



androidx.appcompat.appcompat:1.3.0 introduced native crash: libminikin.so (minikin::FontFamily::getClosestMatch(minikin::FontStyle) const+172

+1 1

Hotlists (1)

Mark as Duplicate



Comments (5) Dependencies Duplicates (0) Blocking (0) Resources (0)

Assigned

Bug

P2

+ Add Hotlist



STATUS UPDATE No update yet.

Edit



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

May 25, 2021 01:01AM



Component used: androidx.appcompat.appcompat Version used: 1.3.0 Devices/Android versions reproduced on: Samsung Galaxy J6+/Android 10 (SDK 29)

This crash was not observed in androidx.appcompat.appcompat:1.2.0. Seems "androidx.appcompat.widget.AppCompatTextView.onMeasure" caused the issue. I can not debug it, it was reported on Google Play Console, it's native crash, no java stack.

I use "android:fontFamily="@font/iconfont" in the layout XML, seems this caused crash with androidx.appcompat.appcompat:1.3.0 on the Samsung Galaxy J6+, below it's stack:

pid: 0, tid: 0 >>> com.xxxx.xxxxx<<<

```
backtrace: #00 pc 00000000000d7c4 /system/lib/libminikin.so (minikin::FontFamily::getClosestMatch(minikin::FontStyle)
const+172) #00 pc 00000000000c3ab /system/lib/libminikin.so (minikin::FontCollection::baseFontFaked(minikin::FontStyle)+6)
#00 pc 00000000001a1a5 /system/lib/libandroid_runtime.so (android::PaintGlue::getMetricsInternal(long long,
SkFontMetrics*)+36) #00 pc 00000000011933f /system/lib/libandroid_runtime.so (android::PaintGlue::getFontMetricsInt(_JNIEnv*,
_jobject*, long long, _jobject*)+34) #00 pc 00000000002bd3fb /system/framework/arm/boot-framework.oat
(art_jni_trampoline+130) #00 pc 0000000000417f89 /system/framework/arm/boot-framework.oat
(android.graphics.Paint.getFontMetricsInt+48) #00 pc 00000000007977bd /system/framework/arm/boot-framework.oat
(android.text.TextLine.expandMetricsFromPaint+60) #00 pc 00000000007987b3 /system/framework/arm/boot-framework.oat
(android.text.TextLine.handleText+114) #00 pc 0000000000797dc9 /system/framework/arm/boot-framework.oat
(android.text.TextLine.handleRun+568) #00 pc 00000000007994cb /system/framework/arm/boot-framework.oat
(android.text.TextLine.measure+594) #00 pc 000000000079979d /system/framework/arm/boot-framework.oat
(android.text.TextLine.metrics+44) #00 pc 00000000008650c1 /system/framework/arm/boot-framework.oat
(android.text.BoringLayout.isBoring+416) #00 pc 0000000000094ad13 /system/framework/arm/boot-framework.oat
(android.widget.TextView.onMeasure+450) #00 pc 000000000006d5f3 /data/app/com.xxxx.xxxx-
zW3tnaV2gKigyFOQTeGUA=/oat/arm/base.odex (androidx.appcompat.widget.AppCompatTextView.onMeasure+178) #00 pc
000000000089d3d7 /system/framework/arm/boot-framework.oat (android.view.View.measure+886) #00 pc 00000000009ca475
/system/framework/arm/boot-framework.oat (android.widget.RelativeLayout.measureChildHorizontal+324) #00 pc
00000000009cb091 /system/framework/arm/boot-framework.oat (android.widget.RelativeLayout.onMeasure+624) #00 pc
000000000089d3d7 /system/framework/arm/boot-framework.oat (android.view.View.measure+886) #00 pc 00000000000d7bc5
/apex/com.android.runtime/lib/libart.so (art_quick_invoke_stub_internal+68) #00 pc 00000000004371b5
/apex/com.android.runtime/lib/libart.so (art_quick_invoke_stub+252) #00 pc 00000000000dffe6
/apex/com.android.runtime/lib/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char
const*)+178) #00 pc 0000000000213875 /apex/com.android.runtime/lib/libart.so
(art::interpreter::ArtInterpreterToCompiledCodeBridge(art::Thread*, art::ArtMethod*, art::ShadowFrame*, unsigned short,
