← ⟳ ☆   Attempting to use Renderscript on Android 5 crashes app after upgrading to Android X   +1 45   Hotlists (4)   Mark as Duplicate   🔔   ⋮

Comments (46)   Dependencies   Duplicates (0)   Blocking (0)   Resources (9)

Infeasible   Bug   P2   + Add Hotlist   [AOSP] assigned   adexe s nau

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

📄 **DESCRIPTION** lb...@toogoodtogo.com created issue #1   Nov 15, 2018 07:14PM   ⋮

Devices/Android versions reproduced on:
122 crashes
86% from Android 5
6% from Android 8
4% from Android 6
2% from Android 7
2% from other versions

42% of crashes come from devices manufactured by Archos.
I've had the most luck reproducing on Android 5.

Stacktrace:
Fatal Exception: androidx.renderscript.RSRuntimeException: Error loading RS jni library: java.lang.UnsatisfiedLinkError: JNI_ERR returned from JNI_OnLoad in
"/data/app/com.app.tgtg-1/lib/arm64/librsjni_androidx.so" Support lib API: 2301
    at androidx.renderscript.RenderScript.internalCreate(RenderScript.java:1414)
    at androidx.renderscript.RenderScript.create(RenderScript.java:1599)
    at androidx.renderscript.RenderScript.create(RenderScript.java:1549)
    at androidx.renderscript.RenderScript.create(RenderScript.java:1525)
    at androidx.renderscript.RenderScript.create(RenderScript.java:1512)
    at com.app.tgtg.util.BlurBuilder.blur(BlurBuilder.java:29)

build.gradle:
    renderscriptTargetApi 15
    renderscriptSupportModeEnabled true

Imports:

import androidx.renderscript.Allocation;
import androidx.renderscript.Element;
import androidx.renderscript.RenderScript;
import androidx.renderscript.ScriptIntrinsicBlur;

Line where it crashes:
RenderScript rs = RenderScript.create(context);

✓ Mentioned issues (1)   ✓ Links (6)   Hide all

⚙ **Mentioned issues (1)**

P3   librsjni_androidx.so SIGSEGV "This is likely a dup of b/133169129 . It would be great if you can try the updated librsjni_androidx prebuilt in comment#12 in that thread." mi...@ #40

🔗 **Links (6)**

"https://drive.google.com/file/d/0BxWOVCO-Ab55aHRHbHlJMjVMaGpWaVNLTUF5VC1UX20w... "   lb...@ #3
"I have test project to reproduce issue: https://github.com/ernest-p/BlurView"   po...@ #9
"https://www.guardsquare.com/en/products/proguard/manual/... "   mu...@ #16
"http://proguard-rules.pro"   mu...@ #16
"https://github.com/dwi336/Eleven/blob/master/app/src/main/java/org/lineageos/eleven/cache/Bl... "   dw...@ #25
"http://d.a.Na"   se...@ #35

COMMENTS   All comments ▾   ↓ Oldest first

○ **ve...@google.com** <ve...@google.com>   Nov 16, 2018 07:07PM

   Assigned to ve...@google.com.

○ **ve...@google.com** <ve...@google.com> #2   Nov 16, 2018 10:40PM   ⋮

   Thank you for reporting this issue. For us to further investigate this issue, please provide the following additional information:

   Android build
   Which Android build are you using? (e.g. OPP1.170223.012)

Device used
Which device did you use to reproduce this issue?

Steps to reproduce
What steps are needed to reproduce this issue?

Please provide sample project or apk to reproduce the issue. Also mention the steps to be followed for reproducing the issue with the given sample project or apk.

Frequency
How frequently does this issue occur? (e.g 100% of the time, 10% of the time)

Expected output
What is the expected output?

Current output
What is the current output?

Android bug report capturing
After reproducing the issue, press the volume up, volume down, and power button simultaneously. This will capture a bug report on your device in the "bug reports" directory. Attach the bug report file to this issue.

