


Comments (31)DependenciesDuplicates (0)Blocking (0)Resources (9)

ObsoleteBugP3+ Add Hotlist[AOSP] assigned

 STATUS UPDATE No update yet.

Edit

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

May 30, 2015 05:31PM



From Google Play crash reports.

*** **





Build fingerprint: 'samsung/kltexx/klte:5.0/LRX21T/G900FXXU1BOC7:user/release-keys'
Revision: '14'
ABI: 'arm'
pid: 12936, tid: 12964, name: RenderThread >>> org.kman.AquaMail <<<
signal 11 (SIGSEGV), code -6 (SI_TKILL), fault addr 0x9f14200c
r0 9f14260c r1 9f14230c r2 9f14200c r3 000000c0
r4 00000300 r5 00000000 r6 bbb30000 r7 000000c0
r8 00000000 r9 bbb30000 sl 9f14290c fp 9f142b0c
ip 00000018 sp a10f3bc0 lr 9f14290c pc a8f74afc cpsr 80010030

backtrace:
#00 pc 000b0afc /system/vendor/lib/egl/libGLSv2_adreno.so (oxili_tile_texture+603)
#01 pc 000875eb /system/vendor/lib/egl/libGLSv2_adreno.so
#02 pc 00089375 /system/vendor/lib/egl/libGLSv2_adreno.so (rb_texture_update_hw_subimage+4244)
#03 pc 0008a56f /system/vendor/lib/egl/libGLSv2_adreno.so (rb_texture_loadimage+218)
#04 pc 00065653 /system/vendor/lib/egl/libGLSv2_adreno.so (TexImageLoad+234)
#05 pc 000659c3 /system/vendor/lib/egl/libGLSv2_adreno.so (core_glTexImage2D+230)
#06 pc 00044285 /system/vendor/lib/egl/libGLSv2_adreno.so (glTexImage2D+50)
#07 pc 0003f7db /system/lib/libhwui.so
#08 pc 0003ffd1 /system/lib/libhwui.so
#09 pc 000402d9 /system/lib/libhwui.so
#10 pc 00040343 /system/lib/libhwui.so
#11 pc 0003ae6f /system/lib/libhwui.so
#12 pc 0003afd9 /system/lib/libhwui.so
#13 pc 0003b6cb /system/lib/libhwui.so
#14 pc 00029845 /system/lib/libhwui.so
#15 pc 0002997b /system/lib/libhwui.so
#16 pc 000299ab /system/lib/libhwui.so
#17 pc 0002ab9b /system/lib/libhwui.so
#18 pc 0001ed5d /system/lib/libhwui.so
#19 pc 0001d34d /system/lib/libhwui.so
#20 pc 0001cf17 /system/lib/libhwui.so
#21 pc 0002baf3 /system/lib/libhwui.so
#22 pc 0004296d /system/lib/libhwui.so
#23 pc 00042cbf /system/lib/libhwui.so
#24 pc 000450b7 /system/lib/libhwui.so (android::uirenderer::renderthread::RenderThread::dispatchFrameCallbacks()+62)
#25 pc 0004521f /system/lib/libhwui.so (android::uirenderer::renderthread::RenderThread::threadLoop()+66)
#26 pc 0000ef11 /system/lib/libutils.so (android::Thread::_threadLoop(void*)+112)
#27 pc 00060405 /system/lib/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+72)
#28 pc 0000ea81 /system/lib/libutils.so
#29 pc 000137bb /system/lib/libc.so (___pthread_start(void*)+30)
#30 pc 0001189b /system/lib/libc.so (___start_thread+6)

*** **

Build fingerprint: 'samsung/kltexx/klte:5.0/LRX21T/G900FXXU1BOC7:user/release-keys'
Revision: '14'
ABI: 'arm'
pid: 15321, tid: 12490, name: RenderThread >>> org.kman.AquaMail <<<
signal 11 (SIGSEGV), code -6 (SI_TKILL), fault addr 0x9b57600c
r0 9b57660c r1 9b57630c r2 9b57600c r3 000000c0
r4 00000300 r5 00000000 r6 9d570000 r7 000000c0
r8 00000000 r9 9d570000 sl 9b57690c fp 9b576b0c
ip 00000018 sp 9e0fcb0 lr 9b57690c pc a8f74afc cpsr 80010030

backtrace:
#00 pc 000b0afc /system/vendor/lib/egl/libGLSv2_adreno.so (oxili_tile_texture+603)
#01 pc 000875eb /system/vendor/lib/egl/libGLSv2_adreno.so
#02 pc 00089375 /system/vendor/lib/egl/libGLSv2_adreno.so (rb_texture_update_hw_subimage+4244)
#03 pc 0008a56f /system/vendor/lib/egl/libGLSv2_adreno.so (rb_texture_loadimage+218)
#04 pc 00065653 /system/vendor/lib/egl/libGLSv2_adreno.so (TexImageLoad+234)
#05 pc 000659c3 /system/vendor/lib/egl/libGLSv2_adreno.so (core_glTexImage2D+230)
#06 pc 00044285 /system/vendor/lib/egl/libGLSv2_adreno.so (glTexImage2D+50)
#07 pc 0003f7db /system/lib/libhwui.so
#08 pc 0003ffd1 /system/lib/libhwui.so
#09 pc 000402d9 /system/lib/libhwui.so
#10 pc 00040343 /system/lib/libhwui.so

Reporter	 k
Type	Bug
Priority	P3
Severity	S3
Status	<div>Won</div>
Access	Defa
Assignee	--
Verifier	--
Collaborators	
CC	 ad... dn... km..
AOSP ID	1751
ReportedBy	Deve
Found In	--
Targeted To	--
Verified In	--
In Prod	

```
#11 pc 0003ae6f /system/lib/libhwui.so
#12 pc 0003afd9 /system/lib/libhwui.so
#13 pc 0003b6cb /system/lib/libhwui.so
#14 pc 00029845 /system/lib/libhwui.so
#15 pc 0002997b /system/lib/libhwui.so
#16 pc 000299ab /system/lib/libhwui.so
#17 pc 0002ab9b /system/lib/libhwui.so
#18 pc 0001ed5d /system/lib/libhwui.so
#19 pc 0001d34d /system/lib/libhwui.so
#20 pc 0001cf17 /system/lib/libhwui.so
#21 pc 0002baf3 /system/lib/libhwui.so
#22 pc 0004296d /system/lib/libhwui.so
#23 pc 00042cbf /system/lib/libhwui.so
#24 pc 000450b7 /system/lib/libhwui.so (android::uirenderer::renderthread::RenderThread::dispatchFrameCallbacks()+62)
#25 pc 0004521f /system/lib/libhwui.so (android::uirenderer::renderthread::RenderThread::threadLoop()+66)
#26 pc 0000ef11 /system/lib/libutils.so (android::Thread::_threadLoop(void*)+112)
#27 pc 00060405 /system/lib/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+72)
#28 pc 0000ea81 /system/lib/libutils.so
#29 pc 000137bb /system/lib/libc.so (__pthread_start(void*)+30)
#30 pc 0001189b /system/lib/libc.so (__start_thread+6)
```

