



Comments (8) Dependencies Duplicates (0) Blocking (0) Resources (2)

Fixed Bug P3 + Add Hotlist [AOSP] assigned

STATUS UPDATE No update yet. Edit

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

please fix these frequent crashes in *your* code when running my app (it's always the same crash in themes).

I saw someone else on stackoverflow with the same crash in their app. it ain't just me. don't ask for a repro method, it ain't consistent.

I have wondered if it's related to supporting dark/night mode

AS ver articfox. build.gradle appCompatVer = "1.3.+" androidXcore = "1.6.+" pixel 4a5g / android 11.

```
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: *** **
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: Build fingerprint: 'google/bramble/bramble:11/RQ3A.210905.001/7511028:user/release-keys'
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: Revision: 'MP1.0'
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: ABI: 'arm64'
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: Timestamp: 2021-09-27 09:52:59+1000
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: pid: 2450, tid: 2450, name: ytes.vespasnoop >>> com.steelbytes.vespasnoop <<<
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: uid: 10291
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x8
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: Cause: null pointer dereference
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: x0 0000000000000000 x1 b40000707eafbacl x2 ffffffff1 x3 626173652e61706b
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: x4 6b70612e65736162 x5 626173652e61706b x6 6b70612e65736162 x7 b40000707eaf21f0
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: x8 0000007fcab4cbf0 x9 00000000000000051 x10 b40000707eafba90 x11 b40000707eafba90
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: x12 b40000707eaf1fb0 x13 b40000707eaf21f0 x14 b40000711eb005c0 x15 0000000000000000
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: x16 00000072c14bc5c0 x17 00000072c249df00 x18 00000072c4e0e000 x19 0000000000000000
2021-09-27 09:52:59.862 2623-2623/? A/DEBUG: x20 0000000000000000 x21 0000000000000000e x22 000000000000000a x23 b40000709eb4b1b0
2021-09-27 09:52:59.863 2623-2623/? A/DEBUG: x24 0000000000000041 x25 000000000000000a x26 0000000000000028 x27 b40000707eafb319
2021-09-27 09:52:59.863 2623-2623/? A/DEBUG: x28 b40000707eafb310 x29 0000007fcab4cd10
2021-09-27 09:52:59.863 2623-2623/? A/DEBUG: lr 00000072c148ffb0 sp 0000007fcab4cb90 pc 00000072c148ffc8 pst 0000000060001000
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: backtrace:
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #00 pc 00000000003efc8 /system/lib64/libandroidfw.so (android::Theme::SetTo(android::Theme const&)+2096)
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #01 pc 000000000011d7c4 /system/lib64/libandroid_runtime.so (android::NativeThemeCopy(_JNIEnv*, _jclass*,
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #02 pc 00000000001f8a50 /system/framework/arm64/boot-framework.oat (art_jni_trampoline+176) (BuildId: f0e
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #03 pc 00000000001337e8 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568) (BuildId
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #04 pc 00000000001a8a88 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsig
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #05 pc 00000000003165ec /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToCompiled
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #06 pc 000000000030d70c /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<true, false>
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #07 pc 0000000000675268 /apex/com.android.art/lib64/libart.so (MterpInvokeStaticRange+404) (BuildId: 6d01
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #08 pc 000000000012dc94 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_static_range+20) (BuildId:
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #09 pc 0000000000370ee8 /system/framework/framework.jar (android.content.res.AssetManager.setThemeTo+28)
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #10 pc 0000000000672bc0 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtualRange+1128) (BuildId: 6d
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #11 pc 000000000012db14 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual_range+20) (BuildId
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #12 pc 0000000000377fcf /system/framework/framework.jar (android.content.res.ResourcesImpl$ThemeImpl.setT
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #13 pc 0000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d01a26
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #14 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #15 pc 0000000000377774 /system/framework/framework.jar (android.content.res.Resources$Theme.setTo+8)
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #16 pc 0000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d01a26
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #17 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #18 pc 000000000018de1e [anon:dalvik-classes.dex extracted in memory from /data/app/~~OoGoV2f8igYjvqMNNIu
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #19 pc 000000000006719c8 /apex/com.android.art/lib64/libart.so (MterpInvokeDirect+1240) (BuildId: 6d01a26a