art::JValue*)+280) #00 pc 0000000000020f18d /apex/com.android.runtime/lib/libart.so (bool art::interpreter::DoCall<false, false>
(art::ArtMethod*, art::Thread*, art::ShadowFrame&, art::Instruction const*, unsigned short, art::JValue*)+716) #00 pc
000000000043197d /apex/com.android.runtime/lib/libart.so (MterpInvokeVirtualQuick+544) #00 pc 00000000000d6594
/apex/com.android.runtime/lib/libart.so (mterp_op_invoke_virtual_quick+20) #00 pc 000000000016db6c
/data/app/com.xxxx.xxxapp-zW3tnaV2gKigyFOQTeGUA=/oat/arm/base.vdex
(androidx.constraintlayout.widget.ConstraintLayout$b.b+1070) #00 pc 0000000000431bf7 /apex/com.android.runtime/lib/libart.so
(MterpInvokeVirtualQuick+1178) #00 pc 00000000000d6594 /apex/com.android.runtime/lib/libart.so
(mterp_op_invoke_virtual_quick+20) #00 pc 0000000000167572 /data/app/com.xxxx.xxxapp-
zW3tnaV2gKigyFOQTeGUA=/oat/arm/base.vdex (b.g.b.i.l.b.a+202) #00 pc 00000000000431bf7
/apex/com.android.runtime/lib/libart.so (MterpInvokeVirtualQuick+1178) #00 pc 00000000000d6594
/apex/com.android.runtime/lib/libart.so (mterp_op_invoke_virtual_quick+20) #00 pc 000000000016fd3a
/data/app/com.xxxx.xxxapp-zW3tnaV2gKigyFOQTeGUA=/oat/arm/base.vdex
(androidx.constraintlayout.widget.ConstraintLayout.onMeasure+2910) #00 pc 000000000001eeb79
/apex/com.android.runtime/lib/libart.so (art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&,
art::ShadowFrame&, art::JValue, bool, bool) (.llvm.14738577396532805454)+192) #00 pc 000000000001f336b
/apex/com.android.runtime/lib/libart.so (art::interpreter::EnterInterpreterFromEntryPoint(art::Thread*, art::CodeItemDataAccessor
const&, art::ShadowFrame*)+126) #00 pc 00000000000420c9d /apex/com.android.runtime/lib/libart.so
(artQuickToInterpreterBridge+852) #00 pc 00000000000dc5a1 /apex/com.android.runtime/lib/libart.so
(art_quick_to_interpreter_bridge+32) #00 pc 000000000089d3d7 /system/framework/arm/boot-framework.oat
(android.view.View.measure+886) #00 pc 00000000009237c3 /system/framework/arm/boot-framework.oat
(android.view.ViewGroup.measureChildWithMargins+194) #00 pc 000000000009c1f87 /system/framework/arm/boot-framework.oat
(android.widget.FrameLayout.onMeasure+294) #00 pc 0000000000052841 /data/app/com.xxxx.xxxapp-
zW3tnaV2gKigyFOQTeGUA=/oat/arm/base.odex (androidx.appcompat.widget.ContentFrameLayout.onMeasure+728) #00 pc
000000000089d3d7 /system/framework/arm/boot-framework.oat (android.view.View.measure+886) #00 pc 00000000009237c3
/system/framework/arm/boot-framework.oat (android.view.ViewGroup.measureChildWithMargins+194) #00 pc 000000000009c6f9b
/system/framework/arm/boot-framework.oat (android.widget.LinearLayout.measureChildBeforeLayout+66) #00 pc
000000000009c83e1 /system/framework/arm/boot-framework.oat (android.widget.LinearLayout.measureVertical+648) #00 pc
000000000009c8f0b /system/framework/arm/boot-framework.oat (android.widget.LinearLayout.onMeasure+50) #00 pc
000000000089d3d7 /system/framework/arm/boot-framework.oat (android.view.View.measure+886) #00 pc 00000000009237c3
/system/framework/arm/boot-framework.oat (android.view.ViewGroup.measureChildWithMargins+194) #00 pc 000000000009c1f87
/system/framework/arm/boot-framework.oat (android.widget.FrameLayout.onMeasure+294) #00 pc 000000000089d3d7
/system/framework/arm/boot-framework.oat (android.view.View.measure+886) #00 pc 00000000009237c3
/system/framework/arm/boot-framework.oat (android.view.ViewGroup.measureChildWithMargins+194) #00 pc 000000000009c6f9b
```

Reporter lu...@gmail.com

Type Bug

Priority P2

Severity S2

Status Assigned

Access Default access [View](#)