*** *** *** *** *** *** *** *** *** *** *** *** *** *** ***

Build fingerprint: 'samsung/trltedt/trlte:5.0.1/LRX22C/N910GDTU1BOD2:user/release-keys'
Revision: '12'
ABI: 'arm'
pid: 15376, tid: 24877, name: RenderThread >>> org.kman.AquaMail <<<
signal 11 (SIGSEGV), code -6 (SLTKILL), fault addr 0x99813000
r0 98b20000 r1 9981280c r2 9981240c r3 000000f8
r4 99812fec r5 98b33d00 r6 000003e0 r7 0000001f
r8 9981240c r9 99812c0c sl 9981280c fp 00000000
ip 00000008 sp 9fafade0 lr a8e071d5 pc a8e07a0c cpsr 20000030

```
backtrace:
#00 pc 00196a0c /system/vendor/lib/egl/libGLESv2_adreno.so (A4xBltDevice::ExecFastSwCopyLinearInputMacroTiledOutput(BltExecSwCopy*)+2451)
#01 pc 00180249 /system/vendor/lib/egl/libGLESv2_adreno.so (BltDevice::ExecSwCopy(BltExecSwCopy*)+216)
#02 pc 0016415d /system/vendor/lib/egl/libGLESv2_adreno.so (EsxBltLib::CopyHostPtrBltSw(EsxBltCopyHostPtr const*)+928)
#03 pc 000f6e9f /system/vendor/lib/egl/libGLESv2_adreno.so (EsxResource::UpdateSubResourceDirect(EsxContext*, unsigned int, EsxBox const*, EsxSurfaceAccessDesc const*)+1010)
#04 pc 001045f3 /system/vendor/lib/egl/libGLESv2_adreno.so (EsxContext::UpdateSubResource(EsxResource*, unsigned int, EsxBox const*, EsxSurfaceAccessDesc const*)+530)
#05 pc 000da043 /system/vendor/lib/egl/libGLESv2_adreno.so (EsxContext::TexImage(EsxTextureType, unsigned int, EsxInternalFormat, EsxBox const*, EsxPixFormat, EsxPixType, int, void const*)+302)
#06 pc 000b3e6b /system/vendor/lib/egl/libGLESv2_adreno.so (EsxContext::GltexImage2D(unsigned int, int, int, int, int, unsigned int, unsigned int, void const*)+46)
#07 pc 000df1b /system/vendor/lib/egl/libGLESv2_adreno.so (EsxGlaApiParamValidate::GltexImage2D(EsxDispatch*, unsigned int, int, int, int, int, unsigned int, unsigned int, void const*)+90)
#08 pc 000ab6c3 /system/vendor/lib/egl/libGLESv2_adreno.so (glTexImage2D+66)
#09 pc 0003f5f5 /system/lib/libhwui.so
#10 pc 0003fffd /system/lib/libhwui.so
#11 pc 00040317 /system/lib/libhwui.so
#12 pc 00040393 /system/lib/libhwui.so
#13 pc 0003afef /system/lib/libhwui.so
#14 pc 0003b15d /system/lib/libhwui.so
#15 pc 0003b84f /system/lib/libhwui.so
#16 pc 00029b49 /system/lib/libhwui.so
#17 pc 00029c7f /system/lib/libhwui.so
#18 pc 00029caf /system/lib/libhwui.so
#19 pc 0002ad99 /system/lib/libhwui.so
#20 pc 0001ed6d /system/lib/libhwui.so
#21 pc 0001d351 /system/lib/libhwui.so
#22 pc 0001cf1b /system/lib/libhwui.so
#23 pc 0002bcf7 /system/lib/libhwui.so
#24 pc 000429ef /system/lib/libhwui.so
#25 pc 00042e2b /system/lib/libhwui.so
#26 pc 0004528f /system/lib/libhwui.so (android::uirenderer::renderthread::RenderThread::dispatchFrameCallbacks()+62)
#27 pc 000453f7 /system/lib/libhwui.so (android::uirenderer::renderthread::RenderThread::threadLoop()+66)
#28 pc 0000ef11 /system/lib/libutils.so (android::Thread::_threadLoop(void*)+112)
#29 pc 00060401 /system/lib/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+72)
#30 pc 0000ea81 /system/lib/libutils.so
#31 pc 000137bb /system/lib/libc.so (__pthread_start(void*)+30)
#32 pc 0001189b /system/lib/libc.so (__start_thread+6)
```

✓ Links (8)

Hide all

- "[http://my.apps.package.name](#)"nobody@ #6
- "[https://developer.qualcomm.com/forum/qdn-forums/maximize-hardware/mobile-gaming-...](#)"km...@ #Z, km...@ #19
- "Bug report filed with Chromium here: [https://code.google.com/p/chromium/issues/detail?id=503558#c13](#) and duplicated below."km...@ #10
- "// [https://code.google.com/p/android/issues/detail?id=175...](#)"gw...@ #14
- "... seeing the same crash with our applications but also the same stack as referenced in [https://code.google.com/p/chromium/issues/detail?id=497095](#)"da...@ #20

See all related links



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

May 30, 2015 09:00PM ⋮

A comment thread for all of these reports is the word "Samsung". Do you have any reports from something else? We don't have access to the Samsung Debugging symbols, so it's hard to track back the actual lines of code or to see if this is a Samsung created bug.



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

May 30, 2015 09:54PM ⋮

Do you think I have access to Samsung's debug symbols? Or a way to reach anyone there?

Let's not play this game again, it's gotten really old.

I write my apps for the official documented Android API, and making sure this API works on all certified Android devices isn't my job. I think it might be (just might be) Google's or the device manufacturers'.