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #20 pc 000000000012d914 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct+20) (BuildId: 6d01a
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #21 pc 000000000018dc92 [anon:dalvik-classes.dex extracted in memory from /data/app/~~OoGoV2f8igYjvqMNNIu
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #22 pc 0000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d01a26
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #23 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #24 pc 00000000001fc74a /system/framework/framework.jar (offset 0x1242000) (android.view.ContextThemeWrap
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #25 pc 000000000006719c8 /apex/com.android.art/lib64/libart.so (MterpInvokeDirect+1240) (BuildId: 6d01a26a
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #26 pc 000000000012d914 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct+20) (BuildId: 6d01a
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #27 pc 00000000001fc7c0 /system/framework/framework.jar (offset 0x1242000) (android.view.ContextThemeWrap
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #28 pc 00000000000670120 /apex/com.android.art/lib64/libart.so (MterpInvokeSuper+2464) (BuildId: 6d01a26aa
2021-09-27 09:53:00.071 2623-2623/? A/DEBUG: #29 pc 000000000012d894 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_super+20) (BuildId: 6d01a2
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #30 pc 00000000001a84b8 /system/framework/framework.jar (android.app.Activity.setTheme)
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #31 pc 00000000000670120 /apex/com.android.art/lib64/libart.so (MterpInvokeSuper+2464) (BuildId: 6d01a26aa
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #32 pc 000000000012d894 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_super+20) (BuildId: 6d01a2
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #33 pc 00000000001804b8 [anon:dalvik-classes.dex extracted in memory from /data/app/~~OoGoV2f8igYjvqMNNIu
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #34 pc 0000000000303e34 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, ar
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #35 pc 000000000030bcf0 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterpre
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #36 pc 000000000030d020 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, true>
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #37 pc 0000000000174c94 /apex/com.android.art/lib64/libart.so (void art::interpreter::ExecuteSwitchImplCp
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2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #38 pc 000000000013f7d8 /apex/com.android.art/lib64/libart.so (ExecuteSwitchImplAsm+8) (BuildId: 6d01a26a
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #39 pc 0000000000195af8 /system/framework/framework.jar (android.app.ActivityThread.performLaunchActivity
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #40 pc 0000000000303f3c /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, ar
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #41 pc 000000000030bcf0 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterpre
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #42 pc 000000000030d020 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, true>
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #43 pc 0000000000174c94 /apex/com.android.art/lib64/libart.so (void art::interpreter::ExecuteSwitchImplCp
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #44 pc 000000000013f7d8 /apex/com.android.art/lib64/libart.so (ExecuteSwitchImplAsm+8) (BuildId: 6d01a26a
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #45 pc 00000000001959ec /system/framework/framework.jar (android.app.ActivityThread.handleLaunchActivity)
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #46 pc 0000000000303f3c /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, ar
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #47 pc 000000000030bcf0 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterpre
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #48 pc 000000000030c694 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, false
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #49 pc 0000000000066f0cc /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+840) (BuildId: 6d01a26a
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #50 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #51 pc 000000000028bb96 /system/framework/framework.jar (android.app.servertransaction.LaunchActivityItem
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #52 pc 0000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d01a26
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #53 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #54 pc 000000000028dd9a /system/framework/framework.jar (android.app.servertransaction.TransactionExecuto
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #55 pc 0000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d01a26
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #56 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #57 pc 000000000028dc66 /system/framework/framework.jar (android.app.servertransaction.TransactionExecuto
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #58 pc 0000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d01a26
