



Crash when long clicking an AndroidView in a configuration change

+1 6 Hotlists (1) Mark as Duplicate

Comments (4) Dependencies Duplicates (1) Blocking (0) Resources (2)

Fixed Bug P4 + Add Hotlist

STATUS UPDATE No update yet. Edit

DESCRIPTION ca...@etrade.com created issue #1

Jetpack Compose release version: 1.2.0-alpha03 and previous versions

Android Studio Build: Android Studio Arctic Fox | 2020.3.1 Patch 4

Kotlin version: 1.6.10 and previous versions

The more complex the android layout you load with this setup, the more easy is to reproduce this crash. For this project sample, you may need to try several times until you get the crash.

Steps to Reproduce:

1. Make a Fragment use ComposeView to load any android layout through AndroidView
2. Long click the screen just before a configuration change happen (e.x. rotate the screen)
3. You get this crash

```
2022-02-18 11:16:12.311 13188-13188/com.example.myapplication E/InputEventReceiver: Exception dispatching input event.
java_vm_ext.cc:570] JNI DETECTED ERROR IN APPLICATION: JNI CallVoidMethodV called with pending exception java.lang.IllegalStateException: Offset is unspecif
java_vm_ext.cc:570] at float androidx.compose.ui.geometry.Offset.getX-impl(long) (Offset.kt:67)
java_vm_ext.cc:570] at void androidx.compose.ui.platform.AndroidComposeView.recalculateWindowPosition(android.view.MotionEvent) (AndroidComposeView.android
java_vm_ext.cc:570] at int androidx.compose.ui.platform.AndroidComposeView.handleMotionEvent-8iAsVTc(android.view.MotionEvent) (AndroidComposeView.android
java_vm_ext.cc:570] at boolean androidx.compose.ui.platform.AndroidComposeView.dispatchTouchEvent(android.view.MotionEvent) (AndroidComposeView.android.kt
java_vm_ext.cc:570] at boolean android.view.ViewGroup.dispatchTransformedTouchEvent(android.view.MotionEvent, boolean, android.view.View, int) (ViewGroup.
java_vm_ext.cc:570] at boolean android.view.ViewGroup.dispatchTouchEvent(android.view.MotionEvent) (ViewGroup.java:2755)
java_vm_ext.cc:570] at boolean android.view.ViewGroup.dispatchTransformedTouchEvent(android.view.MotionEvent, boolean, android.view.View, int) (ViewGroup.
java_vm_ext.cc:570] at boolean android.view.ViewGroup.dispatchTouchEvent(android.view.MotionEvent) (ViewGroup.java:2755)
java_vm_ext.cc:570] at boolean android.view.ViewGroup.dispatchTransformedTouchEvent(android.view.MotionEvent, boolean, android.view.View, int) (ViewGroup.
java_vm_ext.cc:570] at boolean android.view.ViewGroup.dispatchTouchEvent(android.view.MotionEvent) (ViewGroup.java:2755)
java_vm_ext.cc:570] at boolean android.view.ViewGroup.dispatchTransformedTouchEvent(android.view.MotionEvent, boolean, android.view.View, int) (ViewGroup.
java_vm_ext.cc:570] at boolean android.view.ViewGroup.dispatchTouchEvent(android.view.MotionEvent) (ViewGroup.java:2755)
ViewGroup.java:3060)
java_vm_ext.cc:570] at boolean android.view.ViewGroup.dispatchTouchEvent(android.view.MotionEvent) (ViewGroup.java:2755)
java_vm_ext.cc:570] at boolean android.view.ViewGroup.dispatchTransformedTouchEvent(android.view.MotionEvent, boolean, android.view.View, int) (ViewGroup.
java_vm_ext.cc:570] at boolean android.view.ViewGroup.dispatchTouchEvent(android.view.MotionEvent) (ViewGroup.java:2755)
java_vm_ext.cc:570] at boolean android.view.ViewGroup.dispatchTransformedTouchEvent(android.view.MotionEvent, boolean, android.view.View, int) (ViewGroup.
java_vm_ext.cc:570] at boolean android.view.ViewGroup.dispatchTouchEvent(android.view.MotionEvent) (ViewGroup.java:2755)
java_vm_ext.cc:570] at boolean com.android.internal.policy.DecorView.superDispatchTouchEvent(android.view.MotionEvent) (DecorView.java:465)
java_vm_ext.cc:570] at boolean com.android.internal.policy.PhoneWindow.superDispatchTouchEvent(android.view.MotionEvent) (PhoneWindow.java:1849)
java_vm_ext.cc:570] at boolean android.app.Activity.dispatchTouchEvent(android.view.MotionEvent) (Activity.java:3996)
java_vm_ext.cc:570] at boolean androidx.appcompat.view.WindowCallbackWrapper.dispatchTouchEvent(android.view.MotionEvent) (WindowCallbackWrapper.java:69)
java_vm_ext.cc:570] at boolean com.android.internal.policy.DecorView.dispatchTouchEvent(android.view.MotionEvent) (DecorView.java:423)
java_vm_ext.cc:570] at boolean android.view.View.dispatchPointerEvent(android.view.MotionEvent) (View.java:13690)
java_vm_ext.cc:570] at int android.view.ViewRootImpl$ViewPostImeInputStage.processPointerEvent(android.view.ViewRootImpl$QueuedInputEvent) (ViewRootImpl.j
java_vm_ext.cc:570] at int android.view.ViewRootImpl$ViewPostImeInputStage.onProcess(android.view.ViewRootImpl$QueuedInputEvent) (ViewRootImpl.java:5283)
java_vm_ext.cc:570] at void android.view.ViewRootImpl$InputStage.deliver(android.view.ViewRootImpl$QueuedInputEvent) (ViewRootImpl.java:4786)
java_vm_ext.cc:570] at void android.view.ViewRootImpl$InputStage.onDeliverToNext(android.view.ViewRootImpl$QueuedInputEvent) (ViewRootImpl.java:4839)
java_vm_ext.cc:570] at void android.view.ViewRootImpl$InputStage.forward(android.view.ViewRootImpl$QueuedInputEvent) (ViewRootImpl.java:4805)
java_vm_ext.cc:570] at void android.view.ViewRootImpl$AsyncInputStage.forward(android.view.ViewRootImpl$QueuedInputEvent) (ViewRootImpl.java:4945)
java_vm_ext.cc:570] at void android.view.ViewRootImpl$InputStage.apply(android.view.ViewRootImpl$QueuedInputEvent, int) (ViewRootImpl.java:4813)
java_vm_ext.cc:570] at void android.view.ViewRootImpl$AsyncInputStage.apply(android.view.ViewRootImpl$QueuedInputEvent, int) (ViewRootImpl.java:5002)
java_vm_ext.cc:570] at void android.view.ViewRootImpl$InputStage.deliver(android.view.ViewRootImpl$QueuedInputEvent) (ViewRootImpl.java:4786)
java_vm_ext.cc:570] at void android.view.ViewRootImpl$InputStage.onDeliverToNext(android.view.ViewRootImpl$QueuedInputEvent) (ViewRootImpl.java:4839)
java_vm_ext.cc:570] at void android.view.ViewRootImpl$InputStage.forward(android.view.ViewRootImpl$QueuedInputEvent) (ViewRootImpl.java:4805)
java_vm_ext.cc:570] at void android.view.ViewRootImpl$InputStage.apply(android.view.ViewRootImpl$QueuedInputEvent, int) (ViewRootImpl.java:4813)
java_vm_ext.cc:570] at void android.view.ViewRootImpl$InputStage.deliver(android.view.ViewRootImpl$QueuedInputEvent) (ViewRootImpl.java:4786)
java_vm_ext.cc:570] at void android.view.ViewRootImpl.deliverInputEvent(android.view.ViewRootImpl$QueuedInputEvent) (ViewRootImpl.java:7509)