Yes I too noticed that it's Samsung devices only in this particular crash report. Maybe it's because Samsung phones are popular. Maybe it's because this specific graphics chip has bad drivers. Maybe it's Samsung's "optimization".

Again, I do not have any means to investigate that, but maybe someone at Google or Samsung cares enough to? That would seem logical, since the crash is in their (G and S) code, on their (S) devices, no?



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

May 31, 2015 08:25PM ⋮

Sorry, I wasn't trying to start the same old argument again, honest!

I was merely asking if you had any non-Samsung reports to help indicate it is an AOSP bug and something we have the power to resolve ourselves, rather than having to report it on the Samsung Forums and hope they will do something about it.



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

Jun 1, 2015 12:56AM ⋮

This crash case / report only had Samsung devices.

Now, this may mean that:

- Samsung's devices are very popular, and given a very small (statistic) sample size, it's just a coincidence.
- There is a bug in the GPU driver specific to this model's hardware (Adreno vs. Qualcomm).
- There is a bug in Samsung's modifications to said driver (compared to this driver on other devices using same GPU hardware).
- There is a bug in Android's GPU rendering code, and it just happens to not happen on other devices due to timings / memory bandwidth / other factors (some bugs only occur under certain conditions).
- As variation of the previous case, the Android GPU code makes some unintentional assumptions about the lower level GPU code, which happen to be true on Nexus devices, but may not be true on others.

And then a lot depends on what you mean by "we" in your comment.

I don't believe that "we the Android apps developers" can do anything here. Samsung's forums are explicitly not the place to contact someone at that company - it's a place for app devs to "talk amongst themselves".



[Deleted User] <[Deleted User]> [#6](#)

Jun 3, 2015 09:34AM ⋮

I'll chip in with this one, from a Nexus 6 running 5.0 (I had to run it through OCR as it was sent to me in a screenshot -- so sorry if there are artefacts I missed).

Build fingerprint: 'google/shamu/shamu:5.0/LRX210/1570415:user/release-keys'

Revision: '33696'

ABI: 'arm'

pid: 19563, tid: 19615, name: RenderThread >>> my.apps.package.name <<<

signal 11 (SIGSEGV), code -6 (SI_TKILL), fault addr 0x1b4

r0 9fbff670 r1 00000000 r2 b3ce4140 r3 00000000

r4 b3c5e200 r5 ab7e2200 r6 ffffffff r7 00000000

r8 00000000 r9 00000000 sl 00000000 fp b3c81e40

ip 0000001f sp 9fbff690 lr ab63f5f3 pc ab6311ce cpsr 000f0030

backtrace:

```
#00 pc 0015b1ce /system/vendor/lib/egl/libGLESv2_adreno.so (EsxCmdllgr::ResetBucketInfo()+201)
#01 pc 0015b5c7 /system/vendor/lib/egl/libGLESv2_adreno.so (EsxCmdllgr::Flush(EsxFlushReason)+246)
#02 pc 0010550b /system/vendor/lib/egl/libGLESv2_adreno.so (EsxCmdllgr::SwapBuffers(EsxRect cons*, unsigned int, EglResourceAccessInfo*)+130)
#03 pc 0010d8ed /system/vendor/lib/egl/libGLESv2_adreno.so (EglContext::SwapBuffers(EsxRect cons*, unsigned int, EglResourceAccessInfo*)+52)
#04 pc 0010b383 /system/vendor/lib/egl/libGLESv2_adreno.so (EglApi::SwapBuffers(void*, void*)+230)
#05 pc 00004785 /system/vendor/lib/egl/libEGL_adreno.so (eglSwapBuffers+28)
#06 pc 00012267 /system/lib/libEGL.so (eglSwapBuffers+290)
#07 pc 0003cbbf /system/lib/libhwui.so
#08 pc 0003b699 /system/lib/libhwui.so
#09 pc 0003b855 /system/lib/libhwui.so
#10 pc 0003c74d /system/lib/libhwui.so
#11 pc 0003e27b /system/lib/libhwui.so (android::uirenderer::renderthread::RenderThread::threadLoop()+66)
#12 pc 000104d5 /system/lib/libutils.so (android::Thread::threadLoop(void*)+112)
#13 pc 0005df4d /system/lib/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+72)
```

```
#14 pc 00010045 /system/lib/libutils.so
#15 pc 000162e3 /system/lib/libc.so (__pthread_start(void*)+30)
#16 pc 000142d3 /system/lib/libc.so (__start_thread+6)
```

km...@gmail.com <km...@gmail.com> [#7](#)

Jun 19, 2015 11:14PM

Don't know if it's a bug in Adreno drivers from Qualcomm, or WebView itself, but here is another case:

<https://developer.qualcomm.com/forum/gdn-forums/maximize-hardware/mobile-gaming-graphics-adreno/28489>

km...@gmail.com <km...@gmail.com> [#8](#)

Jun 23, 2015 02:11AM

This one is from a Sony Z2 with 5.0.2 (not Samsung) that I have on my desk.

The app has a WebView with about 500K of HTML content I mostly don't control, and I'm running some JavaScript inside.

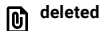
No videos, no animations, and the WebView is set to LAYER_TYPE_SOFTWARE (but it doesn't help much).