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #59 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #60 pc 0000000000194db4 /system/framework/framework.jar (android.app.ActivityThread$H.handleMessage+96)
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #61 pc 0000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d01a26
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #62 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #63 pc 000000000036dd3e /system/framework/framework.jar (offset 0x91a000) (android.os.Handler.dispatchMes
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #64 pc 0000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d01a26
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #65 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #66 pc 0000000000395632 /system/framework/framework.jar (offset 0x91a000) (android.os.Looper.loop+482)
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #67 pc 0000000000303e34 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, ar
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #68 pc 000000000030bcf0 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterpre
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #69 pc 000000000030d020 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, true>
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #70 pc 00000000001774dc /apex/com.android.art/lib64/libart.so (void art::interpreter::ExecuteSwitchImplCp
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #71 pc 000000000013f7d8 /apex/com.android.art/lib64/libart.so (ExecuteSwitchImplAsm+8) (BuildId: 6d01a26a
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #72 pc 000000000019ed34 /system/framework/framework.jar (android.app.ActivityThread.main)
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #73 pc 0000000000303f3c /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, ar
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #74 pc 0000000000065de70 /apex/com.android.art/lib64/libart.so (artQuickToInterpreterBridge+760) (BuildId:
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #75 pc 000000000013cff8 /apex/com.android.art/lib64/libart.so (art_quick_to_interpreter_bridge+88) (Build
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #76 pc 00000000001337e8 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568) (BuildId
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #77 pc 00000000001a8a88 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsig
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #78 pc 0000000000054a7c8 /apex/com.android.art/lib64/libart.so (art::InvokeMethod(art::ScopedObjectAccessA
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #79 pc 00000000004cbe0 /apex/com.android.art/lib64/libart.so (art::Method_invoke(_JNIEnv*, _jobject*, _j
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #80 pc 00000000000896f4 /apex/com.android.art/javalib/arm64/boot.oat (art_jni_trampoline+180) (BuildId: 7
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #81 pc 0000000000133564 /apex/com.android.art/lib64/libart.so (art_quick_invoke_stub+548) (BuildId: 6d01a
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #82 pc 00000000001a8a6c /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsig
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #83 pc 00000000003165ec /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToCompiled
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #84 pc 000000000030c6b0 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, false
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #85 pc 0000000000066f0cc /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+840) (BuildId: 6d01a26a
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #86 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 6d01
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #87 pc 0000000000045a532 /system/framework/framework.jar (offset 0x1242000) (com.android.internal.os.Runti
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #88 pc 0000000000303e34 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, ar
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #89 pc 0000000000065de70 /apex/com.android.art/lib64/libart.so (artQuickToInterpreterBridge+760) (BuildId:
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #90 pc 000000000013cff8 /apex/com.android.art/lib64/libart.so (art_quick_to_interpreter_bridge+88) (Build
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #91 pc 00000000000894778 /system/framework/arm64/boot-framework.oat (com.android.internal.os.ZygoteInit.ma
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #92 pc 00000000001337e8 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568) (BuildId
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #93 pc 00000000001a8a88 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsig
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #94 pc 000000000005491fc /apex/com.android.art/lib64/libart.so (art::JValue art::InvokeWithVarArgs<art::Ar
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #95 pc 000000000005496b8 /apex/com.android.art/lib64/libart.so (art::JValue art::InvokeWithVarArgs<_jmetho
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #96 pc 00000000004327d0 /apex/com.android.art/lib64/libart.so (art::JNI<true>::CallStaticVoidMethodV(_JNI
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #97 pc 00000000000099428 /system/lib64/libandroid_runtime.so (_JNIEnv::CallStaticVoidMethod(_jclass*, _jme