Alternate method
After reproducing the issue, navigate to "developer settings", ensure "USB debugging" is enabled, then enable "Bug report shortcut". Capture bug report by holding the power button and selecting the "Take bug report" option.

Screen capture of the issue
Press the volume down and power buttons simultaneously. The image will appear in your gallery. Attach the screenshot file to this issue.

Screen record of the issue, for clarity
Please capture screen record or video of the issue using following steps:
adb shell screenrecord /sdcard/video.mp4
Subsequently use following command to pull the recorded file:
adb pull /sdcard/video.mp4
Attach the file to this issue.

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

---

lb...@toogoodtogo.com <lb...@toogoodtogo.com> #3   Nov 23, 2018 01:24AM ⋮

Android build
7.19.401.51 CL482424 release-keys

Device used
HTC One
(There are definitely many more devices this occurs on, but I don't personally have them. It seems to mainly occur on Android 5.
Steps to reproduce
Attempt to use androidx.renderscript.RenderScript.create(context)

Do I really need to provide a sample project for such a simple to reproduce issue?

Frequency
100% of the time (For any given device, it either happens always or never)

Expected output
A RenderScript object should be created.

Current output
Something funky and unpredictable will happen. I became aware of this issue because I was getting stacktraces through crashlytics. On this test device, it does different things (black screen, frozen app, or returning to splash screen). But there's always A/libc: Fatal signal 11 (SIGSEGV), code 1, fault addr 0x0 in tid 22720. On the HTC One at least. Theres no segfault in the crashlytics stack traces.

Android bug report capturing
https://drive.google.com/file/d/0BxWOVCO-Ab55aHRHbHlJMjVMaGpWaVNLTUF5VC1UX20wSHR3/view?usp=sharing

And some relevant stuff from the logcat
A/libc: Fatal signal 11 (SIGSEGV), code 1, fault addr 0x0 in tid 28262 (com.app.tgtg)
W/libc: Security Level: (1), Debug inforamtion is controlled by the DUMPABLE flag.
I/DEBUG: *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
I/DEBUG: Build fingerprint: 'htc/htc_europe/m7:5.0.2/LRX22G/482424.51:user/release-keys'
I/DEBUG: Revision: '3'
I/DEBUG: ABI: 'arm'
I/DEBUG: pid: 28262, tid: 28262, name: com.app.tgtg >>> com.app.tgtg <<<
I/DEBUG: signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x0
I/DEBUG: r0 b84786b0 r1 a1252144 r2 00010004 r3 00000001
I/DEBUG: r4 00000043 r5 00000000 r6 00010004 r7 a1245145
I/DEBUG: r8 b8478958 r9 bec26de8 sl bec26dd8 fp b52e5c74
I/DEBUG: ip b846dca0 sp bec26bf8 lr b51ca13b pc a1245156 cpsr 200b0030
I/DEBUG: backtrace:
I/DEBUG: #00 pc 00000156 /data/app/com.app.tgtg-1/lib/arm/librsjni_androidx.so (JNI_OnLoad+17)
I/DEBUG: #01 pc 001d5139 /system/lib/libart.so (art::JavaVMExt::LoadNativeLibrary(std::__1::basic_string<char, std::__1::char_traits<char>, std::__1::allocator<char> > const&, art::Handle<art::mirror::ClassLoader>, std::__1::basic_string<char, std::__1::char_traits<char>, std::__1::allocator<char> >*)+1580)
I/DEBUG: #02 pc 001fa1e1 /system/lib/libart.so (art::Runtime_nativeLoad(_JNIEnv*, _jclass*, _jstring*, _jobject*, _jstring*)+548)
I/DEBUG: #03 pc 00078861 /data/dalvik-cache/arm/system@framework@boot.oat

ve...@google.com <ve...@google.com> #4

Nov 27, 2018 06:05PM

Could you please confirm, if you have faced similar issue on google devices.