It might be *caused* by WebView, or it might be *just reported* by WebView -- according to the Chromium bug tracker, WebView version 43+ will print this MINIDUMP on any crash of the hosting app.

```
06-22 19:00:54.308 I/MessageWebView(19266): pushContent for 503831 chars of content
06-22 19:00:54.325 I/art (19266): Background sticky concurrent mark sweep GC freed 26280(1096KB) AllocSpace objects, 0(0B) LOS objects, 0% free, 42MB/42MB, paused 6.295ms total 35.365ms

06-22 19:00:54.416 W/google-breakpad(20563): -----BEGIN BREAKPAD MICRODUMP-----
...
... snipped, attached as a text file
...
06-22 19:00:54.453 W/google-breakpad(20563): -----END BREAKPAD MICRODUMP-----
06-22 19:00:54.482 I/MessageDisplayShard(19266): pushAttachments for content://org.kman.AquaMail.data/accounts/2/folders/47/messages/1003
06-22 19:00:54.486 I/MessageDisplayShard(19266): updateFetchCompleteState: true, false
06-22 19:00:54.486 I/MessageDisplayShard(19266): Left to load: state 0, total 0, 0 display, 0 inlines
06-22 19:00:54.486 I/MessageDisplayShard(19266): Pending operation: NONE
06-22 19:00:54.505 W/google-breakpad(19266): ### ### ### ### ### ### ### ### ### ### ### ### ### ### ### ###
06-22 19:00:54.505 W/google-breakpad(19266): Chrome build fingerprint:
06-22 19:00:54.505 W/google-breakpad(19266): 1.5.7.29
06-22 19:00:54.505 W/google-breakpad(19266): 21070094
06-22 19:00:54.505 W/google-breakpad(19266): 92675e2e-3e24-4fdd-9bc9-d979deace950
06-22 19:00:54.505 W/google-breakpad(19266): ### ### ### ### ### ### ### ### ### ### ### ### ### ### ### ###
06-22 19:00:54.505 E/chromium(19266): ### WebView Version 43.0.2357.121 (code 2357121)
06-22 19:00:54.505 F/libc (19266): Fatal signal 11 (SIGSEGV), code 1, fault addr 0x9c10600c in tid 19381 (RenderThread)
06-22 19:00:54.612 I/DEBUG (10145): *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
06-22 19:00:54.612 I/DEBUG (10145): UID: 30cff5ef-48e0-4867-9b4d-f7ebb15856ce
06-22 19:00:54.612 I/DEBUG (10145): Build fingerprint: 'Sony/D6503/D6503:5.0.2/23.1.A.1.28/151083418:user/release-keys'
06-22 19:00:54.613 I/DEBUG (10145): Revision: '0'
06-22 19:00:54.613 I/DEBUG (10145): ABI: 'arm'
06-22 19:00:54.614 I/DEBUG (10145): pid: 19266, tid: 19381, name: RenderThread >>> org.kman.AquaMail <<<
06-22 19:00:54.615 I/DEBUG (10145): signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x9c10600c
06-22 19:00:54.647 I/DEBUG (10145): r0 9c10660c r1 9c10630c r2 9c10600c r3 000000c0
06-22 19:00:54.647 I/DEBUG (10145): r4 00000300 r5 00000000 r6 9b230000 r7 000000c0
06-22 19:00:54.647 I/DEBUG (10145): r8 00000000 r9 9b230000 sl 9c10690c fp 9c106b0c
06-22 19:00:54.647 I/DEBUG (10145): ip 00000018 sp a18febb0 lr 9c10690c pc ae8751ec cpsr 80010030
06-22 19:00:54.647 I/DEBUG (10145):
06-22 19:00:54.647 I/DEBUG (10145): backtrace:
06-22 19:00:54.647 I/DEBUG (10145): #00 pc 000b11ec /system/vendor/lib/egl/libGLESv2_adreno.so (oxili_tile_texture+603)
06-22 19:00:54.647 I/DEBUG (10145): #01 pc 00087cd3 /system/vendor/lib/egl/libGLESv2_adreno.so
06-22 19:00:54.647 I/DEBUG (10145): #02 pc 00089a5d /system/vendor/lib/egl/libGLESv2_adreno.so (rb_texture_update_hw_subimage+4244)
06-22 19:00:54.647 I/DEBUG (10145): #03 pc 0008ac57 /system/vendor/lib/egl/libGLESv2_adreno.so (rb_texture_loadimage+218)
06-22 19:00:54.648 I/DEBUG (10145): #04 pc 00065c23 /system/vendor/lib/egl/libGLESv2_adreno.so (TexImageLoad+234)
06-22 19:00:54.648 I/DEBUG (10145): #05 pc 00065fcf /system/vendor/lib/egl/libGLESv2_adreno.so (core_glTexImage2D+230)
06-22 19:00:54.648 I/DEBUG (10145): #06 pc 000442ad /system/vendor/lib/egl/libGLESv2_adreno.so (glTexImage2D+50)
06-22 19:00:54.648 I/DEBUG (10145): #07 pc 0003904f /system/lib/libhwui.so
06-22 19:00:54.648 I/DEBUG (10145): #08 pc 000396d7 /system/lib/libhwui.so
06-22 19:00:54.648 I/DEBUG (10145): #09 pc 000398b1 /system/lib/libhwui.so
06-22 19:00:54.648 I/DEBUG (10145): #10 pc 0003991b /system/lib/libhwui.so
06-22 19:00:54.648 I/DEBUG (10145): #11 pc 00034be3 /system/lib/libhwui.so
06-22 19:00:54.648 I/DEBUG (10145): #12 pc 00034d31 /system/lib/libhwui.so
06-22 19:00:54.648 I/DEBUG (10145): #13 pc 0003537b /system/lib/libhwui.so
06-22 19:00:54.648 I/DEBUG (10145): #14 pc 00026f59 /system/lib/libhwui.so
06-22 19:00:54.648 I/DEBUG (10145): #15 pc 0002708f /system/lib/libhwui.so
06-22 19:00:54.648 I/DEBUG (10145): #16 pc 000270bf /system/lib/libhwui.so
06-22 19:00:54.648 I/DEBUG (10145): #17 pc 000285d3 /system/lib/libhwui.so
06-22 19:00:54.648 I/DEBUG (10145): #18 pc 0001d07b /system/lib/libhwui.so
06-22 19:00:54.648 I/DEBUG (10145): #19 pc 0001b621 /system/lib/libhwui.so
06-22 19:00:54.648 I/DEBUG (10145): #20 pc 0001b1eb /system/lib/libhwui.so
06-22 19:00:54.648 I/DEBUG (10145): #21 pc 0002a8ff /system/lib/libhwui.so
06-22 19:00:54.648 I/DEBUG (10145): #22 pc 0003a51d /system/lib/libhwui.so
06-22 19:00:54.648 I/DEBUG (10145): #23 pc 0003a877 /system/lib/libhwui.so
06-22 19:00:54.648 I/DEBUG (10145): #24 pc 0003cdd7 /system/lib/libhwui.so
(android::uirenderer::renderthread::RenderThread::dispatchFrameCallbacks()+62)
06-22 19:00:54.648 I/DEBUG (10145): #25 pc 0003cf3f /system/lib/libhwui.so (android::uirenderer::renderthread::RenderThread::threadLoop()+66)
06-22 19:00:54.648 I/DEBUG (10145): #26 pc 0000ef11 /system/lib/libutils.so (android::Thread::_threadLoop(void*)+112)
06-22 19:00:54.648 I/DEBUG (10145): #27 pc 0005a745 /system/lib/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+72)
06-22 19:00:54.648 I/DEBUG (10145): #28 pc 0000ea81 /system/lib/libutils.so
```

06-22 19:00:54.648 I/DEBUG (10145): #29 pc 000138ef /system/lib/libc.so (__pthread_start(void*)+30)
06-22 19:00:54.648 I/DEBUG (10145): #30 pc 000118e3 /system/lib/libc.so (__start_thread+6)
06-22 19:00:55.147 W/ActivityManager(851): getTasks: caller 10169 does not hold GET_TASKS; limiting output



0 B



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

Jun 23, 2015 09:21PM

Same crash on a Nexus 5 with official 5.0.1 factory image (LRX22C).