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #98 pc 00000000000a0880 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::start(char const*,
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #99 pc 0000000000003574 /system/bin/app_process64 (main+1324) (BuildId: d18275573449d2a2879601ac2ff781d7)
2021-09-27 09:53:00.072 2623-2623/? A/DEBUG: #100 pc 000000000004973c /apex/com.android.runtime/lib64/bionic/libc.so (__libc_inib+108) (BuildId: bca87
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✓ Links (2)

"see <https://stackoverflow.com/questions/64062214/native-crash-in-activity-after-starting-stopping-a-...> for the crash"

"and <https://stackoverflow.com/questions/68846838/osm-map-crashes-random-on-loading-tile-image-in-a-...> for the second"

COMMENTS



lo...@gmail.com <lo...@gmail.com> [#2](#)

or maybe related to 'apply changes and restart activity'



lo...@gmail.com <lo...@gmail.com> [#3](#)

and here's another similar

```
2021-09-28 11:41:50.974 14484-14484/? A/DEBUG: *** **
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: Build fingerprint: 'google/bramble/bramble:11/RQ3A.210905.001/7511028:user/release-keys'
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: Revision: 'MP1.0'
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: ABI: 'arm64'
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: Timestamp: 2021-09-28 11:41:50+1000
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: pid: 10916, tid: 10916, name: ytes.vespasnoop >>> com.steelbytes.vespasnoop <<<
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: uid: 10291
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0xbfd8600000000000
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: x0 0000000000000000 x1 000000711eb2b750 x2 0000007fcab4cd58 x3 00000000000000308
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: x4 0000000000000010 x5 b40000704eb9d6c0 x6 00000070150d532c x7 00000070150d57dc
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: x8 bfd8600000000000 x9 bfd8600000000000 x10 0000000000001f44 x11 650900000030810f
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: x12 00000000e98e21c2 x13 650900000030810f x14 00000000000001d7 x15 b40000704eaf7120
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: x16 00000072c062c7d0 x17 00000072c248fab8 x18 00000072c4e0e000 x19 0000000000000001
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: x20 b40000710eb2b358 x21 b4000070feb2b358 x22 b4000070feb2b350 x23 0000000000000000
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: x24 b40000711eb2fa30 x25 b40000711eb0dae8 x26 b40000711eb0d930 x27 0000000000000000
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: x28 0000000000000000 x29 0000007fcab4ce50
2021-09-28 11:41:50.975 14484-14484/? A/DEBUG: lr 00000072c148abc0 sp 0000007fcab4cdd0 pc 00000072c148ac30 pst 00000000a0001000
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: backtrace:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #00 pc 000000000039c30 /system/lib64/libandroidfw.so (android::AssetManager2::RebuildFilterList(boc
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #01 pc 00000000003abf8 /system/lib64/libandroidfw.so (android::AssetManager2::SetConfiguration(andr
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #02 pc 000000000119afc /system/lib64/libandroid_runtime.so (android::NativeSetConfiguration(_JNIEnv
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #03 pc 00000000001f8704 /system/framework/arm64/boot-framework.oat (art_jni_trampoline+324) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #04 pc 0000000001337e8 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568) (Bu
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #05 pc 00000000001a8a88 /apex/com.android.art/lib64/libart.so (art::Method::Invoke(art::Thread*,
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #06 pc 0000000003165ec /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToCon
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #07 pc 00000000030d70c /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<true, f
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #08 pc 000000000675268 /apex/com.android.art/lib64/libart.so (MterpInvokeStaticRange+404) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #09 pc 00000000012dc94 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_static_range+20) (Bui
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #10 pc 000000000370d6c /system/framework/framework.jar (android.content.res.AssetManager.setConfigu
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #11 pc 0000000000672bc0 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtualRange+1128) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #12 pc 00000000012db14 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual_range+20) (Bu
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #13 pc 0000000000379e52 /system/framework/framework.jar (android.content.res.ResourcesImpl.updateCor
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #14 pc 000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #15 pc 00000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #16 pc 00000000000042f8 [anon:dalvik-/system/framework/framework.jar-transformed] (android.app.Resou
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #17 pc 0000000000674cec /apex/com.android.art/lib64/libart.so (MterpInvokeDirectRange+844) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #18 pc 00000000012dc14 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct_range+20) (Bui