---

la...@gmail.com <la...@gmail.com> #5

Nov 28, 2018 03:31AM

I don't have any google devices running Android 5

---

lb...@toogoodtogo.com <lb...@toogoodtogo.com> #6

Nov 28, 2018 03:32AM

I don't have any google devices running Android 5

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lb...@toogoodtogo.com <lb...@toogoodtogo.com> #7

Nov 29, 2018 08:49PM

In the project with the issue, I can import androidx.renderscript.RenderScript, but in the sample project I tried to create for you to make it easier to reproduce, you can't. It only lets you import android.renderscript.RenderScript;

If I switch the project with the issue to use android.renderscript instead of androidx renderscript, I get an warning from android studio that ScriptIntrinsicBlur.create() requires API 17.

I can't figure out why the sample project won't let me import androix.renderscript.
Both projects use androix and jetifier
android.enableJetifier=true
android.useAndroidX=true

Thu Nov 29 2018 10:44:18 GMT+0100 (Central European Standard Time).png
352 KB   View   Download

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ve...@google.com <ve...@google.com> #8

Nov 30, 2018 06:57PM

We have passed this to the development team and will update this issue with more information as it becomes available.

---

po...@gmail.com <po...@gmail.com> #9

Dec 1, 2018 05:14PM

I'm facing this issue as well on Android Simulator, Android API 19.

I have test project to reproduce issue: https://github.com/ernest-p/BlurView
Project was working fine till migrated to AndroidX

[Deleted User] <[Deleted User]> #10

Dec 12, 2018 02:42AM

We faced with the same problem on Huawei devices:

Model Name: P8 Lite
RAM: 2048 MB
Manufacturer: Huawei
Android Version: 5.0

[Deleted User] <[Deleted User]> #11

Dec 12, 2018 03:22AM

I encounter this error on my Huawei device.

Manufacturer: Huawei
Model name: P8 Lite
RAM: 2048 MB
Android Version: 5.0.1

[Deleted User] <[Deleted User]> #12

Dec 13, 2018 11:32PM

deleted

Message last modified on   Dec 14, 2018 10:57AM

[Deleted User] <[Deleted User]> #13

Dec 17, 2018 08:25PM

If someone is interested in as temporary workaround we changed the package from X to old support ones because RenderScript class is still shipped into sdk also. But we would like to have things in normal way. Do you have any information when these issues will be fixed?

---

lb...@toogoodtogo.com <lb...@toogoodtogo.com> #14

Dec 19, 2018 06:56PM

Yeah, and the problem with that workaround is it only works on API 17+. I still need to support API 16.

mu...@gmail.com <mu...@gmail.com> #15   Dec 19, 2018 08:51PM ⋮

I have the same problem.
Solved by porting back to standard android lib RenderScript as I don't have problems with only 17+.

This pretty easy to reproduce, just try following (Kotlin):
`val rs = androidx.renderscript.RenderScript.create(appContext)`
on API lvl 22 device and you'll get a crash that you can't even catch with try catch block!

Haven't tried with APIs lower than 22, but I'm sure that you'll get similar results.

---

mu...@gmail.com <mu...@gmail.com> #16   Dec 19, 2018 09:01PM ⋮

The original question seems to be more related to pro guard obfuscation of JNI bridge methods.
That can be fixed as described there:
https://www.guardsquare.com/en/products/proguard/manual/examples#native

or just by adding following to proguard-rules.pro file:

-keepclasseswithmembernames,includedescriptorclasses class * {
native <methods>;
}
# RenderScript to be safe on "native callback" side
-keep class androidx.renderscript.** { *; }

But then you'll end up with the issue mentioned above.

---

ve...@google.com <ve...@google.com> #17   Dec 20, 2018 08:28PM ⋮

Is this reproducible on a API 21 emulator (x86 and arm)? Please confirm.