java_vm_ext.cc:570] at void android.view.ViewRootImpl.doProcessInputEvents() (ViewRootImpl.java:7478)
java_vm_ext.cc:570] at void android.view.ViewRootImpl.enqueueInputEvent(android.view.InputEvent, android.view.InputEventReceiver, int, boolean) (ViewRootI
java_vm_ext.cc:570] at void android.view.ViewRootImpl$WindowInputEventReceiver.onInputEvent(android.view.InputEvent) (ViewRootImpl.java:7634)
java_vm_ext.cc:570] at void android.view.InputEventReceiver.dispatchInputEvent(int, android.view.InputEvent) (InputEventReceiver.java:189)
java_vm_ext.cc:570] at boolean android.view.InputEventReceiver.nativeConsumeBatchedInputEvents(long, long) (InputEventReceiver.java:-2)
java_vm_ext.cc:570] at boolean android.view.InputEventReceiver.consumeBatchedInputEvents(long) (InputEventReceiver.java:179)
java_vm_ext.cc:570] at void android.view.ViewRootImpl.doConsumeBatchedInput(long) (ViewRootImpl.java:7585)
java_vm_ext.cc:570] at void android.view.ViewRootImpl$ConsumeBatchedInputRunnable.run() (ViewRootImpl.java:7658)
java_vm_ext.cc:570] at void android.view.Choreographer$CallbackRecord.run(long) (Choreographer.java:1029)
java_vm_ext.cc:570] at void android.view.Choreographer.doCallbacks(int, long) (Choreographer.java:852)
java_vm_ext.cc:570] at void android.view.Choreographer.doFrame(long, int) (Choreographer.java:780)
java_vm_ext.cc:570] at void android.view.Choreographer$FrameDisplayEventReceiver.run() (Choreographer.java:1014)
java_vm_ext.cc:570] at void android.os.Handler.handleCallback(android.os.Message) (Handler.java:883)
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java_vm_ext.cc:570] at void android.os.Handler.dispatchMessage(android.os.Message) (Handler.java:100)
java_vm_ext.cc:570] at void android.os.Looper.loop() (Looper.java:214)
java_vm_ext.cc:570] at void android.app.ActivityThread.main(java.lang.String[]) (ActivityThread.java:7403)
java_vm_ext.cc:570] at java.lang.Object java.lang.reflect.Method.invoke(java.lang.Object, java.lang.Object[]) (Method.java:-2)
java_vm_ext.cc:570] at void com.android.internal.os.RuntimeInit$MethodAndArgsCaller.run() (RuntimeInit.java:492)
java_vm_ext.cc:570] at void com.android.internal.os.ZygoteInit.main(java.lang.String[]) (ZygoteInit.java:935)
java_vm_ext.cc:570]
java_vm_ext.cc:570] in call to CallVoidMethodV
java_vm_ext.cc:570] from boolean android.view.InputEventReceiver.nativeConsumeBatchedInputEvents(long, long)
runtime.cc:630] Runtime aborting...
runtime.cc:630] Dumping all threads without mutator lock held
runtime.cc:630] All threads:
runtime.cc:630] DALVIK THREADS (13):
runtime.cc:630] "main" prio=10 tid=1 Runnable
runtime.cc:630] | group="" sCount=0 dsCount=0 flags=0 obj=0x71400e58 self=0x7885951c00
runtime.cc:630] | sysTid=13188 nice=-10 cgrp=default sched=0/0 handle=0x7886ebded0
runtime.cc:630] | state=R schedstat=( 4643958308 274022500 1571 ) utm=435 stm=29 core=4 HZ=100
runtime.cc:630] | stack=0x7ff2044000-0x7ff2046000 stackSize=8192KB
runtime.cc:630] | held mutexes= "abort lock" "mutator lock"(shared held)
runtime.cc:630] native: #00 pc 00000000004120c8 /apex/com.android.runtime/lib64/libart.so (art::DumpNativeStack(std::__1::basic_ostream<char, std::__1::basic_string_view<char>>&, int):10)
runtime.cc:630] native: #01 pc 00000000004f9938 /apex/com.android.runtime/lib64/libart.so (art::Thread::DumpStack(std::__1::basic_ostream<char, std::__1::basic_string_view<char>>&, int):10)
runtime.cc:630] native: #02 pc 0000000000514274 /apex/com.android.runtime/lib64/libart.so (art::DumpCheckpoint::Run(art::Thread*)+828)
runtime.cc:630] native: #03 pc 000000000050d098 /apex/com.android.runtime/lib64/libart.so (art::ThreadList::RunCheckpoint(art::Closure*, art::Closure*)+4)
runtime.cc:630] native: #04 pc 000000000050c57c /apex/com.android.runtime/lib64/libart.so (art::ThreadList::Dump(std::__1::basic_ostream<char, std::__1::basic_string_view<char>>&, int):10)
runtime.cc:630] native: #05 pc 00000000004b9908 /apex/com.android.runtime/lib64/libart.so (art::Runtime::Abort(char const*)+1452)
runtime.cc:630] native: #06 pc 000000000000b458 /system/lib64/libbase.so (android::base::LogMessage::~LogMessage()+580)
runtime.cc:630] native: #07 pc 00000000003780ec /apex/com.android.runtime/lib64/libart.so (art::JavaVMExt::JniAbort(char const*, char const*)+1584)
runtime.cc:630] native: #08 pc 0000000000378310 /apex/com.android.runtime/lib64/libart.so (art::JavaVMExt::JniAbortV(char const*, char const*, std::__va_list):10)
runtime.cc:630] native: #09 pc 000000000036a738 /apex/com.android.runtime/lib64/libart.so (art::(anonymous namespace)::ScopedCheck::AbortF(char const*, ...):10)
runtime.cc:630] native: #10 pc 000000000036920c /apex/com.android.runtime/lib64/libart.so (art::(anonymous namespace)::ScopedCheck::CheckPossibleHeapValue(art::Thread*, unsigned int):10)
runtime.cc:630] native: #11 pc 00000000003685f4 /apex/com.android.runtime/lib64/libart.so (art::(anonymous namespace)::ScopedCheck::Check(art::ScopedObjectAccess::Auto*):10)
runtime.cc:630] native: #12 pc 000000000036d644 /apex/com.android.runtime/lib64/libart.so (art::(anonymous namespace)::CheckJNI::CheckCallArgs(art::ScopeObjectAccess::Auto*):10)
runtime.cc:630] native: #13 pc 000000000036c534 /apex/com.android.runtime/lib64/libart.so (art::(anonymous namespace)::CheckJNI::CallMethodV(char const*, art::ScopeObjectAccess::Auto*, void*, void*):10)
runtime.cc:630] native: #14 pc 000000000035ae8c /apex/com.android.runtime/lib64/libart.so (art::(anonymous namespace)::CheckJNI::CallVoidMethodV(_JNIEnv*, art::ScopeObjectAccess::Auto*, const char*, void*):10)
runtime.cc:630] native: #15 pc 0000000000d2e0c /system/lib64/libandroid_runtime.so (__JNIEnv::CallVoidMethod(_jobject*, _jmethodID*, ...)+116)
runtime.cc:630] native: #16 pc 000000000010d76c /system/lib64/libandroid_runtime.so (android::NativeInputEventReceiver::consumeEvents(_JNIEnv*, bool, long):10)
runtime.cc:630] native: #17 pc 000000000010fd14 /system/lib64/libandroid_runtime.so (android::nativeConsumeBatchedInputEvents(_JNIEnv*, _jclass*, long, long):10)
runtime.cc:630] at android.view.InputEventReceiver.nativeConsumeBatchedInputEvents(Native method)
runtime.cc:630] at android.view.InputEventReceiver.consumeBatchedInputEvents(InputEventReceiver.java:179)
runtime.cc:630] at android.view.ViewRootImpl.doConsumeBatchedInput(ViewRootImpl.java:7585)