I deliberately downgraded to get as close as possible to those devices out there (Sony, Samsung) which got 5.0.2 and won't be getting further updates.

Still looks like Samsung problem?

Oh, and Google search for "oxili_tile_texture" turns up a few reports, some are from Android 4.4 days (may even be 4.3).

So it's either a bug in Qualcomm's Adreno drivers, or how Android's HW rendering uses it, or maybe it's a bug in WebView.

To anyone reading this, any suggestions on how to proceed?

BREAKPAD MINIDUMP is attached.

```
06-23 14:10:38.261 I/DEBUG (182): Build fingerprint: 'google/hammerhead/hammerhead:5.0.1/LRX22C/1602158:user/release-keys'
06-23 14:10:38.261 I/DEBUG (182): Revision: '11'
06-23 14:10:38.261 I/DEBUG (182): ABI: 'arm'
06-23 14:10:38.261 I/DEBUG (182): pid: 21757, tid: 21843, name: RenderThread >>> org.kman.AquaMail <<<
06-23 14:10:38.261 I/DEBUG (182): signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x9e4a200c
06-23 14:10:38.298 I/DEBUG (182): r0 9e4a260c r1 9e4a230c r2 9e4a200c r3 000000c0
06-23 14:10:38.299 I/DEBUG (182): r4 00000300 r5 00000000 r6 9b7c0000 r7 000000c0
06-23 14:10:38.299 I/DEBUG (182): r8 00000000 r9 9b7c0000 sl 9e4a290c fp 9e4a2b0c
06-23 14:10:38.299 I/DEBUG (182): ip 00000018 sp a25fab60 lr 9e4a290c pc ab99950c cpsr 80010030
06-23 14:10:38.299 I/DEBUG (182):
06-23 14:10:38.299 I/DEBUG (182): backtrace:
06-23 14:10:38.299 I/DEBUG (182): #00 pc 000b750c /system/vendor/lib/egl/libGLSv2_adreno.so (oxili_tile_texture+603)
06-23 14:10:38.299 I/DEBUG (182): #01 pc 0008d73f /system/vendor/lib/egl/libGLSv2_adreno.so
06-23 14:10:38.300 I/DEBUG (182): #02 pc 0008f585 /system/vendor/lib/egl/libGLSv2_adreno.so (rb_texture_update_hw_subimage+4408)
06-23 14:10:38.300 I/DEBUG (182): #03 pc 000907ad /system/vendor/lib/egl/libGLSv2_adreno.so (rb_texture_loadimage+218)
06-23 14:10:38.300 I/DEBUG (182): #04 pc 0006b23b /system/vendor/lib/egl/libGLSv2_adreno.so (TexImageLoad+218)
06-23 14:10:38.300 I/DEBUG (182): #05 pc 0006b493 /system/vendor/lib/egl/libGLSv2_adreno.so (core_glTexImage2D+230)
06-23 14:10:38.300 I/DEBUG (182): #06 pc 0004a091 /system/vendor/lib/egl/libGLSv2_adreno.so (glTexImage2D+50)
06-23 14:10:38.300 I/DEBUG (182): #07 pc 0003a34f /system/lib/libhwui.so
06-23 14:10:38.300 I/DEBUG (182): #08 pc 0003a9db /system/lib/libhwui.so
06-23 14:10:38.300 I/DEBUG (182): #09 pc 0003abc1 /system/lib/libhwui.so
06-23 14:10:38.301 I/DEBUG (182): #10 pc 0003ac2b /system/lib/libhwui.so
06-23 14:10:38.301 I/DEBUG (182): #11 pc 00035edb /system/lib/libhwui.so
06-23 14:10:38.301 I/DEBUG (182): #12 pc 00036029 /system/lib/libhwui.so
06-23 14:10:38.301 I/DEBUG (182): #13 pc 00036673 /system/lib/libhwui.so
06-23 14:10:38.301 I/DEBUG (182): #14 pc 00028189 /system/lib/libhwui.so
06-23 14:10:38.301 I/DEBUG (182): #15 pc 000282bf /system/lib/libhwui.so
06-23 14:10:38.301 I/DEBUG (182): #16 pc 000282ef /system/lib/libhwui.so
06-23 14:10:38.301 I/DEBUG (182): #17 pc 00029813 /system/lib/libhwui.so
06-23 14:10:38.301 I/DEBUG (182): #18 pc 0001e489 /system/lib/libhwui.so
06-23 14:10:38.301 I/DEBUG (182): #19 pc 0001ca75 /system/lib/libhwui.so
06-23 14:10:38.302 I/DEBUG (182): #20 pc 0001c635 /system/lib/libhwui.so
06-23 14:10:38.302 I/DEBUG (182): #21 pc 0002bb3f /system/lib/libhwui.so
06-23 14:10:38.302 I/DEBUG (182): #22 pc 0003b835 /system/lib/libhwui.so
06-23 14:10:38.302 I/DEBUG (182): #23 pc 0003bb87 /system/lib/libhwui.so
06-23 14:10:38.302 I/DEBUG (182): #24 pc 0003e113 /system/lib/libhwui.so
(android::uirenderer::renderthread::RenderThread::dispatchFrameCallbacks()+62)
06-23 14:10:38.302 I/DEBUG (182): #25 pc 0003e27b /system/lib/libhwui.so (android::uirenderer::renderthread::RenderThread::threadLoop()+66)
06-23 14:10:38.302 I/DEBUG (182): #26 pc 000104d5 /system/lib/libutils.so (android::Thread::_threadLoop(void*)+112)
06-23 14:10:38.302 I/DEBUG (182): #27 pc 0005df4d /system/lib/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+72)
06-23 14:10:38.294 W/debuggerd(182): type=1400 audit(0.0:5): avc: denied { read } for name="kgsl-3d0" dev="tmpfs" ino=6028 scontext=u:r:debuggerd:s0 tcontext=u:object_r:gpu_device:s0 tclass=chr_file
06-23 14:10:38.302 I/DEBUG (182): #28 pc 00010045 /system/lib/libutils.so
06-23 14:10:38.302 I/DEBUG (182): #29 pc 000162e3 /system/lib/libc.so (__pthread_start(void*)+30)
06-23 14:10:38.303 I/DEBUG (182): #30 pc 000142d3 /system/lib/libc.so (__start_thread+6)
06-23 14:10:38.784 W/debuggerd(182): type=1400 audit(0.0:6): avc: denied { read } for name="kgsl-3d0" dev="tmpfs" ino=6028 scontext=u:r:debuggerd:s0 tcontext=u:object_r:gpu_device:s0 tclass=chr_file
06-23 14:10:38.784 W/debuggerd(182): type=1400 audit(0.0:7): avc: denied { read } for name="kgsl-3d0" dev="tmpfs" ino=6028 scontext=u:r:debuggerd:s0 tcontext=u:object_r:gpu_device:s0 tclass=chr_file
06-23 14:10:39.185 I/DEBUG (182):
06-23 14:10:39.185 I/DEBUG (182): Tombstone written to: /data/tombstones/tombstone_00
06-23 14:10:39.193 I/BootReceiver( 746): Copying /data/tombstones/tombstone_00 to DropBox (SYSTEM_TOMBSTONE)
06-23 14:10:39.193 E/SharedPreferencesImpl( 746): Couldn't create directory for SharedPreferences file shared_prefs/log_files.xml
```



