Sign in

_____ch...@

Bug

P2

S2

Won't fix

Default a

_____vk...@

:

Α

bn...@go

ch...@hd

Develope

I can add to this bug report, that to provoke this error, just try to connect to a faulty url link. How I have solved this now, is to replace the media player with a software mp3 decoder, then, when the timeout finally clears up the native and the cache, and it is ready again, I revert to mediaplayer for the user's next attempt to connect to (some) url radio stream address. The point being: You need to wait until the media player times out, else you are stuck.

	bn@google.com <bn@google.com><u>#4</u></bn@google.com>	Jul 22, 2019 05:38PM	:		
	Thank you for reporting the issue. For us to further investigate this issue, please provide the following additional information:				
	1.SDK version Which version of the SDK are you using?				
	2. Android build Which Android build are you using? (e.g. KVT49L)				
	3. Device used Which device did you use to reproduce this issue?				
	ch@hdsoundlab.com <ch@hdsoundlab.com><u>#5</u></ch@hdsoundlab.com>	Jul 23, 2019 03:54AM	:		
	 28 Several, but here is one, assuming you request the build on the phone: A7, 010917, Kernel 3.10.84, NRD90U. LG V10, already stated above. I have the option to try on a Samsung and some other devices upon request. 				
	ch@hdsoundlab.com <ch@hdsoundlab.com>_#6</ch@hdsoundlab.com>	Jul 26, 2019 01:12AM	:		
	Please add the following relevant remark to bug report: "When the media player used by app X goes awry as explained, app Y and Z can still use media player, IOW, it is something wrong with the settings of app X as the native player goes awry. (some cache in-memory bug?)."				
	bn@google.com <bn@google.com>_#7</bn@google.com>	Jul 26, 2019 07:47PM	:		
	Following update has been received form engineering team:				
	"LG V10 seems to support up to Android M, which is far behind our current version. I doubt if the problem still happens on a build that we can fix (which is newer than Q now).				
	Also, as I mentioned that ExtMediaPlayer (or QCMediaPlayer) is not our code, it doesn't look like there would anything we could do even if we were able to modify Android M.				
	I'd like to close this bug as "Won't Fix (Infeasible)" unless this bug occurs on a newer build. (Even if that's the case, we'll still need reproduction steps and at least a bug report to start any investigation.)"				
	Can you please confirm if the issue occurs on a newer build. If it occurs please provide a bug report to continue with the investigation.				
	ch@hdsoundlab.com <ch@hdsoundlab.com>_#8</ch@hdsoundlab.com>	Jul 30, 2019 06:49PM	:		
	To the developers: To close a bug report based on "I doubt" is not good enough. The mediaplayer is at the cornerstone of a modern programming systems for mobile devices. Therefore, it will be mandatory to check with newer versions if the problem is still there or not. This is a 5 minute job, but the bug has been there for a decade. Just take a brief look at StackOverflow to grasp quickly that the whole of the Android "community" has been struggling with the mediaplayer for a decade.				
	My error report is the first EVER that actually pinpoint the root cause of many of these threads. Take me seriously!				
	The bug is also present on a Samsung phone in one of its later models. Not with the latest Android, though. This is probably a general problem that should be fixed for backwards compliance.				
	Here is what you can do to verify if the bug has been removed or not. If you want me to send you this 50 line code, send me an email at chj@hdsoundlab.com , but I insist that it must be verified the bug has gone. As follows:				
	1. Start a mediaplayer in stream mode, on some false URL 2. Wait 5 seconds (since the timeout of a faulty connect is about 30sec), then cancel the session and fully release the mediap	layer according to your ov	wn		
	spec. 3. Immediately start a new session, this time with a valid url. Here is one example of a valid url: http://lyd.nrk.no/nrk_radio_p1 .	ostlandssendingen_mp3	<u>_h</u>		
	If the new and valid url is streaming as normal and expected, the problem has been solved. Most likely, this is not the case. The	e error will still be there.			
	In this case, you will get the error log above, and the whole app will hang until you release its cache, while other apps (that don	't have the problem since	e it is		

local to "my" app cache, can still use mediaplayer as normal. These are all the symptoms you need to check.