runtime.cc:630] at android.view.ViewRootImpl$ConsumeBatchedInputRunnable.run(ViewRootImpl.java:7658)
runtime.cc:630] at android.view.Choreographer$CallbackRecord.run(Choreographer.java:1029)
runtime.cc:630] at android.view.Choreographer.doCallbacks(Choreographer.java:852)
runtime.cc:630] at android.view.Choreographer.doFrame(Choreographer.java:780)
runtime.cc:630] at android.view.Choreographer$FrameDisplayEventReceiver.run(Choreographer.java:1014)
runtime.cc:630] at android.os.Handler.handleCallback(Handler.java:883)
runtime.cc:630] at android.os.Handler.dispatchMessage(Handler.java:100)
runtime.cc:630] at android.os.Looper.loop(Looper.java:214)
runtime.cc:630] at android.app.ActivityThread.main(ActivityThread.java:7403)
runtime.cc:630] at java.lang.reflect.Method.invoke(Native method)
runtime.cc:630] at com.android.internal.os.RuntimeInit$MethodAndArgsCaller.run(RuntimeInit.java:492)
runtime.cc:630] at com.android.internal.os.ZygoteInit.main(ZygoteInit.java:935)
runtime.cc:630]
runtime.cc:630] "Jit thread pool worker thread 0" prio=10 tid=2 Native
runtime.cc:630] | group="" sCount=1 dsCount=0 flags=1 obj=0x14080260 self=0x77f4000000
runtime.cc:630] | sysTid=13202 nice=0 cgrp=default sched=0/0 handle=0x77f54e0d40
runtime.cc:630] | state=S schedstat=( 1326735457 353420584 1501 ) utm=109 stm=23 core=7 HZ=100
runtime.cc:630] | stack=0x77f53e2000-0x77f53e4000 stackSize=1023KB
runtime.cc:630] | held mutexes=
runtime.cc:630] kernel: (couldn't read /proc/self/task/13202/stack)
runtime.cc:630] native: #00 pc 000000000008033c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:630] native: #01 pc 000000000014c1f4 /apex/com.android.runtime/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:630] native: #02 pc 0000000000515c44 /apex/com.android.runtime/lib64/libart.so (art::ThreadPool::GetTask(art::Thread*)+256)
runtime.cc:630] native: #03 pc 0000000000515060 /apex/com.android.runtime/lib64/libart.so (art::ThreadPoolWorker::Run()+144)
runtime.cc:630] native: #04 pc 0000000000514b20 /apex/com.android.runtime/lib64/libart.so (art::ThreadPoolWorker::Callback(void*)+148)
runtime.cc:630] native: #05 pc 00000000000e6890 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+36)
runtime.cc:630] native: #06 pc 0000000000084b6c /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:630] (no managed stack frames)
runtime.cc:630]
runtime.cc:630] "Signal Catcher" prio=10 tid=4 WaitingInMainSignalCatcherLoop
runtime.cc:630] | group="" sCount=1 dsCount=0 flags=1 obj=0x140802d8 self=0x77f4011800
runtime.cc:630] | sysTid=13207 nice=0 cgrp=default sched=0/0 handle=0x77f53dbd50
runtime.cc:630] | state=S schedstat=( 630103 819895 4 ) utm=0 stm=0 core=4 HZ=100
runtime.cc:630] | stack=0x77f52e5000-0x77f52e7000 stackSize=991KB
runtime.cc:630] | held mutexes=
runtime.cc:630] kernel: (couldn't read /proc/self/task/13207/stack)
runtime.cc:630] native: #00 pc 00000000000d11c8 /apex/com.android.runtime/lib64/bionic/libc.so (__rt_sigtimedwait+8)
runtime.cc:630] native: #01 pc 000000000008fc20 /apex/com.android.runtime/lib64/bionic/libc.so (sigwait+68)
runtime.cc:630] native: #02 pc 00000000004db7e4 /apex/com.android.runtime/lib64/libart.so (art::SignalCatcher::WaitForSignal(art::Thread*, art::SignalSet*)+144)
runtime.cc:630] native: #03 pc 00000000004da564 /apex/com.android.runtime/lib64/libart.so (art::SignalCatcher::Run(void*)+268)
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runtime.cc:630] native: #04 pc 0000000000e6890 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+36)
runtime.cc:630] native: #05 pc 0000000000084b6c /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:630] (no managed stack frames)
runtime.cc:630]
runtime.cc:630] "FinalizerDaemon" prio=10 tid=8 Waiting
runtime.cc:630] | group="" sCount=1 dsCount=0 flags=1 obj=0x14080350 self=0x7885a9ec00
runtime.cc:630] | sysTid=13212 nice=4 cgrp=default sched=0/0 handle=0x77f4d37d50
runtime.cc:630] | state=S schedstat=( 2586980 10447135 25 ) utm=0 stm=0 core=4 HZ=100
runtime.cc:630] | stack=0x77f4c35000-0x77f4c37000 stackSize=1039KB
runtime.cc:630] | held mutexes=
runtime.cc:630] kernel: (couldn't read /proc/self/task/13212/stack)
runtime.cc:630] native: #00 pc 000000000008033c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:630] native: #01 pc 000000000014c1f4 /apex/com.android.runtime/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:630] native: #02 pc 000000000040d5e0 /apex/com.android.runtime/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadS
runtime.cc:630] native: #03 pc 000000000040f040 /apex/com.android.runtime/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Obje
runtime.cc:630] at java.lang.Object.wait(Native method)
runtime.cc:630] - waiting on <0x0ee4aff1> (a java.lang.Object)
runtime.cc:630] at java.lang.Object.wait(Object.java:442)
runtime.cc:630] at java.lang.ref.ReferenceQueue.remove(ReferenceQueue.java:190)
runtime.cc:630] - locked <0x0ee4aff1> (a java.lang.Object)
runtime.cc:630] at java.lang.ref.ReferenceQueue.remove(ReferenceQueue.java:211)
runtime.cc:630] at java.lang.Daemons$FinalizerDaemon.runInternal(Daemons.java:271)
runtime.cc:630] at java.lang.Daemons$Daemon.run(Daemons.java:137)
runtime.cc:630] at java.lang.Thread.run(Thread.java:919)
runtime.cc:630]
runtime.cc:630] "ADB-JDWP Connection Control Thread" prio=10 tid=9 WaitingInMainDebuggerLoop
runtime.cc:630] | group="" sCount=1 dsCount=0 flags=1 obj=0x140803c8 self=0x77ef673800
runtime.cc:630] | sysTid=13208 nice=0 cgrp=default sched=0/0 handle=0x77f52ded50
runtime.cc:630] | state=S schedstat=( 4175414 10862918 28 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:630] | stack=0x77f51e8000-0x77f51ea000 stackSize=991KB
runtime.cc:630] | held mutexes=
runtime.cc:630] kernel: (couldn't read /proc/self/task/13208/stack)
runtime.cc:630] native: #00 pc 0000000000d10c8 /apex/com.android.runtime/lib64/bionic/libc.so (__poll+8)
runtime.cc:630] native: #01 pc 000000000008d6c4 /apex/com.android.runtime/lib64/bionic/libc.so (poll+88)
runtime.cc:630] native: #02 pc 0000000000008e24 /apex/com.android.runtime/lib64/libadbconnection.so (adbconnection::AdbConnectionState::RunPollLoop(art::
runtime.cc:630] native: #03 pc 000000000000721c /apex/com.android.runtime/lib64/libadbconnection.so (adbconnection::CallbackFunction(void*)+1076)
runtime.cc:630] native: #04 pc 0000000000e6890 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+36)
