📁 Android Public Tracker   37123080 ▾

← C ☆ **BMP file decoding**   (+1)¹   Hotlists (1)   Mark as Duplicate   🔔   ⋮

Comments (8)   Dependencies   Duplicates (0)   Blocking (0)   Resources (6)

Can't Repro   Bug   P3   + Add Hotlist   NeedsInfo

👥 **STATUS UPDATE** No update yet.   Edit

📄 **DESCRIPTION** ge...@googlemail.com created issue #1   Oct 12, 2016 06:03AM   ⋮

I try to read the following bmp file but the decoder returns a false ...

Is there something wrong with the encoding of bmp file?

D/skia: --- decoder->decode returned false

Here is my code:

```
        ImageView originalImage;

        InputStream si1 = null;
        setContentView(R.layout.display_image);
        originalImage = (ImageView) findViewById(R.id.initial_photo);

        try {
            File root = android.os.Environment.getExternalStorageDirectory();
            si1 = new FileInputStream(root.getAbsolutePath() + "/download/" + "mydata.bmp");

            Bitmap bitmap1 = BitmapFactory.decodeStream(si1);
            originalImage.setImageBitmap(bitmap1);

        } catch (FileNotFoundException e) {
            e.printStackTrace();
        }
```

Here is the bmp file:

https://drive.google.com/open?id=0B2hkVMbE98w5WFJuSjUyOXNlVmc

It is interesting that the bmp can not be desplayed by a common image viewer app in the android phone, but in the pc it looks ok ...

Using the code to display another bmp e.g. the like following, it works...

http://cd.textfiles.com/megademo2/AV/BMP/BATLOGO.BMP

The issue is not in the bmp file as the file is openned in a windows pc, with any image viewer ...

✓ **Links (6)**   Hide all

"https://drive.google.com/open?id=0B2hkVMbE98w5WFJ... "   ge...@ #1
"http://cd.textfiles.com/megademo2/AV/BMP/BATLOGO.... "   ge...@ #1
"<RelativeLayout xmlns:android=" http://schemas.android.com/apk/res/android ""   am...@ #2
"   xmlns:tools=" http://schemas.android.com/tools ""   am...@ #2
"https://drive.google.com/open?id=0B2hkVMbE98w5SFNT... "   ge...@ #6
"https://drive.google.com/open?id=0B2hkVMbE98w5WWU... "   ge...@ #7

COMMENTS   All comments ▾   ↓ Oldest first

⚪ **am...@google.com** <am...@google.com> #2   Oct 13, 2016 09:32PM   ⋮

Status: New

Hi,

I have used below sample code and could able to get the same image displayed

MainActivity.java
=============================
public class MainActivity extends AppCompatActivity {

    ImageView originalImage;
    InputStream si1 = null;

    @Override
    protected void onCreate(Bundle savedInstanceState) {

Side panel:

Field	Value
Reporter	⚪ ge...@googlemail.com
Type	Bug
Priority	P3
Severity	S3
Status	Won't fix (Not reproducible)
Access	Default access View
Assignee	--
Verifier	--
Collaborators	👥 _____ ^
CC	🔒 _____ ^
	ge...@googlemail.com
AOSP ID	225002
ReportedBy	Developer
Found In	--
Targeted To	--
Verified In	--
In Prod	⚪

```java
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);


        originalImage = (ImageView) findViewById(R.id.initial_photo);

        try {
            File root = android.os.Environment.getExternalStorageDirectory();
            Log.v("TAG", root.getAbsolutePath() + "/Download/" + "mydata.bmp");
            si1 = new FileInputStream(root.getAbsolutePath() + "/Download/" + "mydata.bmp");

            Bitmap bitmap1 = BitmapFactory.decodeStream(si1);
            originalImage.setImageBitmap(bitmap1);

        } catch (FileNotFoundException e) {
            e.printStackTrace();
        }

    }
}
```
============================

activity_main.xml
============================
```xml
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/activity_main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingBottom="@dimen/activity_vertical_margin"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin"
    tools:context="com.example.amrutha.bmpfiledecode.MainActivity">

    <ImageView
        android:id="@+id/initial_photo"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"/>

</RelativeLayout>
```
============================

AndroidManifest.xml
============================
```xml
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.example.amrutha.bmpfiledecode">

    <uses-permission android:name="android.permission.READ_EXTERNAL_STORAGE"/>
    <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE"/>
    <application
        android:allowBackup="true"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:supportsRtl="true"
        android:theme="@style/AppTheme">
        <activity android:name=".MainActivity">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>

</manifest>
```
============================

And I have pushed mydata.bmp to path -> /storage/emulated/0/Download/
Allow permission to the app -> settings->apps->Bmpfiledecode->permissions->storage -> enable it
Tested it on Nexus 5x, NBD90W

Attached the screenshot for reference

So please let me know what is the expected and observed behavior.

