.\ device.\ hash2:\ MD5:6b5943207fe196d842659d2e43022e20
fastboot.forceChosenSnapshotBoot: no
fastboot.forceFastBoot: yes
hw.trackBall: no
hw.battery: yes
hw.sdCard: yes
tag.display: Google Play
runtime.network.latency: none
disk.dataPartition.size: 6G
hw. sensors.orientation: yes
avd.ini.encoding: UTF-8
hw.gpu.enabled: yes
```





logcat.dump
2.9 MB Download

• Append this to the vmoptions: -Dprofiler.jni=false
Save and restart Android Studio
Now try your repro steps and see if crashes
ni@gmail.com <ni@gmail.com><u>#5</u></ni@gmail.com>
Sorry for not getting back earlier.
The -Dprofiler. jni=false options resolves the issue. Nice catch!
What effects this option have on profiling, especially on C++ native code side? Our App has a mixture of Java and C++ codes and we are looking to profile both sides.
yi@google.com <yi@google.com> #6</yi@google.com>
This flag disables 🖘 JNI global reference tracking in the memory profiler. It may or may not be useful to you depending on whether you care about JNI references.
On the other hand this confirms my theory that this is the same bug as 178616195. What I noticed in the Mapbox TestApp Debug mode is that there's some code that uses the same JVM to confirming my theory and I'll look deeper into the root cause.
ni@gmail.com <ni@gmail.com>_#7</ni@gmail.com>
Oh I see. We are not worried about JNI references for now, so setting this flag is a nice workaround for us. Thanks for this solution!
And you can let me know if there were anything more to test in future. I will also follow 178616195 for the updates.
yi@google.com <yi@google.com></yi@google.com>
Status: Duplicate of <u>178616195</u>

However I have a hunch that this may be related to another bug, so can you try something for me:

• Go to Help -> Edit Custom VM Options