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #19 pc 00000000000052e0 [anon:dalvik-/system/framework/framework.jar-transformed] (android.app.Resou
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #20 pc 0000000000303e34 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #21 pc 000000000030bcf0 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInt
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #22 pc 00000000030d020 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false,
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #23 pc 000000000174c94 /apex/com.android.art/lib64/libart.so (void art::interpreter::ExecuteSwitchI
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #24 pc 00000000013ff7d8 /apex/com.android.art/lib64/libart.so (ExecuteSwitchImplAsm+8) (BuildId: 6dC
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #25 pc 00000000019be24 /system/framework/framework.jar (android.app.ActivityThread.handleConfigurat
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #26 pc 0000000000303f3c /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #27 pc 000000000030bcf0 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInt
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #28 pc 00000000030d020 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false,
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #29 pc 000000000174c94 /apex/com.android.art/lib64/libart.so (void art::interpreter::ExecuteSwitchI
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #30 pc 00000000013ff7d8 /apex/com.android.art/lib64/libart.so (ExecuteSwitchImplAsm+8) (BuildId: 6dC
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #31 pc 00000000019bdec /system/framework/framework.jar (android.app.ActivityThread.handleConfigurat
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #32 pc 0000000000303f3c /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #33 pc 00000000030bcf0 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInt
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #34 pc 00000000030c694 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false,
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #35 pc 000000000066f0cc /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+840) (BuildId: 6dC
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #36 pc 00000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #37 pc 0000000000028ac88 /system/framework/framework.jar (android.app.servertransaction.Configuration
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #38 pc 000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #39 pc 00000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #40 pc 000000000028dd9a /system/framework/framework.jar (android.app.servertransaction.TransactionEx
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #41 pc 000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #42 pc 00000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #43 pc 000000000028dc6d /system/framework/framework.jar (android.app.servertransaction.TransactionEx
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #44 pc 000000000066f36c /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1512) (BuildId: 6d
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #45 pc 00000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId:
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #46 pc 000000000194db4 /system/framework/framework.jar (android.app.ActivityThread$H.handleMessage+
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #47 pc 0000000000303e34 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #48 pc 000000000065de70 /apex/com.android.art/lib64/libart.so (artQuickToInterpreterBridge+760) (Bui
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #49 pc 00000000013cff8 /apex/com.android.art/lib64/libart.so (art_quick_to_interpreter_bridge+88) (
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #50 pc 0000000021266b8 /memfd:jit-cache (deleted) (offset 0x2000000) (android.os.Handler.dispatchMe
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #51 pc 00000000021b289c /memfd:jit-cache (deleted) (offset 0x2000000) (android.os.Looper.loop+1340)
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #52 pc 00000000013387c /apex/com.android.art/lib64/libart.so (art_quick_osr_stub+60) (BuildId: 6d01
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #53 pc 000000000033b1c8 /apex/com.android.art/lib64/libart.so (art::jit::Jit::MaybeDoOnStackReplacem
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #54 pc 000000000067d91c /apex/com.android.art/lib64/libart.so (MterpMaybeDoOnStackReplacement+208) (
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #55 pc 000000000132350 /apex/com.android.art/lib64/libart.so (MterpHelpers+240) (BuildId: 6d01a26aa
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #56 pc 000000000039588c /system/framework/framework.jar (offset 0x91a000) (android.os.Looper.loop+1C
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #57 pc 0000000000303e34 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread
2021-09-28 11:41:51.296 14484-14484/? A/DEBUG: #58 pc 000000000030bcf0 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInt
```

both android 11. one of those is the emulator (don't know for the other)

We've shared this with our product and engineering teams and will continue to provide updates as more information becomes available.