---

ve...@google.com <ve...@google.com> #18   Dec 27, 2018 05:14PM ⋮

Please share the details requested in comment #17, to proceed further with the bug.

---

lb...@toogoodtogo.com <lb...@toogoodtogo.com> #19   Dec 27, 2018 07:15PM ⋮

Yes, it is reproducing on the emulator for me.
And it is the Segfault variant of the crash.

📎 **Thu Dec 27 2018 09:16:08 GMT+0100 (Central European Standard Time).png**
123 KB   View   Download

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lb...@toogoodtogo.com <lb...@toogoodtogo.com> #20   Dec 27, 2018 07:17PM ⋮

API 21 x86 Android 5.0 (Google APIs)

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ve...@google.com <ve...@google.com> #21   Dec 27, 2018 09:23PM ⋮

Thanks for the details. Please provide the below information for further investigation.

Android bug report capturing
After reproducing the issue, press the volume up, volume down, and power button simultaneously. This will capture a bug report on your device in the "bug reports" directory.
Attach the bug report file to this issue.

Alternate method
After reproducing the issue, navigate to "developer settings", ensure "USB debugging" is enabled, then enable "Bug report shortcut". Capture bug report by holding the power button and selecting the "Take bug report" option.

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

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lb...@toogoodtogo.com <lb...@toogoodtogo.com> #22   Dec 27, 2018 10:06PM ⋮

I did that already

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lb...@toogoodtogo.com <lb...@toogoodtogo.com> #23   Dec 27, 2018 10:07PM ⋮

See #3

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lb...@toogoodtogo.com <lb...@toogoodtogo.com> #24   Dec 27, 2018 10:08PM ⋮

https://issuetracker.google.com/issues/119582492#comment3

dw...@gmail.com <dw...@gmail.com> #25   Jan 1, 2019 10:44PM ⋮

I have also this issue. The workaround

https://issuetracker.google.com/issues/119582492#comment13

works for me:

https://github.com/dwi336/Eleven/blob/master/app/src/main/java/org/lineageos/eleven/cache/BlurBitmapWorkerTask.java

The bug was reproduced under Emulator API 14, 16, 19, 21, 23, 25, 27, 28 and physical devices with API 14, 19, 25.

[Deleted User] <[Deleted User]> #26   Jan 14, 2019 10:49PM ⋮

Any information about in which month it will be fixed?

---

an...@gmail.com <an...@gmail.com> #27   Jan 22, 2019 06:48PM ⋮

It's reproducable on LGE Nexus 5. Android 5.0.1. The same with AndroidX

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kr...@gmail.com <kr...@gmail.com> #28   Feb 5, 2019 06:01PM ⋮

Hey, ve...@google.com, do you need any additional information to proceed with the fix?

---

we...@gmail.com <we...@gmail.com> #29   Mar 6, 2019 08:52PM ⋮

Are there any updates on this issue? Because this is blocking me from updating to Android X

---

sv...@img.ly <sv...@img.ly> #30   Mar 15, 2019 12:32AM ⋮

Hi,
I am the lead developer from the PhotoEditor SDK for Android.
We and many of our customers are also waiting for a bug fix.

---

pe...@gmail.com <pe...@gmail.com> #31   Mar 15, 2019 01:06PM ⋮

So i use system Renderscript for api >= 18, and java fast blur for others. also to reduce the apk size.

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pa...@outlook.com <pa...@outlook.com> #32   Mar 21, 2019 05:50AM ⋮

Just encountered this bug today on Android 5.1.1 after migrating to AndroidX and running an extensive break point debugging chain until the culprit was found since the log only showed the following:

A/libc: Fatal signal 11 (SIGSEGV), code 1, fault addr 0x0 in tid 10270

Proguard rules do contain the new package prefix as pointed out by comment #16

Reverting to the previous package of Renderscript is not an ideal solution since those packages are no longer receiving updates since September 2018

Would appreciate an update regarding this issue whenever is possible.