runtime.cc:630] native: #05 pc 0000000000084b6c /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:630] (no managed stack frames)
runtime.cc:630]
runtime.cc:630] "HeapTaskDaemon" prio=10 tid=10 WaitingForTaskProcessor
runtime.cc:630] | group="" sCount=1 dsCount=0 flags=1 obj=0x14080788 self=0x7885a45400
runtime.cc:630] | sysTid=13210 nice=4 cgrp=default sched=0/0 handle=0x77f51e1d50
runtime.cc:630] | state=S schedstat=( 17283384 4734479 12 ) utm=1 stm=0 core=0 HZ=100
runtime.cc:630] | stack=0x77f50df000-0x77f50e1000 stackSize=1039KB
runtime.cc:630] | held mutexes=
runtime.cc:630] kernel: (couldn't read /proc/self/task/13210/stack)
runtime.cc:630] native: #00 pc 000000000008033c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:630] native: #01 pc 000000000014c1f4 /apex/com.android.runtime/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:630] native: #02 pc 00000000002901cc /apex/com.android.runtime/lib64/libart.so (art::gc::TaskProcessor::GetTask(art::Thread*)+444)
runtime.cc:630] native: #03 pc 0000000000290a58 /apex/com.android.runtime/lib64/libart.so (art::gc::TaskProcessor::RunAllTasks(art::Thread*)+92)
runtime.cc:630] at dalvik.system.VMRuntime.runHeapTasks(Native method)
runtime.cc:630] at java.lang.Daemons$HeapTaskDaemon.runInternal(Daemons.java:523)
runtime.cc:630] at java.lang.Daemons$Daemon.run(Daemons.java:137)
runtime.cc:630] at java.lang.Thread.run(Thread.java:919)
runtime.cc:630]
runtime.cc:630] "FinalizerWatchdogDaemon" prio=10 tid=11 Waiting
runtime.cc:630] | group="" sCount=1 dsCount=0 flags=1 obj=0x14080440 self=0x77ef662000
runtime.cc:630] | sysTid=13215 nice=4 cgrp=default sched=0/0 handle=0x77f4c2ed50
runtime.cc:630] | state=S schedstat=( 1596619 5149634 13 ) utm=0 stm=0 core=7 HZ=100
runtime.cc:630] | stack=0x77f4b2c000-0x77f4b2e000 stackSize=1039KB
runtime.cc:630] | held mutexes=
runtime.cc:630] kernel: (couldn't read /proc/self/task/13215/stack)
runtime.cc:630] native: #00 pc 000000000008033c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:630] native: #01 pc 000000000014c1f4 /apex/com.android.runtime/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:630] native: #02 pc 000000000040d5e0 /apex/com.android.runtime/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadS
runtime.cc:630] native: #03 pc 000000000040f040 /apex/com.android.runtime/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Obje
runtime.cc:630] at java.lang.Object.wait(Native method)
runtime.cc:630] - waiting on <0x0a6087d6> (a java.lang.Daemons$FinalizerWatchdogDaemon)
runtime.cc:630] at java.lang.Object.wait(Object.java:442)
runtime.cc:630] at java.lang.Object.wait(Object.java:568)
runtime.cc:630] at java.lang.Daemons$FinalizerWatchdogDaemon.sleepUntilNeeded(Daemons.java:339)
runtime.cc:630] - locked <0x0a6087d6> (a java.lang.Daemons$FinalizerWatchdogDaemon)
runtime.cc:630] at java.lang.Daemons$FinalizerWatchdogDaemon.runInternal(Daemons.java:319)
runtime.cc:630] at java.lang.Daemons$Daemon.run(Daemons.java:137)
runtime.cc:630] at java.lang.Thread.run(Thread.java:919)
runtime.cc:630]
runtime.cc:630] "ReferenceQueueDaemon" prio=10 tid=12 Waiting
runtime.cc:630] | group="" sCount=1 dsCount=0 flags=1 obj=0x140804b8 self=0x7885a9d000
runtime.cc:630] | sysTid=13211 nice=4 cgrp=default sched=0/0 handle=0x77f50d8d50
```

```
runtime.cc:630] | state=S schedstat=( 941040 3112918 8 ) utm=0 stm=0 core=5 HZ=100
runtime.cc:630] | stack=0x77f4fd6000-0x77f4fd8000 stackSize=1039KB
runtime.cc:630] | held mutexes=
runtime.cc:630] kernel: (couldn't read /proc/self/task/13211/stack)
runtime.cc:630] native: #00 pc 00000000000803c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
runtime.cc:630] native: #01 pc 000000000014c1f4 /apex/com.android.runtime/lib64/libart.so (art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
runtime.cc:630] native: #02 pc 000000000040d5e0 /apex/com.android.runtime/lib64/libart.so (art::Monitor::Wait(art::Thread*, long, int, bool, art::ThreadS
runtime.cc:630] native: #03 pc 000000000040f040 /apex/com.android.runtime/lib64/libart.so (art::Monitor::Wait(art::Thread*, art::ObjPtr<art::mirror::Obj
runtime.cc:630] at java.lang.Object.wait(Native method)
runtime.cc:630] - waiting on <0x0a013a57> (a java.lang.Class<java.lang.ref.ReferenceQueue>)
runtime.cc:630] at java.lang.Object.wait(Object, java:442)
runtime.cc:630] at java.lang.Object.wait(Object, java:568)
runtime.cc:630] at java.lang.Daemons$ReferenceQueueDaemon.runInternal(Daemons, java:215)
runtime.cc:630] - locked <0x0a013a57> (a java.lang.Class<java.lang.ref.ReferenceQueue>)
runtime.cc:630] at java.lang.Daemons$Daemon.run(Daemons, java:137)
runtime.cc:630] at java.lang.Thread.run(Thread, java:919)
runtime.cc:630]
runtime.cc:630] "Binder:13188_1" prio=10 tid=13 Native
runtime.cc:630] | group="" sCount=1 dsCount=0 flags=1 obj=0x14080530 self=0x77ef685000
runtime.cc:630] | sysTid=13218 nice=0 cgrp=default sched=0/0 handle=0x77f4a27d50
runtime.cc:630] | state=S schedstat=( 1025625 7060260 10 ) utm=0 stm=0 core=6 HZ=100
runtime.cc:630] | stack=0x77f4931000-0x77f4933000 stackSize=991KB
runtime.cc:630] | held mutexes=
runtime.cc:630] kernel: (couldn't read /proc/self/task/13218/stack)
runtime.cc:630] native: #00 pc 00000000000d1084 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:630] native: #01 pc 000000000008b6b0 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+132)
runtime.cc:630] native: #02 pc 0000000000058d14 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+244)
runtime.cc:630] native: #03 pc 0000000000058ef0 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:630] native: #04 pc 00000000000596c8 /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+64)
runtime.cc:630] native: #05 pc 000000000007f7f4 /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24)
runtime.cc:630] native: #06 pc 0000000000013654 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+328)
runtime.cc:630] native: #07 pc 00000000000c2b8c /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+140)
runtime.cc:630] native: #08 pc 00000000000e6890 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+36)
runtime.cc:630] native: #09 pc 0000000000084b6c /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:630] (no managed stack frames)
runtime.cc:630]
runtime.cc:630] "Binder:13188_2" prio=10 tid=14 Native