0 B



km...@gmail.com <km...@gmail.com> #10

Jun 24, 2015 08:33PM

I am able to reproduce the issue on a Nexus 5 with 5.0.1

Deliberately downgraded to match the devices like Sony, LG, Samsung that got the 5.0 upgrade, but will not be getting 5.1.

And then I'm not sure if the issue is gone in 5.1, I just happened to be using the Sony with 5.0.2 more than the Nexus with 5.1.1 (at the time).

Bug report filed with Chromium here: <https://code.google.com/p/chromium/issues/detail?id=503558#c13> and duplicated below.

I'm not sure if it's a bug in WebView itself (or maybe it just acts as a trigger), a bug in Android's HW rendering, or a bug in Adreno driver.

But us app developers don't "talk to" the internals of any of those platform pieces directly, so in that sense, it's a platform problem, an Android problem.

If this turns out to be not in WebView itself (which would hopefully get fixed and updated via Play), and so it's in HW rendering or Adreno, I hope there is a workaround that can be implemented at application level.

The test .apk is attached.

LAYER_SOFTWARE is disabled.

--

It's an email app, so I created a test account in Gmail with a few "good" (for crashing) messages:

webview.crash@gmail.com, password is Webview.Crash.123 (feel free to change)

Add this email account (as Internet Mail type, you'll see it after you click Add account in the app's main window).

Sync mail using the "refresh" button.

--

It took me ~10-20 attempts to reproduce the crash (Nexus 5, 5.0.1) and after that it crashed more than a dozen times in a row.

The best message for crashing is the newest one, "DealNews Daily", it will push about 500K of HTML into WebView.

Launch the app, tap Inbox, and tap the top message.

To get the crashes to start, it helps if you go from opening Inbox to tapping the message really quickly (once it starts crashing, the timing is not so important).

It may also help to change the app's orientation, to switch to other apps (to get the system to do something).

If it doesn't crash, kill the app with DDMS or whatever (the app was built with debuggable=true, so it shows in DDMS) and try again.

Oh, and first time you open any of the messages, the app will take a few seconds to load them to completion. Once that's done, it's purely "load from DB, massage the HTML a bit, push into WebView".


Thanks!



deleted

0 B



 Restricted

km...@gmail.com <km...@gmail.com> [#11](#)

Jul 8, 2015 06:05AM

The Chrome team ([comment #9](#)) was able to reproduce on:

Nexus 5 / 5.0.2 / LRX22M, WebView 43.0.2357.121

I am able to reproduce on a Sony Z2 with 5.0.2

It's possible that this crash is indicative of an issue in Android's HW rendering stack, not WebView itself, so I hope this gets investigated.

mu...@vt.edu <mu...@vt.edu> [#12](#)

Jul 22, 2015 03:40AM

I'm having a similar crash coming from libhwui.so. It's happening consistently on my app as I'm browsing on Nexus 7, 9 and 10 running Android 5.1.1.


Attached is my crash log. Please let me know if you have found any solution.



deleted

0 B



 Restricted

gw...@gmail.com <gw...@gmail.com> [#13](#)

Oct 23, 2015 08:54PM

[Comment deleted]

gw...@gmail.com <gw...@gmail.com> [#14](#)

Oct 23, 2015 09:49PM

The fix I've implemented for this is as follows -

On all Activities where this crash occurs I have added the following to AndroidManifest.xml:

```
<activity
    android:hardwareAccelerated="false"
```

And on all Activities I have added this:

```
if(Build.VERSION.SDK_INT != 21) {
    // Re-enable hardware acceleration for not 5.0.1 devices
    // https://code.google.com/p/android/issues/detail?id=175143
    getWindow().setFlags(
        WindowManager.LayoutParams.FLAG_HARDWARE_ACCELERATED,
        WindowManager.LayoutParams.FLAG_HARDWARE_ACCELERATED);
}
```

Completely avoiding the HW rendering pipeline for 5.0.1 / 5.0.2 devices.

It's a work around, not a fix, but at the very least I can release my app without wondering if several thousand users are going to have their app break.

km...@gmail.com <km...@gmail.com> [#15](#)

Jan 5, 2016 01:48AM

A fresh one, anyone care?

