



Comments (2)

Dependencies

Duplicates (0)

Blocking (0)

Resources (2)

Infeasible

Bug

P4

+ Add Hotlist

STATUS UPDATE No update yet.

Edit

DESCRIPTION my...@gmail.com created issue #1

I am receiving the crash mentioned in the title in my play console

It presents only on Android 11 and limited to Google Pixel Phone

I have no idea what is causing it as I don't have any way to reproduce this issue.

```
pid: 0, tid: 0 >>> com.adurolight.us <<<

backtrace:
#00 pc 00000000004ab40 /apex/com.android.runtime/lib64/bionic/libc.so (strlen_default+16)
#00 pc 000000000008cd00 /apex/com.android.runtime/lib64/bionic/libc.so (__vfprintf+5248)
#00 pc 00000000000aa778 /apex/com.android.runtime/lib64/bionic/libc.so (vsnprintf+184)
#00 pc 000000000006b28 /system/lib64/liblog.so (__android_log_print+204)
#00 pc 0000000000000878 /data/app/~~TRHt3o0EcNaRwg9v0TWmEg==/com.adurolight.us-YK0FLiWxNwSPoL3xm83Kwg==/lib/arm64/libfree-reflection.so (unseal(_JNIEnv*,
#00 pc 00000000004fae8 /data/app/~~TRHt3o0EcNaRwg9v0TWmEg==/com.adurolight.us-YK0FLiWxNwSPoL3xm83Kwg==/oat/arm64/base.odex (art_jni_trampoline+152)
#00 pc 00000000001337e8 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568)
#00 pc 00000000001a8a94 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const
#00 pc 00000000001830c /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToCompiledCodeBridge(art::Thread*, art::ArtMethod*, art::S
#00 pc 000000000030e638 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*, art::ShadowFram
#00 pc 000000000067e070 /apex/com.android.art/lib64/libart.so (MterpInvokeStatic+548)
#00 pc 000000000012d994 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_static+20)
#00 pc 0000000000ba3090 /data/app/~~TRHt3o0EcNaRwg9v0TWmEg==/com.adurolight.us-YK0FLiWxNwSPoL3xm83Kwg==/oat/arm64/base.vdex (me.weishu.reflection.Reflect
#00 pc 0000000000305c34 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::ShadowFrame
#00 pc 000000000030dc24 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterpreterBridge(art::Thread*, art::CodeItemDataAccesso
#00 pc 000000000030e61c /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*, art::ShadowFram
#00 pc 000000000067e070 /apex/com.android.art/lib64/libart.so (MterpInvokeStatic+548)
#00 pc 000000000012d994 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_static+20)
#00 pc 00000000003d5622 /data/app/~~TRHt3o0EcNaRwg9v0TWmEg==/com.adurolight.us-YK0FLiWxNwSPoL3xm83Kwg==/oat/arm64/base.vdex (com.adurolight.megaman.utils
#00 pc 0000000000305c34 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::ShadowFrame
#00 pc 000000000030dc24 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterpreterBridge(art::Thread*, art::CodeItemDataAccesso
#00 pc 000000000030e61c /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*, art::ShadowFram
#00 pc 000000000067e070 /apex/com.android.art/lib64/libart.so (MterpInvokeStatic+548)
#00 pc 000000000012d994 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_static+20)
#00 pc 000000000031550e /data/app/~~TRHt3o0EcNaRwg9v0TWmEg==/com.adurolight.us-YK0FLiWxNwSPoL3xm83Kwg==/oat/arm64/base.vdex (com.adurolight.megaman.base.
#00 pc 000000000067da34 /apex/com.android.art/lib64/libart.so (MterpInvokeDirect+1248)
#00 pc 000000000012d914 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct+20)
#00 pc 000000000031552e /data/app/~~TRHt3o0EcNaRwg9v0TWmEg==/com.adurolight.us-YK0FLiWxNwSPoL3xm83Kwg==/oat/arm64/base.vdex (com.adurolight.megaman.base.