---

pe...@gmail.com <pe...@gmail.com> #33   Apr 25, 2019 03:12AM ⋮

Same problem. When migrated to AndroidX started to get some crashes.

It happens right at the point of instantiating RenderScript with: RenderScript.create(context)

Between our test devices we can reproduce it in a: Motorola XT1058 - API 5.1

The stacktrace we could pull is next:

04-24 18:51:21.630 17345-17751/com.testpkg.test W/linker: librsjni_androidx.so: unused DT entry: type 0x60000010 arg 0x35
04-24 18:51:21.630 17345-17751/com.testpkg.test W/linker: librsjni_androidx.so: unused DT entry: type 0x6ffffef5 arg 0xad78
04-24 18:51:21.630 17345-17751/com.testpkg.test W/linker: librsjni_androidx.so: unused DT entry: type 0x6ffffffe arg 0xad38
04-24 18:51:21.630 17345-17751/com.testpkg.test W/linker: librsjni_androidx.so: unused DT entry: type 0x6fffffff arg 0x2

    -------- beginning of crash
04-24 18:51:21.631 17345-17751/com.testpkg.test A/libc: Fatal signal 11 (SIGSEGV), code 1, fault addr 0x0 in tid 17751 (ad_renderscript)

04-24 18:51:21.734 374-374/? I/DEBUG: *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
04-24 18:51:21.734 374-374/? I/DEBUG: Build fingerprint: 'motorola/ghost_att/ghost:5.1/LPAS23.12-21.7-1/1:user/release-keys'
04-24 18:51:21.734 374-374/? I/DEBUG: Revision: 'p300'
04-24 18:51:21.734 374-374/? I/DEBUG: ABI: 'arm'

```
04-24 18:51:21.734 374-374/? I/DEBUG: pid: 17345, tid: 17751, name: ad_renderscript  >>> com.testpkg.test <<<
04-24 18:51:21.734 374-374/? I/DEBUG: signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x0
04-24 18:51:21.745 374-374/? I/DEBUG:    r0 b489d200  r1 a42ab144  r2 00010004  r3 00000001
04-24 18:51:21.745 374-374/? I/DEBUG:    r4 00000043  r5 00000000  r6 00010004  r7 a429e145
04-24 18:51:21.745 374-374/? I/DEBUG:    r8 a1e24400  r9 a38e3840  sl a38e3830  fp b47faa6c
04-24 18:51:21.745 374-374/? I/DEBUG:    ip b4838218  sp a38e3658  lr b46d5665  pc a429e156  cpsr 200b0030
04-24 18:51:21.745 374-374/? I/DEBUG: backtrace:
04-24 18:51:21.746 374-374/? I/DEBUG:    #00 pc 00000156 /data/app/com.testpkg.test-1/lib/arm/librsjni_androidx.so (JNI_OnLoad+17)
04-24 18:51:21.746 374-374/? I/DEBUG:    #01 pc 001e1663 /system/lib/libart.so (art::JavaVMExt::LoadNativeLibrary(std::__1::basic_string<char, std::__1::char_traits<char>,
std::__1::allocator<char> > const&, art::Handle<art::mirror::ClassLoader>, std::__1::basic_string<char, std::__1::char_traits<char>, std::__1::allocator<char> >*)+1614)
04-24 18:51:21.746 374-374/? I/DEBUG:    #02 pc 002081db /system/lib/libart.so (art::Runtime_nativeLoad(_JNIEnv*, _jclass*, _jstring*, _jobject*, _jstring*)+514)
04-24 18:51:21.746 374-374/? I/DEBUG:    #03 pc 0007a925 /system/framework/arm/boot.oat
04-24 18:51:22.627 374-374/? I/DEBUG: Tombstone written to: /data/tombstones/tombstone_02
04-24 18:51:22.628 983-1009/? I/BootReceiver: Copying /data/tombstones/tombstone_02 to DropBox (SYSTEM_TOMBSTONE)
```