*** **

Build fingerprint: 'samsung/kltexx/klte:5.0/LRX21T/G900FXXU1BOJ1:user/release-keys'

Revision: '14'

ABI: 'arm'

pid: 28696, tid: 23416, name: RenderThread >>> org.kman.AquaMail <<<

signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x9a92f00c

r0 9a92f60c r1 9a92f30c r2 9a92f00c r3 000000c0

r4 00000300 r5 00000000 r6 9ee30000 r7 000000c0

r8 00000000 r9 9ee30000 sl 9a92f90c fp 9a92fb0c

ip 00000018 sp 9fffbb8 lr 9a92f90c pc a90c0afc cpsr 80010030

backtrace:

```
#00 pc 000b0afc /system/vendor/lib/egl/libGLESv2_adreno.so (oxili_tile_texture+603)
#01 pc 000875eb /system/vendor/lib/egl/libGLESv2_adreno.so
#02 pc 00089375 /system/vendor/lib/egl/libGLESv2_adreno.so (rb_texture_update_hw_subimage+4244)
#03 pc 0008a56f /system/vendor/lib/egl/libGLESv2_adreno.so (rb_texture_loadimage+218)
#04 pc 00065653 /system/vendor/lib/egl/libGLESv2_adreno.so (TexImageLoad+234)
#05 pc 000659c3 /system/vendor/lib/egl/libGLESv2_adreno.so (core_glTexImage2D+230)
#06 pc 00044285 /system/vendor/lib/egl/libGLESv2_adreno.so (glTexImage2D+50)
#07 pc 0003f3bb /system/lib/libhwui.so
#08 pc 0003fbe1 /system/lib/libhwui.so
#09 pc 0003fee9 /system/lib/libhwui.so
#10 pc 0003ff53 /system/lib/libhwui.so
#11 pc 0003ae17 /system/lib/libhwui.so
#12 pc 0003af81 /system/lib/libhwui.so
#13 pc 0003b673 /system/lib/libhwui.so
#14 pc 000299e1 /system/lib/libhwui.so
#15 pc 00029b17 /system/lib/libhwui.so
#16 pc 00029b47 /system/lib/libhwui.so
#17 pc 0002ac4b /system/lib/libhwui.so
#18 pc 0001edb3 /system/lib/libhwui.so
#19 pc 0001d331 /system/lib/libhwui.so
#20 pc 0001cefb /system/lib/libhwui.so
#21 pc 0002ba9b /system/lib/libhwui.so
#22 pc 0004257d /system/lib/libhwui.so
#23 pc 000428cf /system/lib/libhwui.so
#24 pc 00044cc7 /system/lib/libhwui.so (android::uirenderer::renderthread::RenderThread::dispatchFrameCallbacks()+62)
#25 pc 00044e2f /system/lib/libhwui.so (android::uirenderer::renderthread::RenderThread::threadLoop()+66)
#26 pc 0000ef55 /system/lib/libutils.so (android::Thread::threadLoop(void*)+112)
#27 pc 0006039d /system/lib/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+72)
#28 pc 0000eac5 /system/lib/libutils.so
#29 pc 000137bb /system/lib/libc.so (__pthread_start(void*)+30)
#30 pc 0001189b /system/lib/libc.so (__start_thread+6)
```

km...@gmail.com <km...@gmail.com> [#16](#)

Jan 5, 2016 01:48AM

And another one, a somewhat different stack trace:

*** **

Build fingerprint: 'samsung/trltetmo/trltetmo:5.0.1/LRX22C/N910TUVU1COG2:user/release-keys'

Revision: '12'

ABI: 'arm'

pid: 7537, tid: 9241, name: RenderThread >>> org.kman.AquaMail <<<

signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x4

r0 00000000 r1 00000021 r2 9c752ac0 r3 00000008

r4 00000008 r5 9c750000 r6 00000000 r7 000000fb

r8 00000001 r9 9c7520c0 sl 9c752800 fp 00000001

ip 00000003 sp 9ccfb818 lr a9876343 pc a987637e cpsr 20030030

backtrace:
#00 pc 0013937e /system/vendor/lib/egl/libGLESv2_adreno.so (A4xContext::WriteFsFboLinkage(EsxCmdBufType)+93)
#01 pc 0013e205 /system/vendor/lib/egl/libGLESv2_adreno.so (A4xContext::ValidateState(EsxDrawDescriptor const*))+1028)
#02 pc 0013e5c1 /system/vendor/lib/egl/libGLESv2_adreno.so (A4xContext::HwValidateGfxState(EsxDrawDescriptor const*))+4)
#03 pc 0010ab55 /system/vendor/lib/egl/libGLESv2_adreno.so (EsxContext::ValidateGfxState(EsxDrawDescriptor const*))+472)
#04 pc 0010f707 /system/vendor/lib/egl/libGLESv2_adreno.so (EsxContext::DrawArraysInstanced(EsxPrimType, int, unsigned int, unsigned int)+118)
#05 pc 000b2211 /system/vendor/lib/egl/libGLESv2_adreno.so (EsxContext::GIDrawArrays(unsigned int, int, int)+44)
#06 pc 000defe3 /system/vendor/lib/egl/libGLESv2_adreno.so (EsxGIApiParamValidate::GIDrawArrays(EsxDispatch*, unsigned int, int, int)+46)
#07 pc 000aa6db /system/vendor/lib/egl/libGLESv2_adreno.so (glDrawArrays+34)
#08 pc 0002b129 /system/lib/libhwui.so
#09 pc 0001ec73 /system/lib/libhwui.so
#10 pc 0001d351 /system/lib/libhwui.so
#11 pc 0001cf1b /system/lib/libhwui.so
#12 pc 0002bcf7 /system/lib/libhwui.so
#13 pc 000429ef /system/lib/libhwui.so
#14 pc 000438e9 /system/lib/libhwui.so
#15 pc 0004542b /system/lib/libhwui.so (android::uirenderer::renderthread::RenderThread::threadLoop()+66)
#16 pc 0000ef11 /system/lib/libutils.so (android::Thread::_threadLoop(void*))+112)
#17 pc 00060401 /system/lib/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*))+72)
#18 pc 0000ea81 /system/lib/libutils.so
#19 pc 000137bb /system/lib/libc.so (__pthread_start(void*))+30)
#20 pc 0001189b /system/lib/libc.so (__start_thread+6)

dn...@google.com <dn...@google.com>

Jan 6, 2016 04:09PM

Assigned to dn...@google.com.

dn...@google.com <dn...@google.com> [#17](#)

Jan 7, 2016 05:08PM

Status: New

Hi,
Can you provide the below requested information to better understand the issue:

Steps to reproduce
What steps do others need to take in order to reproduce the issue themselves?
Please mention the exact steps to reproduce the issue.

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

Expected output
What do you expect to occur?

Current output
What do you see instead?