runtime.cc:630] | group="" sCount=1 dsCount=0 flags=1 obj=0x140805a8 self=0x77f4066800
runtime.cc:630] | sysTid=13219 nice=0 cgrp=default sched=0/0 handle=0x77f492ad50
runtime.cc:630] | state=S schedstat=( 40242495 48223183 116 ) utm=3 stm=1 core=5 HZ=100
runtime.cc:630] | stack=0x77f4834000-0x77f4836000 stackSize=991KB
runtime.cc:630] | held mutexes=
runtime.cc:630] kernel: (couldn't read /proc/self/task/13219/stack)
runtime.cc:630] native: #00 pc 00000000000d1084 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:630] native: #01 pc 000000000008b6b0 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+132)
runtime.cc:630] native: #02 pc 0000000000058d14 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+244)
runtime.cc:630] native: #03 pc 0000000000058ef0 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:630] native: #04 pc 00000000000596f4 /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+108)
runtime.cc:630] native: #05 pc 000000000007f7f4 /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24)
runtime.cc:630] native: #06 pc 0000000000013654 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+328)
runtime.cc:630] native: #07 pc 00000000000c2b8c /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+140)
runtime.cc:630] native: #08 pc 00000000000e6890 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+36)
runtime.cc:630] native: #09 pc 0000000000084b6c /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:630] (no managed stack frames)
runtime.cc:630]
runtime.cc:630] "Binder:13188_3" prio=10 tid=15 Native
runtime.cc:630] | group="" sCount=1 dsCount=0 flags=1 obj=0x14080620 self=0x77ef696800
runtime.cc:630] | sysTid=13229 nice=0 cgrp=default sched=0/0 handle=0x77f482dd50
runtime.cc:630] | state=S schedstat=( 11041564 19162187 26 ) utm=1 stm=0 core=4 HZ=100
runtime.cc:630] | stack=0x77f4737000-0x77f4739000 stackSize=991KB
runtime.cc:630] | held mutexes=
runtime.cc:630] kernel: (couldn't read /proc/self/task/13229/stack)
runtime.cc:630] native: #00 pc 00000000000d1084 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+4)
runtime.cc:630] native: #01 pc 000000000008b6b0 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+132)
runtime.cc:630] native: #02 pc 0000000000058d14 /system/lib64/libbinder.so (android::IPCThreadState::talkWithDriver(bool)+244)
runtime.cc:630] native: #03 pc 0000000000058ef0 /system/lib64/libbinder.so (android::IPCThreadState::getAndExecuteCommand()+24)
runtime.cc:630] native: #04 pc 00000000000596f4 /system/lib64/libbinder.so (android::IPCThreadState::joinThreadPool(bool)+108)
runtime.cc:630] native: #05 pc 000000000007f7f4 /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24)
runtime.cc:630] native: #06 pc 0000000000013654 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+328)
runtime.cc:630] native: #07 pc 00000000000c2b8c /system/lib64/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+140)
runtime.cc:630] native: #08 pc 00000000000e6890 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+36)
runtime.cc:630] native: #09 pc 0000000000084b6c /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:630] (no managed stack frames)
runtime.cc:630]
runtime.cc:630] "Profile Saver" prio=10 tid=16 Native
runtime.cc:630] | group="" sCount=1 dsCount=0 flags=1 obj=0x14080698 self=0x77f40a6000
runtime.cc:630] | sysTid=13248 nice=9 cgrp=default sched=0/0 handle=0x77f46afd50
runtime.cc:630] | state=S schedstat=( 10483177 4600835 60 ) utm=1 stm=0 core=6 HZ=100
runtime.cc:630] | stack=0x77f45b9000-0x77f45bb000 stackSize=991KB
runtime.cc:630] | held mutexes=
```

```
runtime.cc:630] kernel: (couldn't read /proc/self/task/13248/stack)
runtime.cc:630] native: #00 pc 0000000000080340 /apex/com.android.runtime/lib64/bionic/libc.so (syscall+32)
runtime.cc:630] native: #01 pc 000000000014c62c /apex/com.android.runtime/lib64/libart.so (art::ConditionVariable::TimedWait(art::Thread*, long, int)+168)
runtime.cc:630] native: #02 pc 0000000000347cfc /apex/com.android.runtime/lib64/libart.so (art::ProfileSaver::Run()+632)
runtime.cc:630] native: #03 pc 000000000034baf8 /apex/com.android.runtime/lib64/libart.so (art::ProfileSaver::RunProfileSaverThread(void*)+88)
runtime.cc:630] native: #04 pc 00000000000e6890 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+36)
runtime.cc:630] native: #05 pc 0000000000084b6c /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:630] (no managed stack frames)
runtime.cc:630]
runtime.cc:630] "RenderThread" prio=10 tid=18 Native
runtime.cc:630] | group="" sCount=1 dsCount=0 flags=1 obj=0x14080710 self=0x77f40b7800
runtime.cc:630] | sysTid=13250 nice=-10 cgrp=default sched=0/0 handle=0x779749dd50
runtime.cc:630] | state=S schedstat=( 788306961 93036879 1374 ) utm=60 stm=18 core=4 HZ=100
runtime.cc:630] | stack=0x77973a7000-0x77973a9000 stackSize=991KB
runtime.cc:630] | held mutexes=
runtime.cc:630] kernel: (couldn't read /proc/self/task/13250/stack)
runtime.cc:630] native: #00 pc 00000000000d0f48 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8)
runtime.cc:630] native: #01 pc 0000000000018120 /system/lib64/libutils.so (android::Looper::pollInner(int)+144)
runtime.cc:630] native: #02 pc 0000000000017ff0 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*, void**) +56)
runtime.cc:630] native: #03 pc 00000000002ddfd0 /system/lib64/libhwui.so (android::uirenderer::ThreadBase::waitForWork()+132)
runtime.cc:630] native: #04 pc 00000000002dddc /system/lib64/libhwui.so (android::uirenderer::renderthread::RenderThread::threadLoop()+576)
runtime.cc:630] native: #05 pc 0000000000013654 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+328)
runtime.cc:630] native: #06 pc 00000000000e6890 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+36)
runtime.cc:630] native: #07 pc 0000000000084b6c /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
runtime.cc:630] (no managed stack frames)
runtime.cc:630]
runtime.cc:630] Aborting thread:
runtime.cc:630] "main" prio=10 tid=1 Native
runtime.cc:630] | group="" sCount=0 dsCount=0 flags=0 obj=0x71400e58 self=0x7885951c00
runtime.cc:630] | sysTid=13188 nice=-10 cgrp=default sched=0/0 handle=0x7886ebdd0
runtime.cc:630] | state=R schedstat=( 4702025493 274022500 1594 ) utm=439 stm=31 core=4 HZ=100
runtime.cc:630] | stack=0x7ff2044000-0x7ff2046000 stackSize=8192KB
runtime.cc:630] | held mutexes= "abort lock"