Assignee lu...@gmail.com

Verifier --

Collaborators [_____](#) ^

CC [_____](#) ^
lu...@gmail.com

AOSP ID --

Estimate --

Found In --

Targeted To --

Verified In --

In Prod

Show 1 additional field ^

/system/framework/arm/boot-framework.oat (android.widget.LinearLayout.measureChildBeforeLayout+66) #00 pc 00000000009c83e1 /system/framework/arm/boot-framework.oat (android.widget.LinearLayout.measureVertical+648) #00 pc 00000000009c8f0b /system/framework/arm/boot-framework.oat (android.widget.LinearLayout.onMeasure+50) #00 pc 000000000089d3d7 /system/framework/arm/boot-framework.oat (android.view.View.measure+886) #00 pc 00000000009237c3 /system/framework/arm/boot-framework.oat (android.view.ViewGroup.measureChildWithMargins+194) #00 pc 00000000009c1f87 /system/framework/arm/boot-framework.oat (android.widget.FrameLayout.onMeasure+294) #00 pc 00000000009ee2e3 /system/framework/arm/boot-framework.oat (com.android.internal.policy.DecorView.onMeasure+1306) #00 pc 000000000089d3d7 /system/framework/arm/boot-framework.oat (android.view.View.measure+886) #00 pc 00000000008b980b /system/framework/arm/boot-framework.oat (android.view.ViewRootImpl.performMeasure+138) #00 pc 00000000008b8373 /system/framework/arm/boot-framework.oat (android.view.ViewRootImpl.measureHierarchy+1394) #00 pc 00000000008ba1cd /system/framework/arm/boot-framework.oat (android.view.ViewRootImpl.performTraversals+2364) #00 pc 00000000008bfa17 /system/framework/arm/boot-framework.oat (android.view.ViewRootImpl.doTraversal+158) #00 pc 00000000007e5d65 /system/framework/arm/boot-framework.oat (android.view.ViewRootImpl\$TraversalRunnable.run+52) #00 pc 00000000007d01d7 /system/framework/arm/boot-framework.oat (android.view.Choreographer.doCallbacks+742) #00 pc 00000000007d08db /system/framework/arm/boot-framework.oat (android.view.Choreographer.doFrame+1266) #00 pc 000000000087d6fb /system/framework/arm/boot-framework.oat (android.view.Choreographer\$FrameDisplayEventReceiver.run+66) #00 pc 000000000063f3e9 /system/framework/arm/boot-framework.oat (android.os.Handler.dispatchMessage+64) #00 pc 0000000000641e05 /system/framework/arm/boot-framework.oat (android.os.Looper.loop+1276) #00 pc 000000000045b935 /system/framework/arm/boot-framework.oat (android.app.ActivityThread.main+788) #00 pc 0000000000d7bc5 /apex/com.android.runtime/lib/libart.so (art_quick_invoke_stub_internal+68) #00 pc 00000000004372c9 /apex/com.android.runtime/lib/libart.so (art_quick_invoke_static_stub+248) #00 pc 0000000000dffff /apex/com.android.runtime/lib/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const*)+198) #00 pc 00000000003780a3 /apex/com.android.runtime/lib/libart.so (art::(anonymous namespace)::InvokeWithArgArray(art::ScopedObjectAccessAlreadyRunnable const&, art::ArtMethod*, art::(anonymous namespace)::ArgArray*, art::JValue*, char const*)+54) #00 pc 00000000003795bd /apex/com.android.runtime/lib/libart.so (art::InvokeMethod(art::ScopedObjectAccessAlreadyRunnable const&, _jobject*, _jobject*, _jobject*, unsigned int)+932) #00 pc 0000000000324bab /apex/com.android.runtime/lib/libart.so (art::Method_invoke(_JNIEnv*, _jobject*, _jobject*, _jobjectArray*)+30) #00 pc 0000000000bc8b7 /system/framework/arm/boot.oat (art_jni_trampoline+110) #00 pc 000000000083451b /system/framework/arm/boot-framework.oat (com.android.internal.os.RuntimeInit\$MethodAndArgsCaller.run+114) #00 pc 000000000083b1e9 /system/framework/arm/boot-framework.oat (com.android.internal.os.ZygoteInit.main+2624) #00 pc 0000000000d7bc5 /apex/com.android.runtime/lib/libart.so (art_quick_invoke_stub_internal+68) #00 pc 00000000004372c9 /apex/com.android.runtime/lib/libart.so (art_quick_invoke_static_stub+248) #00 pc 0000000000dffff /apex/com.android.runtime/lib/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const*)+198) #00 pc 00000000003780a3 /apex/com.android.runtime/lib/libart.so (art::(anonymous namespace)::InvokeWithArgArray(art::ScopedObjectAccessAlreadyRunnable const&, art::ArtMethod*, art::(anonymous namespace)::ArgArray*, art::JValue*, char const*)+54) #00 pc 0000000000377e59 /apex/com.android.runtime/lib/libart.so (art::InvokeWithVarArgs(art::ScopedObjectAccessAlreadyRunnable const&, _jobject*, _jmethodID*, std::__va_list)+292) #00 pc 00000000002c1539 /apex/com.android.runtime/lib/libart.so (art::JNI::CallStaticVoidMethodV(_JNIEnv*, _jclass*, _jmethodID*, std::__va_list)+460) #00 pc 00000000000a235d /system/lib/libandroid_runtime.so (_JNIEnv::CallStaticVoidMethod(_jclass*, _jmethodID*, ...) +28) #00 pc 000000000004a77 /system/lib/libandroid_runtime.so (android::AndroidRuntime::start(char const*, android::Vector<android::String8 const&, bool>)+506) #00 pc 0000000000002309 /system/bin/app_process32 (main+708) #00 pc 000000000004e4d1 /apex/com.android.runtime/lib/bionic/libc.so (__libc_init+68) #00 pc 000000000000202f /system/bin/app_process32 (_start_main+38) #00 pc 0000000000004456 <anonymous>