[Deleted User] <[Deleted User]> #34   Apr 27, 2019 04:08AM   ⋮

Get the same error :: after migrating to AndroidX

Android 5.1.1 Samsug J2
Android 7.1 Samsung A6

 A/libc: Fatal signal 11 (SIGSEGV), code 1, fault addr 0x0 in tid 28262

se...@gmail.com <se...@gmail.com> #35   May 10, 2019 10:14PM   ⋮

Seeing this error too now, for a Samsung Galaxy A7, arm64-v8a, Android 8.0.0,

Error loading RS jni library: java.lang.UnsatisfiedLinkError: JNI_ERR returned from JNI_OnLoad in "/data/app/...==/lib/arm64/librsjni_androidx.so" Support lib API: 2301
    at androidx.renderscript.RenderScript.b(:2)
    at androidx.renderscript.RenderScript.a(Unknown Source:35)
    at androidx.renderscript.RenderScript.a(:1)
    at d.a.Na.d(:1)
    at d.a.Na$a.run(:9)

co...@zuricate.net <co...@zuricate.net> #36   May 14, 2019 05:21AM   ⋮

This error on Huawei Y530, armeabi-v7a, Android 4.3:

libc: Fatal signal 11 (SIGSEGV) at 0x00000000 (code=1), thread 14599
#00 pc 00000156 /data/app-lib/testapp/librsjni_androidx.so (JNI_OnLoad+17)
   beb92564 575cdb14 /data/app-lib/testapp/librsjni_androidx.so
   beb92588 575c3145 /data/app-lib/testapp/librsjni_androidx.so (JNI_OnLoad)

Not a problem on other devices and worked fine with android.support.v8.renderscript, before migrating to androidx.renderscript.

This is blocking our migration to Androidx.

ad...@gmail.com <ad...@gmail.com> #37   May 14, 2019 03:17PM   ⋮

Encountered same issue, app crashing
on line: "RenderScript rs = RenderScript.create(context);"
in device "galaxy J2",
android version "5.1.1"
But working well only on google devices like "pixel 2" android version "9"
Blocking migration to AndroidX in my case too.

se...@gmail.com <se...@gmail.com> #38   May 17, 2019 09:18PM   ⋮

New crash reports from Sky Devices PLATINUM 4.0 (Platinum_4_0), Android 6.0
and Xiaomi MI MAX 2 (oxygen), Android 7.1. Identical stack trace from both devices:

androidx.renderscript.RSRuntimeException:
  at androidx.renderscript.RenderScript.internalCreate (RenderScript.java)
  at androidx.renderscript.RenderScript.create (RenderScript.java)
  or   .helpDestroy (RenderScript.java)
  or   .nAllocationCopyToBitmap (RenderScript.java)
  or   .nAllocationCreateBitmapBackedAllocation (RenderScript.java)
  or   .nAllocationCreateTyped (RenderScript.java)
  or   .nContextCreate (RenderScript.java)
  or   .nElementCreate (RenderScript.java)
  or   .nIncAllocationCreateTyped (RenderScript.java)
  or   .nIncContextCreate (RenderScript.java)
  or   .nIncTypeCreate (RenderScript.java)
  or   .nScriptForEach (RenderScript.java)
  or   .nScriptIntrinsicCreate (RenderScript.java)
  or   .nScriptSetVarF (RenderScript.java)
  or   .nScriptSetVarObj (RenderScript.java)
  at androidx.renderscript.RenderScript.create (RenderScript.java)
  at androidx.renderscript.RenderScript.create (RenderScript.java)
  at androidx.renderscript.RenderScript.create (RenderScript.java)

Any news? Recommendations? Should we drop androidx?