current work around is `gradlew --offline app:installDebug` from the command line

```
Build fingerprint: 'OPPO/CPH1919EEA/OP4845L1:11/RKQ1.200928.002/1636803154694:user/release-keys'
Revision: '0'
ABI: 'arm64'
Timestamp: 2021-12-23 12:45:06+0100
pid: 13831, tid: 13831, name: es.dev.appname  >>> ferakles.dev.appname <<<
uid: 10320
signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x8
Cause: null pointer dereference
x0 0000000000000000 x1 b400007a9b57836d x2 ffffffff00000000 x3 0819081a081b081c
x4 1c081b081a081908 x5 0819081a081b081c x6 1c081b081a081908 x7 b400007a88aa3770
x8 0000007fd1279e20 x9 0000000000000041 x10 b400007a9b578340 x11 b400007a9b578340
x12 b400007a88aa3b30 x13 b400007a88aa3c70 x14 b400007a88a4ea10 x15 aaaaaaaaaaaaaaab
x16 0000007b278f45c0 x17 0000007b2b4bc200 x18 0000007b2c632000 x19 0000000000000000
x20 0000000000000000 x21 b4000079fa60fae0 x22 000000000000003d x23 000000000000000e
x24 0000000000000020 x25 b400007a88aa5259 x26 000000000000000e x27 b400007a88aa5250
x28 000000000000001b x29 0000007fd1279f40
lr 0000007b278c81d4 sp 0000007fd1279dc0 pc 0000007b278c81ec pst 0000000060000000

backtrace:
#00 pc 000000000000401ec /system/lib64/libandroidfw.so (android::Theme::SetTo(android::Theme const&)+2104) (BuildId: dd55aee448a41ca5dd33562f5abdc5f)
#01 pc 000000000012209c /system/lib64/libandroid_runtime.so (android::NativeThemeCopy(_JNIEnv*, _jclass*, long, long, long, long)+132) (BuildId: a5)
#02 pc 0000000000021ea50 /system/framework/arm64/boot-framework.oat (art_jni_trampoline+176) (BuildId: 75f57aa82d8d6889edeed86525a613a1631601e4)
```



```
#03 pc 00000000001337e8 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#04 pc 00000000001a8a94 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char
#05 pc 0000000000318290 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToCompiledCodeBridge(art::Thread*, art::ArtMethod*,
#06 pc 000000000030f67c /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<true, false>(art::ArtMethod*, art::Thread*, art::Shade
#07 pc 0000000000682a90 /apex/com.android.art/lib64/libart.so (MterpInvokeStaticRange+412) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#08 pc 000000000012dc94 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_static_range+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#09 pc 00000000003b7f00 /system/framework/framework.jar (android.content.res.AssetManager.setThemeTo+28)
#10 pc 00000000006803fc /apex/com.android.art/lib64/libart.so (MterpInvokeVirtualRange+1132) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#11 pc 000000000012db14 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual_range+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#12 pc 00000000003c3698 /system/framework/framework.jar (android.content.res.ResourcesImpl$ThemeImpl.setTo+28)
#13 pc 000000000067cb78 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#14 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#15 pc 00000000003c30c4 /system/framework/framework.jar (android.content.res.Resources$Theme.setTo+8)
#16 pc 000000000067cb78 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#17 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#18 pc 00000000001aa0a0 [anon:dalvik-classes.dex extracted in memory from /data/app/~12f1pinrsH5ib9HaTbdYEQ==/ferakles.dev.apiname-Puzrw_OCPg0UUhq7
#19 pc 000000000067f1f4 /apex/com.android.art/lib64/libart.so (MterpInvokeDirect+1248) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#20 pc 000000000012d914 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#21 pc 00000000001aa87e [anon:dalvik-classes.dex extracted in memory from /data/app/~12f1pinrsH5ib9HaTbdYEQ==/ferakles.dev.apiname-Puzrw_OCPg0UUhq7
#22 pc 000000000067cb78 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#23 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#24 pc 000000000027f0a6 /system/framework/framework.jar (offset 0x12ad000) (android.view.ContextThemeWrapper.initializeTheme+46)
#25 pc 000000000067f1f4 /apex/com.android.art/lib64/libart.so (MterpInvokeDirect+1248) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#26 pc 000000000012d914 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#27 pc 000000000027f11c /system/framework/framework.jar (offset 0x12ad000) (android.view.ContextThemeWrapper.setTheme+12)