📥 **deleted**
0 B ⓘ   🔓 Restricted

⬭ **ge...@googlemail.com** <ge...@googlemail.com> #3   Oct 14, 2016 11:36PM ⋮

Hi,

Running my code or the code that you provided me I receive the same result … this bmp is not displayed !

Ruunning the app in LG G3 with lollipop 5.0

Here is the Console output:

10/14 00:09:51: Launching app

$ adb shell am start -n "com.apps.gv.bmpdisplay/com.apps.gv.bmpdisplay.MainActivity" -a android.intent.action.MAIN -c android.intent.category.LAUNCHER -D

Connecting to com.apps.gv.bmpdisplay

Connected to the target VM, address: 'localhost:8600', transport: 'socket'

I/art: Late-enabling -Xcheck:jni

W/ActivityThread: Application com.apps.gv.bmpdisplay is waiting for the debugger on port 8100...

I/System.out: Sending WAIT chunk

I/art: Debugger is active

I/System.out: Debugger has connected

I/System.out: waiting for debugger to settle...

I/System.out: waiting for debugger to settle...

I/System.out: waiting for debugger to settle...

I/System.out: waiting for debugger to settle...

I/System.out: waiting for debugger to settle...

I/System.out: waiting for debugger to settle...

I/System.out: waiting for debugger to settle...

I/System.out: waiting for debugger to settle...

I/System.out: debugger has settled (1478)

I/InstantRun: Instant Run Runtime started. Android package is com.apps.gv.bmpdisplay, real application class is null.

D/ContextHelper: convertTheme. context->name=com.apps.gv.bmpdisplay themeResourceId=2131230862

W/art: Before Android 4.1, method android.graphics.PorterDuffColorFilter android.support.graphics.drawable.VectorDrawableCompat.updateTintFilter(android.graphics.PorterDuffColorFilter, android.content.res.ColorStateList, android.graphics.PorterDuff$Mode) would have incorrectly overridden the package-private method in android.graphics.drawable.Drawable

I/PhoneWindow: [generateLayout] setColorNavigationBar => color=0x ff000001

D/PhoneWindowEx: [LMJ][PWEx][generateLayout] setNavigationBarColor2 : colors=0xff000000

I/PhoneWindow: [setNavigationBarColor2] color=0x ff000000

V/TAG: /storage/emulated/0/Download/mydata.bmp

D/skia: --- decoder->decode returned false

D/OpenGLRenderer: Render dirty regions requested: true

I/Adreno-EGL: <qeglDrvAPI_eglInitialize:410>: EGL 1.4 QUALCOMM build: ()

        OpenGL ES Shader Compiler Version: E031.25.03.00

        Build Date: 12/12/14 금

        Local Branch: LA.BF.1.1_RB1.05.00.00.002.031_20141212_01821442

        Remote Branch:

        Local Patches:

        Reconstruct Branch:

I/OpenGLRenderer: Initialized EGL, version 1.4

D/OpenGLRenderer: Enabling debug mode 0

D/Atlas: Validating map...

I/Timeline: Timeline: Activity_idle id: android.os.BinderProxy@12a49766 time:33612849

The screenshot is attached

I run the app also in my nexus10 with lollipop 5.1.1

The result is the same!

Here is the output from the decoder:

10/14 00:18:56: Launching app

$ adb push C:\Users\GV\AndroidStudioProjects\bmpdisplay\app\build\outputs\apk\app-debug.apk /data/local/tmp/com.apps.gv.bmpdisplay

$ adb shell pm install -r "/data/local/tmp/com.apps.gv.bmpdisplay"

        pkg: /data/local/tmp/com.apps.gv.bmpdisplay

Success

$ adb shell am start -n "com.apps.gv.bmpdisplay/com.apps.gv.bmpdisplay.MainActivity" -a android.intent.action.MAIN -c android.intent.category.LAUNCHER -D

Connecting to com.apps.gv.bmpdisplay

W/ActivityThread: Application com.apps.gv.bmpdisplay is waiting for the debugger on port 8100...