runtime.cc:630] native: #00 pc 000000000004120c8 /apex/com.android.runtime/lib64/libart.so (art::DumpNativeStack(std::__1::basic_ostream<char, std::__1::c
runtime.cc:630] native: #01 pc 00000000004f9938 /apex/com.android.runtime/lib64/libart.so (art::Thread::DumpStack(std::__1::basic_ostream<char, std::__1:
runtime.cc:630] native: #02 pc 00000000004cad24 /apex/com.android.runtime/lib64/libart.so (art::AbortState::DumpThread(std::__1::basic_ostream<char, std:
runtime.cc:630] native: #03 pc 00000000004b997c /apex/com.android.runtime/lib64/libart.so (art::Runtime::Abort(char const*)+1568)
runtime.cc:630] native: #04 pc 00000000000b458 /system/lib64/libbase.so (android::base::LogMessage::~LogMessage()+580)
runtime.cc:630] native: #05 pc 00000000003780ec /apex/com.android.runtime/lib64/libart.so (art::JavaVMExt::JniAbort(char const*, char const*)+1584)
runtime.cc:630] native: #06 pc 0000000000378310 /apex/com.android.runtime/lib64/libart.so (art::JavaVMExt::JniAbortV(char const*, char const*, std::__va
runtime.cc:630] native: #07 pc 000000000036a738 /apex/com.android.runtime/lib64/libart.so (art::(anonymous namespace)::ScopedCheck::AbortF(char const*, .
runtime.cc:630] native: #08 pc 000000000036920c /apex/com.android.runtime/lib64/libart.so (art::(anonymous namespace)::ScopedCheck::CheckPossibleHeapValu
runtime.cc:630] native: #09 pc 00000000003685f4 /apex/com.android.runtime/lib64/libart.so (art::(anonymous namespace)::ScopedCheck::Check(art::ScopedObje
runtime.cc:630] native: #10 pc 000000000036d644 /apex/com.android.runtime/lib64/libart.so (art::(anonymous namespace)::CheckJNI::CheckCallArgs(art::Scope
runtime.cc:630] native: #11 pc 000000000036c534 /apex/com.android.runtime/lib64/libart.so (art::(anonymous namespace)::CheckJNI::CallMethodV(char const*,
runtime.cc:630] native: #12 pc 000000000035ae8c /apex/com.android.runtime/lib64/libart.so (art::(anonymous namespace)::CheckJNI::CallVoidMethodV(_JNIEnv*
runtime.cc:630] native: #13 pc 00000000000d2e0c /system/lib64/libandroid_runtime.so (_JNIEnv::CallVoidMethod(_jobject*, _jmethodID*, ...) +116)
runtime.cc:630] native: #14 pc 000000000010d76c /system/lib64/libandroid_runtime.so (android::NativeInputEventReceiver::consumeEvents(_JNIEnv*, bool, lon
runtime.cc:630] native: #15 pc 000000000010fd14 /system/lib64/libandroid_runtime.so (android::nativeConsumeBatchedInputEvents(_JNIEnv*, _jclass*, long, 1
runtime.cc:630] native: #16 pc 0000000000029d160 /system/framework/arm64/boot-framework.oat (art_jni_trampoline+160)
runtime.cc:630] native: #17 pc 00000000001375b8 /apex/com.android.runtime/lib64/libart.so (art_quick_invoke_static_stub+568)
runtime.cc:630] native: #18 pc 000000000014600c /apex/com.android.runtime/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned i
runtime.cc:630] native: #19 pc 000000000002e3800 /apex/com.android.runtime/lib64/libart.so (art::interpreter::ArtInterpreterToCompiledCodeBridge(art::Thre
runtime.cc:630] native: #20 pc 00000000002dea60 /apex/com.android.runtime/lib64/libart.so (bool art::interpreter::DoCall<false, false>(art::ArtMethod*, a
runtime.cc:630] native: #21 pc 000000000005a4078 /apex/com.android.runtime/lib64/libart.so (MterpInvokeStatic+372)
runtime.cc:630] native: #22 pc 0000000000131994 /apex/com.android.runtime/lib64/libart.so (mterp_op_invoke_static+20)
runtime.cc:630] native: #23 pc 0000000000165aaa /system/framework/framework.jar (android.view.InputEventReceiver.consumeBatchedInputEvents+34)
runtime.cc:630] native: #24 pc 000000000005a1864 /apex/com.android.runtime/lib64/libart.so (MterpInvokeVirtual+1352)
runtime.cc:630] native: #25 pc 0000000000131814 /apex/com.android.runtime/lib64/libart.so (mterp_op_invoke_virtual+20)
runtime.cc:630] native: #26 pc 0000000000196bc6 /system/framework/framework.jar (android.view.ViewRootImpl.doConsumeBatchedInput+22)
runtime.cc:630] native: #27 pc 000000000005a1864 /apex/com.android.runtime/lib64/libart.so (MterpInvokeVirtual+1352)
runtime.cc:630] native: #28 pc 0000000000131814 /apex/com.android.runtime/lib64/libart.so (mterp_op_invoke_virtual+20)
runtime.cc:630] native: #29 pc 000000000018f480 /system/framework/framework.jar (android.view.ViewRootImpl$ConsumeBatchedInputRunnable.run+16)
runtime.cc:630] native: #30 pc 000000000002b4b14 /apex/com.android.runtime/lib64/libart.so (_ZN3art11interpreterL7ExecuteEPNS_6ThreadERKNS_20CodeItemDataA
runtime.cc:630] native: #31 pc 00000000000592b0c /apex/com.android.runtime/lib64/libart.so (artQuickToInterpreterBridge+1032)
runtime.cc:630] native: #32 pc 0000000000140468 /apex/com.android.runtime/lib64/libart.so (art_quick_to_interpreter_bridge+88)
runtime.cc:630] native: #33 pc 0000000000206a07c /memfd:/jit-cache (deleted) (android.view.Choreographer$CallbackRecord.run+252)
runtime.cc:630] native: #34 pc 00000000002025f04 /memfd:/jit-cache (deleted) (android.view.Choreographer.doCallbacks+564)
runtime.cc:630] native: #35 pc 0000000000202e38c /memfd:/jit-cache (deleted) (android.view.Choreographer.doFrame+924)
runtime.cc:630] native: #36 pc 0000000000137334 /apex/com.android.runtime/lib64/libart.so (art_quick_invoke_stub+548)
runtime.cc:630] native: #37 pc 0000000000145fec /apex/com.android.runtime/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned i
runtime.cc:630] native: #38 pc 000000000002e3800 /apex/com.android.runtime/lib64/libart.so (art::interpreter::ArtInterpreterToCompiledCodeBridge(art::Thre
runtime.cc:630] native: #39 pc 00000000002dea60 /apex/com.android.runtime/lib64/libart.so (bool art::interpreter::DoCall<false, false>(art::ArtMethod*, a
runtime.cc:630] native: #40 pc 000000000005a15a4 /apex/com.android.runtime/lib64/libart.so (MterpInvokeVirtual+648)
runtime.cc:630] native: #41 pc 0000000000131814 /apex/com.android.runtime/lib64/libart.so (mterp_op_invoke_virtual+20)
runtime.cc:630] native: #42 pc 00000000001498ce /system/framework/framework.jar (android.view.Choreographer$FrameDisplayEventReceiver.run+18)
runtime.cc:630] native: #43 pc 000000000005a3084 /apex/com.android.runtime/lib64/libart.so (MterpInvokeInterface+1788)
runtime.cc:630] native: #44 pc 0000000000131a14 /apex/com.android.runtime/lib64/libart.so (mterp_op_invoke_interface+20)
runtime.cc:630] native: #45 pc 00000000002fb6c0 /system/framework/framework.jar (android.os.Handler.handleCallback+4)
runtime.cc:630] native: #46 pc 000000000005a4314 /apex/com.android.runtime/lib64/libart.so (MterpInvokeStatic+1040)
```