#28 pc 000000000067d930 /apex/com.android.art/lib64/libart.so (MterpInvokeSuper+2468) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#29 pc 000000000012d894 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_super+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#30 pc 00000000001cf384 /system/framework/framework.jar (android.app.Activity.setTheme)
#31 pc 000000000067d930 /apex/com.android.art/lib64/libart.so (MterpInvokeSuper+2468) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#32 pc 000000000012d894 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_super+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#33 pc 000000000019d0fc [anon:dalvik-classes.dex extracted in memory from /data/app/~12f1pinrsH5ib9HaTbdYEQ==/ferakles.dev.apiname-Puzrw_OCPg0UUhq7
#34 pc 0000000000305bb8 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::Shade
#35 pc 000000000030dba8 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterpreterBridge(art::Thread*, art::CodeItemDataA
#36 pc 000000000030ef90 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, true>(art::ArtMethod*, art::Thread*, art::Shade
#37 pc 0000000000174fb8 /apex/com.android.art/lib64/libart.so (void art::interpreter::ExecuteSwitchImplCpp<true, false>(art::interpreter::SwitchImp
#38 pc 000000000013f7d8 /apex/com.android.art/lib64/libart.so (ExecuteSwitchImplAsm+8) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#39 pc 00000000001bae68 /system/framework/framework.jar (android.app.ActivityThread.performLaunchActivity)
#40 pc 0000000000305cc0 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::Shade
#41 pc 000000000030dba8 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterpreterBridge(art::Thread*, art::CodeItemDataA
#42 pc 000000000030ef90 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, true>(art::ArtMethod*, art::Thread*, art::Shade
#43 pc 0000000000174fb8 /apex/com.android.art/lib64/libart.so (void art::interpreter::ExecuteSwitchImplCpp<true, false>(art::interpreter::SwitchImp
#44 pc 000000000013f7d8 /apex/com.android.art/lib64/libart.so (ExecuteSwitchImplAsm+8) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#45 pc 00000000001bacf8 /system/framework/framework.jar (android.app.ActivityThread.handleLaunchActivity)
#46 pc 0000000000305cc0 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::Shade
#47 pc 000000000030dba8 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterpreterBridge(art::Thread*, art::CodeItemDataA
#48 pc 000000000030e5a0 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*, art::Shade
#49 pc 000000000067c8d8 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+848) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#50 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#51 pc 00000000002c26ea /system/framework/framework.jar (android.app.servertransaction.LaunchActivityItem.execute+134)
#52 pc 000000000067cb78 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#53 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#54 pc 00000000002c4ada /system/framework/framework.jar (android.app.servertransaction.TransactionExecutor.executeCallbacks+286)
#55 pc 000000000067cb78 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#56 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#57 pc 00000000002c495c /system/framework/framework.jar (android.app.servertransaction.TransactionExecutor.execute+228)
#58 pc 000000000067cb78 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#59 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#60 pc 00000000001b9fe0 /system/framework/framework.jar (android.app.ActivityThread$H.handleMessage+292)
#61 pc 000000000067cb78 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#62 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#63 pc 00000000003d141a /system/framework/framework.jar (offset 0x97a000) (android.os.Handler.dispatchMessage+38)
#64 pc 000000000067cb78 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#65 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#66 pc 00000000004039ce /system/framework/framework.jar (offset 0x97a000) (android.os.Looper.loop+666)
#67 pc 0000000000305bb8 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::Shade