Regarding the use of OC MediaPlayer: I see you as fully responsible for providing a media player integrated into the Android runtime that is fully working always. This is clearly an indisputable requirement. IF the use of the Qualcom QC player is causing problems on certain devices, but on other device not, then Android team needs to file a bug to LG, QualCom or whoever is responsible for the faulty player, make them fix the error and distribute a bugfix to any vendor of the QC (in this case). In particular, LG has put emphasize on mobile devices with better sound, via their integrated HiFi DAC and more. I am sure they would be interested in the fact that the core of their system has an embarrasing bug, and fix it. Notify them.

I can't se why it would be complex to remove this bug. It is a question of walking through (most likely) Java use (JNI) of the native mediaplayer. There is a release mechanism not working properly. I don't know if you, the Android team, would be able to brute force "clear cache" as a solution, but it would surely be better than the whole app in hang mode. Is this possible?

Anyway, good luck, and contact me if you need to discus, or need practical help.

	Forgot: Sorry, cannot confirm on a newer build. I don't have it available. A newer build can only be tested by us if the phone comes with it. We don't have ime to struggle with adapting a newer build on an older phone.			
	bn@google.com <bn@google.com><u>#10</u></bn@google.com>	Jul 31, 2019 12:05AM		
	Since you do not have access to newer builds, may we get an APK so we can test on our test devices?			
	ch@hdsoundlab.com <ch@hdsoundlab.com> #11</ch@hdsoundlab.com>	Jul 31, 2019 02:42AM		
	Yes, but this app is in it finishing phase and will be launched within a month. It contains revolting features not seen before, thus is not disclosable just like that. If you can hold the line until after launch, I will send you an apk setup with a faulty url that will enable your verification within a minute. That will typically be in September 2019.			
	If you need to do it NOW, I would need to exercise "need to know" and would need a personal NDA note sent to my emai or that persons superior. Email confirmation is sufficient. I see that as the best solution because I am willing to discuss			
	This is because I do not have time just now to create a special app version for you. Your choice			
	bn@google.com <bn@google.com><u>#12</u></bn@google.com>	Jul 31, 2019 06:20PM :		
	We have passed information in comment#11 to the development team and will update as more information becomes available.			
	Also, can you please upload a bug report after reproducing the issue?			
	ch@hdsoundlab.com <ch@hdsoundlab.com> #13</ch@hdsoundlab.com>	Aug 1, 2019 03:56PM :		
	Sorry, please elaborate and let me know what you mean with "bug report"? Isn't this a bug report?			
	bn@google.com <bn@google.com><u>#14</u></bn@google.com>	Aug 2, 2019 10:17PM		
	Capture full bug report by following methods.			
	After reproducing the issue, navigate to developer settings, ensure 'USB debugging' is enabled, then select "Take bug re Bug report will be saved to "Bug reports: folder in internal storage	port" > "Full report".		
	Alternate method" Make sure device is connected to development machine and developer options are enabled 1. adb bugreport			
	output should look some like like: /data/user/0/com.android.shell/files/bugreports/ <filename>.zip</filename>			
	2. adb pull /data/user/0/com.android.shell/files/bugreports/ <filename>.zip</filename>			
	NOTE: To avoid leaking private information, please share files with and include only Google drive links in your bug. Bug report attachments should not be included directly in issue reports.			
	bn@google.com <bn@google.com></bn@google.com>	Sep 19, 2019 02:45PM		
	Reassigned to vk@google.com.			
	vi@google.com <vi@google.com><u>#15</u></vi@google.com>	Jun 25, 2020 11:10PM		
	Please share the details requested in <u>comment #14</u> .			
	sa@google.com <sa@google.com><u>#16</u></sa@google.com>	Jul 30, 2020 12:01AM :		
	Status: Won't Fix (Infeasible)			
	We're closing this issue due to not having enough actionable information. If you continue to have this issue, please ope information along with a reference link to the earlier issue.	n a new issue and add the relevant		