runtime.cc:630] native: #47 pc 000000000131994 /apex/com.android.runtime/lib64/libart.so (mterp\_op\_invoke\_static+20)  
runtime.cc:630] native: #48 pc 0000000002fb52c /system/framework/framework.jar (android.os.Handler.dispatchMessage+8)  
runtime.cc:630] native: #49 pc 00000000005a1864 /apex/com.android.runtime/lib64/libart.so (MterpInvokeVirtual+1352)  
runtime.cc:630] native: #50 pc 0000000000131814 /apex/com.android.runtime/lib64/libart.so (mterp\_op\_invoke\_virtual+20)  
runtime.cc:630] native: #51 pc 0000000000320076 /system/framework/framework.jar (android.os.Looper.loop+466)  
runtime.cc:630] native: #52 pc 00000000005a4314 /apex/com.android.runtime/lib64/libart.so (MterpInvokeStatic+1040)  
runtime.cc:630] native: #53 pc 0000000000131994 /apex/com.android.runtime/lib64/libart.so (mterp\_op\_invoke\_static+20)  
runtime.cc:630] native: #54 pc 000000000018c9f0 /system/framework/framework.jar (android.app.ActivityThread.main+196)  
runtime.cc:630] native: #55 pc 00000000002b4b14 /apex/com.android.runtime/lib64/libart.so (\_ZN3art11interpreterL7ExecuteEPNS\_6ThreadERKNS\_20CodeItemDataA  
runtime.cc:630] native: #56 pc 0000000000592b0c /apex/com.android.runtime/lib64/libart.so (artQuickToInterpreterBridge+1032)  
runtime.cc:630] native: #57 pc 0000000000140468 /apex/com.android.runtime/lib64/libart.so (art\_quick\_to\_interpreter\_bridge+88)  
runtime.cc:630] native: #58 pc 00000000001375b8 /apex/com.android.runtime/lib64/libart.so (art\_quick\_invoke\_static\_stub+568)  
runtime.cc:630] native: #59 pc 000000000014600c /apex/com.android.runtime/lib64/libart.so (art::ArtMethod::Invoke(art::Thread\*, unsigned int\*, unsigned i  
runtime.cc:630] native: #60 pc 00000000004b1504 /apex/com.android.runtime/lib64/libart.so (art::(anonymous namespace)::InvokeWithArgArray(art::ScopedObj  
runtime.cc:630] native: #61 pc 00000000004b30a8 /apex/com.android.runtime/lib64/libart.so (art::InvokeMethod(art::ScopedObjectAccessAlreadyRunnable const  
runtime.cc:630] native: #62 pc 000000000043e340 /apex/com.android.runtime/lib64/libart.so (art::Method\_invoke(\_JNIEnv\*, \_jobject\*, \_jobject\*, \_jobjectArr  
runtime.cc:630] native: #67 pc 00000000002dea60 /apex/com.android.runtime/lib64/libart.so (bool art::interpreter::DoCall<false, false>(art::ArtMethod\*, a  
runtime.cc:630] native: #76 pc 000000000014600c /apex/com.android.runtime/lib64/libart.so (art::ArtMethod::Invoke(art::Thread\*, unsigned int\*, unsigned i  
runtime.cc:630] native: #78 pc 00000000004b10f4 /apex/com.android.runtime/lib64/libart.so (art::InvokeWithVarArgs(art::ScopedObjectAccessAlreadyRunnable  
runtime.cc:630] at android.view.InputEventReceiver.consumeBatchedInputEvents(InputEventReceiver.java:179)  
runtime.cc:630] at boolean android.view.ViewGroup.dispatchTouchEvent(android.view.MotionEvent) (ViewGroup.java:2755)  
runtime.cc:630] at boolean android.view.ViewGroup.dispatchTransformedTouchEvent(android.view.MotionEvent, boolean, android.view.View, int) (ViewGroup.java  
runtime.cc:630] at boolean android.view.ViewGroup.dispatchTransformedTouchEvent(android.view.MotionEvent, boolean, android.view.View, int) (ViewGroup.java  
runtime.cc:630] at boolean android.view.ViewGroup.dispatchTouchEvent(android.view.MotionEvent) (ViewGroup.java:2755)  
runtime.cc:630] at boolean com.android.internal.policy.PhoneWindow.superDispatchTouchEvent(android.view.MotionEvent) (PhoneWindow.java:1849)  
Fatal signal 6 (SIGABRT), code -1 (SI\_QUEUE) in tid 13188 (e.myapplication), pid 13188 (e.myapplication)