#68 pc 000000000030dba8 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToInterpreterBridge(art::Thread*, art::CodeItemDataA
#69 pc 000000000030ef90 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, true>(art::ArtMethod*, art::Thread*, art::Shade
#70 pc 0000000000177f40 /apex/com.android.art/lib64/libart.so (void art::interpreter::ExecuteSwitchImplCpp<true, false>(art::interpreter::SwitchImp
#71 pc 000000000013f7d8 /apex/com.android.art/lib64/libart.so (ExecuteSwitchImplAsm+8) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#72 pc 00000000001c57ac /system/framework/framework.jar (android.app.ActivityThread.main)
#73 pc 0000000000305cc0 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::Shade
#74 pc 000000000066b5f0 /apex/com.android.art/lib64/libart.so (artQuickToInterpreterBridge+780) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#75 pc 000000000013cff8 /apex/com.android.art/lib64/libart.so (art_quick_to_interpreter_bridge+88) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#76 pc 00000000001337e8 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#77 pc 00000000001a8a94 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char
#78 pc 00000000005562bc /apex/com.android.art/lib64/libart.so (art::InvokeMethod(art::ScopedObjectAccessAlreadyRunnable const&, _object*, _object
#79 pc 00000000004d53d4 /apex/com.android.art/lib64/libart.so (art::Method_invoke(_JNIEnv*, _object*, _object*, _objectArray*)+52) (BuildId: 0ba
#80 pc 0000000000947f4 /apex/com.android.art/javalib/arm64/boot.oat (art_jni_trampoline+180) (BuildId: f5ff44d4e96af9e82722863cdcb11afae640f2)
#81 pc 0000000000133564 /apex/com.android.art/lib64/libart.so (art_quick_invoke_stub+548) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#82 pc 00000000001a8a78 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char
```

```
#83 pc 0000000000318290 /apex/com.android.art/lib64/libart.so (art::interpreter::ArtInterpreterToCompiledCodeBridge(art::Thread*, art::ArtMethod*,
#84 pc 000000000030e5bc /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*, art::Shad
#85 pc 000000000067c8d8 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+848) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#86 pc 000000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#87 pc 00000000005286ba /system/framework/framework.jar (offset 0x12ad000) (com.android.internal.os.RuntimeInit$MethodAndArgsCaller.run+22)
#88 pc 0000000000305bb8 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread*, art::CodeItemDataAccessor const&, art::Shad
#89 pc 000000000066b5f0 /apex/com.android.art/lib64/libart.so (artQuickToInterpreterBridge+780) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#90 pc 000000000013cff8 /apex/com.android.art/lib64/libart.so (art_quick_to_interpreter_bridge+88) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#91 pc 00000000008fac74 /system/framework/arm64/boot-framework.oat (com.android.internal.os.ZygoteInit.main+2756) (BuildId: 75f57aa82d8d6889eded8e
#92 pc 00000000001337e8 /apex/com.android.art/lib64/libart.so (art_quick_invoke_static_stub+568) (BuildId: 0ba3e7738c2ac9a4d1da77e310c0b257)
#93 pc 00000000001a8a94 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char
#94 pc 0000000000554cf8 /apex/com.android.art/lib64/libart.so (art::JValue art::InvokeWithVarArgs<art::ArtMethod*>(art::ScopedObjectAccessAlreadyRu
#95 pc 00000000005551ac /apex/com.android.art/lib64/libart.so (art::JValue art::InvokeWithVarArgs<_jmethodID*>(art::ScopedObjectAccessAlreadyRunnat
#96 pc 0000000000438fdc /apex/com.android.art/lib64/libart.so (art::JNI<true>::CallStaticVoidMethodV(_JNIEnv*, _jclass*, _jmethodID*, std::__va_lis
#97 pc 000000000009c424 /system/lib64/libandroid_runtime.so (_JNIEnv::CallStaticVoidMethod(_jclass*, _jmethodID*, ...)+124) (BuildId: a54426a2b2bfe
#98 pc 00000000000a4160 /system/lib64/libandroid_runtime.so (android::AndroidRuntime::start(char const*, android::Vector<android::String8> const&,
#99 pc 000000000003674 /system/bin/app_process64 (main+1580) (BuildId: 9349370b830e2b77b835dee3aff71480)
#100 pc 0000000000073a5c /apex/com.android.runtime/lib64/bionic/libc.so (__libc_init+108) (BuildId: 1ca28d785d6567d2b225cf978ef04de5)
```



vi...@google.com <vi...@google.com> [#8](#)

Marked as fixed.

Our development team has fixed the issue you have reported.