Thanks

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jo...@gmail.com <jo...@gmail.com> #39
Jun 17, 2019 09:52PM ⋮

Also having this issue on all android 5 versions using androidx.renderscript.

Crashlytics log:

Crashed: Thread
0 librsjni_androidx.so   0xa24f4156 (Missing)
1 libart.so   0xb5029801 (Missing)
2 libc.so   0xb6dc1651 (Missing)
3 libart.so   0xb510a8ce (Missing)
4 libart.so   0xb5109e22 (Missing)
5 libart.so   0xb5109e36 (Missing)
6 libart.so   0xb510a8ce (Missing)
7 libart.so   0xb5109e22 (Missing)
8 libart.so   0xb5109e36 (Missing)
9 libart.so   0xb50d0615 (Missing)
10 libart.so   0xb4f16543 (Missing)
11 libart.so   0xb510a8ce (Missing)
12 libart.so   0xb5109f3a (Missing)
13 libart.so   0xb510a8ce (Missing)
14 libart.so   0xb5109e22 (Missing)
15 (Missing)   0x7421f7be (Missing)
16 libc.so   0xb6dc1651 (Missing)

Play developer console log:

/lib/arm/librsjni_androidx.so (JNI_OnLoad+17)
 #01 pc 00000000001e32e9 /system/lib/libart.so
(_ZN3art9JavaVMExt17LoadNativeLibraryERKNSt3__112basic_stringIcNS1_11char_traitsIcEENS1_9allocatorIcEEEENS_6HandleINS_6mirror11ClassLoaderEEEPS7_+1512)
 #02 pc 000000000020bee7 /system/lib/libart.so (_ZN3artL18Runtime_nativeLoadEP7_JNIEnvP7_jclassP8_jstringP8_jobjectS5_+534)
 #03 pc 00000000000198c9 /system/framework/arm/boot.oat

Any updates on this?

---

mi...@google.com <mi...@google.com> #40
Jun 21, 2019 07:40AM ⋮

This is likely a dup of b/133169129. It would be great if you can try the updated librsjni_androidx prebuilt in comment#12 in that thread.

---

ys...@gmail.com <ys...@gmail.com> #41
Aug 10, 2019 04:41AM ⋮

Hello any update ? I am having same problem on android 5.1 version

androidx.renderscript.RSRuntimeException
com.xxxx.manager.BlurTransformation.transform

RenderScript renderScript = RenderScript.create(context);

---

ad...@google.com <ad...@google.com>
Nov 28, 2019 05:52PM

Reassigned to vk...@google.com.

---

si...@gmail.com <si...@gmail.com> #42
Dec 2, 2019 06:14PM ⋮

Same issue on my app while run on 5.0 device.

---

vi...@google.com <vi...@google.com>
Dec 9, 2019 08:03PM

Reassigned to cc...@google.com.

---

th...@gmail.com <th...@gmail.com> #43
Feb 1, 2020 10:58AM ⋮

Please fix this issue because for now RenderScript is unusable or provide workoround as usual...

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cc...@google.com <cc...@google.com>
Aug 11, 2020 05:34PM

Reassigned to ni...@google.com.

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cc...@google.com <cc...@google.com>
Aug 12, 2020 02:25AM

Reassigned to an...@google.com.

yu...@gmail.com <yu...@gmail.com> #44   Feb 9, 2021 07:47PM ⋮

please fix issue

pa...@outlook.com <pa...@outlook.com> #45   May 27, 2021 12:10AM ⋮

It has been left unfixed for 4 years now...

pa...@outlook.com <pa...@outlook.com> #46   May 27, 2022 03:01AM ⋮

This was left unfixed for so long (5years) the library itself even became deprecated.

Outstanding example of what developers expect most of the times they file a new bug report.

This is an embarrassing commitment from the Android team, and it is a trend plaguing all over these issues.

al...@google.com <al...@google.com>   Feb 9, 2023 05:56AM

Status: Won't Fix (Infeasible)