I/System.out: Sending WAIT chunk

I/art: Debugger is active

I/System.out: Debugger has connected

I/System.out: waiting for debugger to settle...

Connected to the target VM, address: 'localhost:8600', transport: 'socket'

I/System.out: waiting for debugger to settle...

I/System.out: waiting for debugger to settle...

I/System.out: waiting for debugger to settle...

I/System.out: waiting for debugger to settle...

I/System.out: waiting for debugger to settle...

I/System.out: waiting for debugger to settle...

I/System.out: debugger has settled (1373)

I/InstantRun: Instant Run Runtime started. Android package is com.apps.gv.bmpdisplay, real application class is null.

W/art: Before Android 4.1, method android.graphics.PorterDuffColorFilter android.support.graphics.drawable.VectorDrawableCompat.updateTintFilter(android.graphics.PorterDuffColorFilter, android.content.res.ColorStateList, android.graphics.PorterDuff$Mode) would have incorrectly overridden the package-private method in android.graphics.drawable.Drawable

V/TAG: /storage/emulated/0/Download/mydata.bmp

D/skia: --- decoder->decode returned false

D/OpenGLRenderer: Use EGL_SWAP_BEHAVIOR_PRESERVED: true

D/Atlas: Validating map...

I/OpenGLRenderer: Initialized EGL, version 1.4

D/OpenGLRenderer: Enabling debug mode 0

D/mali_winsys: new_window_surface returns 0x3000

📎 **deleted**

🔒 Restricted

0 B ⑦

---

ge...@googlemail.com <ge...@googlemail.com> #4   Oct 16, 2016 03:17AM ⋮

Finally the issue is that bits h'002e - h'0031 indicate that 2^{24} colors are in pallete but the pallete is empty.
Here is the header:

Address   0 1 2 3 4 5 6 7 8 9 A B C D E F
H'00000000: 42 4d 36 ee 02 00 00 00 00 00 36 00 00 00 28 00
H'00000001: 00 00 40 01 00 00 c8 00 00 00 01 00 18 00 00 00
H'00000002: 00 00 00 ee 02 00 e8 03 00 00 e8 03 00 00 00 00
H'00000003: 00 01 00 00 00 00 64 49 49 64 61 5f 65 60 5f 65

So changing the H'31 from 01 to 00 the photo is displayed in android.

In windows the problem is recognized and the fault is ignored, but in android this issue prevents the oppening of the image.

---

am...@google.com <am...@google.com> #5   Oct 17, 2016 05:33PM ⋮

Thanks for the information, could you please provide the bugreport to take further

Android bug report:
After reproducing the issue, navigate to developer settings, ensure 'USB debugging' is enabled, then enable 'Bug report shortcut'. To take bug report, hold the power button and select the 'Take bug report' option.

Note: Please upload the bug report to google drive and share the folder to android-bugreport@google.com, then share the link here.

---

ge...@googlemail.com <ge...@googlemail.com> #6   Oct 19, 2016 08:57PM ⋮

Hi,
first of all, please check my previous message , I think this is the problem.
Anyway, here is the bug report:
https://drive.google.com/open?id=0B2hkVMbE98w5SFNTdUlDRzFpSmc

---

ge...@googlemail.com <ge...@googlemail.com> #7   Oct 19, 2016 09:07PM ⋮

Here is the second file of bugreport.
https://drive.google.com/open?id=0B2hkVMbE98w5WWU2aUY0cXVhTTQ

---

am...@google.com <am...@google.com> #8   Oct 25, 2016 11:31PM ⋮

Status: Won't Fix (Not Reproducible)

Hi,

Just a note for you: grant the storage permission for the app in the settings which will allow you to let your job done

As our engineering team does not prioritize changes on older versions of android, request you to raise the concerns only if you are observing them on latest android versions supported for respective nexus devices. As We are not observing the behavior on nexus devices with latest android releases closing it. Please do raise new issue if you observe the same behavior on nexus devices with latest android version