COMMENTS

All comments ⌵ ⌵ Oldest first



al...@google.com <al...@google.com> May 25, 2021 01:53AM

Reassigned to si...@google.com.




si...@google.com <si...@google.com> May 25, 2021 02:17AM

Reassigned to an...@google.com.



se...@google.com <se...@google.com> May 25, 2021 04:48AM

Reassigned to no...@google.com.



no...@google.com <no...@google.com> #2 May 25, 2021 05:03AM ⋮


Reassigned to lu...@gmail.com.

Thank you for your report.

Unfortunately, I haven't receive any crash report at this function on Pixel devices, and likely it is not actionable to me only with this stack trace.

Can you try your app on Pixel phone? or can you share the font that you used with us?

Thank you.



lu...@gmail.com <lu...@gmail.com> #3 May 25, 2021 11:11AM ⋮

I uploaded the font file, there are some vector fonts in the file, so we can use it as an button icon on UI. I listed some unicode of the font, these are defined in strings.xml:

```
<!-- Font codes -->
<string name="icon_wifi" translatable="false">&#xe671;</string>
<string name="icon_flash_off" translatable="false">&#xe733;</string>
<string name="icon_flash_on" translatable="false">&#xe732;</string>
```

```
<string name="icon_beauty" translatable="false">&#xe680;</string>
<string name="icon_mirror" translatable="false">&#xe668;</string>
<string name="icon_facing" translatable="false">&#xe755;</string>
<string name="icon_exposure" translatable="false">&#xed98;</string>
```

Then in the layout xml, we used it with the android:text, for exampe the icon_exposure is a code of the font: <TextView style="@style/AppTheme.Manual.TextIcon" android:text="@string/icon_exposure" />

The style is defined:

```
<style name="AppTheme.Manual.TextIcon" parent="AppTheme">

    <item name="android:layout_width">match_parent</item>
    <item name="android:layout_height">@dimen/manual_txt_icon_height</item>
    <item name="android:textSize">@dimen/manual_txt_icon_size</item>
    <item name="android:layout_margin">0dp</item>
    <item name="android:padding">0dp</item>
    <item name="android:insetTop">0dp</item>
    <item name="android:insetBottom">0dp</item>
    <item name="android:layout_gravity">center_horizontal</item>
    <item name="android:gravity">center</item>
    <item name="android:textColor">@color/manual_text_icon</item>
    <item name="android:background">@android:color/transparent</item>
    <item name="android:duplicateParentState">true</item>
    <item name="android:fontFamily">@font/iconfont</item>
</style>


<style name="AppTheme" parent="Theme.MaterialComponents.DayNight.DarkActionBar">
    <item name="colorAccent">@color/colorAccent</item>
    <item name="android:windowTranslucentNavigation">true</item>
</style>
```

And below is the libraries that the app used:

```
dependencies {
    implementation fileTree(dir: 'libs', include: ['*.jar'])


    implementation 'com.google.android.material:material:1.3.0'
    implementation "androidx.appcompat:appcompat:1.3.0"
    implementation 'androidx.constraintlayout:constraintlayout:2.0.4'
```

From the stack seems the "TextView" caused the crash, it uses the FontFamily in the style. The parent of the TextView will change layout dynamic, I'm not sure if the crash occurred during sensor orientation changing. We are a small team, so we have only about several android phones for testing, including Samsung S21, Samsung Note 8, Samsung A51, Xiaomi Redmi Note8 and Huawei P9. We have no Pixel phones. I published the app with 1% percent, about 14000 users can use the new version which uses androidx.appcompat:appcompat:1.3.0. Only Samsung Galaxy J6+ on Android 10 get the issue. I guess if I published 100%, will get more crash reports.


 **iconfont.ttf**
29 KB [Download](#)



lu...@gmail.com <lu...@gmail.com> [#4](#)


May 25, 2021 11:27AM 

Upload readable stack

 **stack.txt**
11 KB [View](#) [Download](#)



lu...@gmail.com <lu...@gmail.com> [#5](#)

May 28, 2021 11:23AM 

Is there an item to reassign this issue to correct team? Seems I can not do that. Any progress for this issue?