 **Sample.zip**  
3.5 MB [Download](#)


✓ Mentioned issues (2)


🔗 Mentioned issues (2)

- P4 Crash java.lang.IllegalStateException: Offset is unspecified ["https://issuetracker.google.com/196063123"](https://issuetracker.google.com/196063123)
- P4 View with Recycler View Crashes app with long press and rotation (onSaveInstanceState) ["https://issuetracker.google.com/241594856"](https://issuetracker.google.com/241594856)

COMMENTS


 **ry...@google.com** <ry...@google.com>  
*Assigned to je...@google.com.*

 **ae...@google.com** <ae...@google.com>  
*Reassigned to je...@google.com.*


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

Similar: <https://issuetracker.google.com/196063123>

Message last modified on Aug 4, 2022 03:07AM

 **je...@google.com** <je...@google.com> [#3](#)

As a side note: I found [↪ this separate bug](#) that also crashes app with long press and rotation... though it is related to onSaveInstanceState and not Offset.

 **je...@google.com** <je...@google.com> [#4](#)  
*Marked as fixed.*

Hi Carlos,

First off, thank you for the sample app! That really helps speed things up.

Compose stable 1.2.0 includes a bunch of fixes for exceptions related to "unspecified Offset" and this should fix your issue.

I'm going to mark as fixed for now, but can you test out your app on 1.2.0 and see if that resolves the issue?

If it does not, please open this back up and, if possible, send me over the specs of the phone you are using and the version of the OS it is running.

I tried your app on Android 10, 11, and 12 and wasn't able to reproduce the error. I also tried it on lower RAM devices (Android 11) without any luck.

I also took a further step of creating my own project with an Activity + Fragment containing a ComposeView containing a AndroidView with a lot of widgets, and I couldn't get the issue to trig