#00 pc 0000000000305c34 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::ShadowFrame
#00 pc 0000000000669e20 /apex/com.android.art/lib64/libart.so (artQuickToInterpreterBridge+780)
#00 pc 000000000013cff8 /apex/com.android.art/lib64/libart.so (art_quick_to_interpreter_bridge+88)
#00 pc 00000000003208c4 /system/framework/arm64/boot-framework.oat (android.app.Instrumentation.callApplicationOnCreate+52)
#00 pc 00000000003f54e4 /system/framework/arm64/boot-framework.oat (android.app.ActivityThread.handleBindApplication+7668)
#00 pc 00000000003e9e04 /system/framework/arm64/boot-framework.oat (android.app.ActivityThread$H.handleMessage+6660)
#00 pc 0000000000637484 /system/framework/arm64/boot-framework.oat (android.os.Handler.dispatchMessage+180)
#00 pc 000000000063a97c /system/framework/arm64/boot-framework.oat (android.os.Looper.loop+1516)
#00 pc 00000000003fbf90 /system/framework/arm64/boot-framework.oat (android.app.ActivityThread.main+752)
#00 pc 00000000001337e8 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568)
#00 pc 00000000001a8a94 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const
#00 pc 000000000055431c /apex/com.android.art/lib64/libart.so (art::InvokeMethod(art::ScopedObjectAccessAlreadyRunnable const&, _jobject*, _jobject*, _jo
#00 pc 00000000004d3b28 /apex/com.android.art/lib64/libart.so (art::Method_invoke(_JNIEnv*, _jobject*, _jobject*, _jobjectArray*)+52)
#00 pc 00000000000896f4 /apex/com.android.art/javalib/arm64/boot.oat (art_jni_trampoline+180)
#00 pc 000000000008e588 /system/framework/arm64/boot-framework.oat (com.android.internal.os.RuntimeInit$MethodAndArgsCaller.run+136)
#00 pc 00000000000896cb8 /system/framework/arm64/boot-framework.oat (com.android.internal.os.ZygoteInit.main+2280)
#00 pc 00000000001337e8 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568)
#00 pc 00000000001a8a94 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const
#00 pc 0000000000552d58 /apex/com.android.art/lib64/libart.so (art::JValue art::InvokeWithVarArgs<art::ArtMethod*>(art::ScopedObjectAccessAlreadyRunnable
#00 pc 000000000055320c /apex/com.android.art/lib64/libart.so (art::JValue art::InvokeWithVarArgs<_jmethodID*>(art::ScopedObjectAccessAlreadyRunnable con
#00 pc 000000000043811c /apex/com.android.art/lib64/libart.so (art::JNI<true>::CallStaticVoidMethodV(_JNIEnv*, _jclass*, _jmethodID*, std::__va_list)+656)
#00 pc 0000000000099424 /system/lib64/libandroid_runtime.so (_JNIEnv::CallStaticVoidMethod(_jclass*, _jmethodID*, ...) +124)
#00 pc 00000000000a08b0 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::start(char const*, android::Vector<android::String8> const&, bool)+
#00 pc 000000000003580 /system/bin/app_process64 (main+1336)
#00 pc 000000000004988c /apex/com.android.runtime/lib64/bionic/libc.so (__libc_init+108)
```

Any pointers as to what might be causing this issue would be appreciated. Thanks.

✓ Links (2)

↔ Links (2)

"<http://com.adurolight.us>"

"For issues in using the Play Console, please contact Google Play developer support using the following link: <https://support.google.com/googleplay/android-developer/answer/7218994?hl=en>"

COMMENTS



am...@google.com <am...@google.com> [#2](#)

Status: Won't Fix (Infeasible)

For issues in using the Play Console, please contact Google Play developer support using the following link: <https://support.google.com/googleplay/android-developer/answer/7218994?hl=en>

We are closing this issue as this forum is for reporting Android issues only.