Also please check the issue on android M latest build on nexus device and let us know the result.

km...@gmail.com <km...@gmail.com> [#18](#)

Jan 8, 2016 04:01AM

Re: #17

"Steps to reproduce"

How the heck would I know? As I wrote above, those are Google Play crash reports.

"Frequency"

I don't have any specific numbers, but there is a fair amount of these.

"Expected output" and "current output".

I'm reporting *crashes* in Android system code.

Can you guess what "the expected output" and "current output" might be?

km...@gmail.com <km...@gmail.com> [#19](#)

Jan 8, 2016 04:03AM

Please see this too, looks like it could be related:

<https://developer.qualcomm.com/forum/qdn-forums/maximize-hardware/mobile-gaming-graphics-adreno/28489>

da...@gmail.com <da...@gmail.com> [#20](#)

Jan 9, 2016 01:54AM

Hi,

We are seeing the same crash with our applications but also the same stack as referenced in <https://code.google.com/p/chromium/issues/detail?id=497095>

Both crash are related to glTexImage2D with data parameter set to null.
This happens when resuming the OpenGL view.

For now 350 related crashes have been track for 60000+ sessions. This is the major native crash in our app.


Attached you will find many callstacks when the crash is being caught.


Any help would be greatly appreciated.

Thank you,
David

 **deleted**
0 B 

 Restricted

 **ey...@gmail.com** <ey...@gmail.com> [#21](#)

Jan 16, 2016 04:24AM 

I am getting a similar crash from around 50% of calls to glTexSubImage2D from the android Java APIS on a Nexus 5 running 6.0.1:


```
01-15 17:08:37.171: A/DEBUG(198): backtrace:
01-15 17:08:37.171: A/DEBUG(198):  #00 pc 000bc252 /system/vendor/lib/egl/libGLESv2_adreno.so (oxili_tile_texture+621)
01-15 17:08:37.171: A/DEBUG(198):  #01 pc 000918a9 /system/vendor/lib/egl/libGLESv2_adreno.so
01-15 17:08:37.172: A/DEBUG(198):  #02 pc 00093673 /system/vendor/lib/egl/libGLESv2_adreno.so (rb_texture_update_hw_subimage+4142)
01-15 17:08:37.172: A/DEBUG(198):  #03 pc 00094219 /system/vendor/lib/egl/libGLESv2_adreno.so (rb_texture_loadsubimage+56)
01-15 17:08:37.172: A/DEBUG(198):  #04 pc 0006eaf3 /system/vendor/lib/egl/libGLESv2_adreno.so (TexSubImageLoad+280)
01-15 17:08:37.172: A/DEBUG(198):  #05 pc 0006ed29 /system/vendor/lib/egl/libGLESv2_adreno.so (core_glTexSubImage2D+224)
01-15 17:08:37.172: A/DEBUG(198):  #06 pc 0004d13f /system/vendor/lib/egl/libGLESv2_adreno.so (glTexSubImage2D+50)
01-15 17:08:37.172: A/DEBUG(198):  #07 pc 0005a3f8 /system/lib/libandroid_runtime.so
01-15 17:08:37.172: A/DEBUG(198):  #08 pc 736b8a05 /data/dalvik-cache/arm/system@framework@boot.oat (offset 0x1ec9000)
```


If I call glTexSubImage2D from native code using the simple function below in the place of the Java version, it always works fine (not a single crash after millions of calls) so i'm guessing the problem is related to differences in ways that JNI and the android runtime map/convert the buffer.

```
extern "C" JNIEXPORT void JNICALL Java_com_XXXXXXX_nativeUploadTexture(JNIEnv* env, jobject object, jintArray imageData, int imageWidth, int imageHeight, int openglTexture)
{
    jboolean copiedBytes;
    jint * nativeData = env->GetIntArrayElements(imageData, &copiedBytes);

    glBindTexture(GL_TEXTURE_2D,openglTexture);
    glTexSubImage2D(GL_TEXTURE_2D,0,0,0,imageWidth,imageHeight,GL_RGBA,GL_UNSIGNED_BYTE,nativeData);

    env->ReleaseIntArrayElements(imageData, nativeData, JNI_ABORT);
}
```

 **dn...@google.com** <dn...@google.com> [#22](#)

Jan 18, 2016 08:39PM 


@eyenapse:


Please attach the complete bugreport for Nexus 5 running 6.0.1 using below steps,

Android bug report:


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


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

 **ey...@gmail.com** <ey...@gmail.com> [#23](#)

Jan 27, 2016 07:01AM 


Apologies for the delay - i've attached a bug report here: <https://drive.google.com/file/d/0B8oImKXGPIr4UmozZFpKRFNXbjQ/view?usp=sharing>


 **dn...@google.com** <dn...@google.com> [#24](#)

Jan 28, 2016 09:22PM 

Assigned to dn...@google.com.

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

 **km...@gmail.com** <km...@gmail.com> [#25](#)

Mar 14, 2016 01:56AM 

A fresh one in Google Play crash reports. There is no WebView in the call stack.

```
*** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
Build fingerprint: 'motorola/surnia_retla/surnia_umts:5.0.2/LX122.50-53.8/12:user/release-keys'
Revision: 'p300'
ABI: 'arm'
pid: 6461, tid: 9304, name: RenderThread >>> org.kman.AquaMail <<<
signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0xa491d00c
r0 a491d30c r1 a491d18c r2 a491d00c r3 00000060
r4 00000180 r5 00000000 r6 a11e0000 r7 00000060
r8 00000000 r9 a11e0000 sl a491d48c fp a491d68c
ip 0000000c sp a59b3b78 lr a491d48c pc ade91074 cpsr 80010030
```

backtrace:

```
#00 pc 000b8074 /system/vendor/lib/egl/libGLESv2_adreno.so (oxili_tile_texture+603)
#01 pc 0008e06f /system/vendor/lib/egl/libGLESv2_adreno.so
#02 pc 0008ff85 /system/vendor/lib/egl/libGLESv2_adreno.so (rb_texture_update_hw_subimage+4412)
#03 pc 0009119d /system/vendor/lib/egl/libGLESv2_adreno.so (rb_texture_loadimage+218)
#04 pc 0006b477 /system/vendor/lib/egl/libGLESv2_adreno.so (TexImageLoad+218)
#05 pc 0006b6cf /system/vendor/lib/egl/libGLESv2_adreno.so (core_glTexImage2D+230)
#06 pc 0004a1d1 /system/vendor/lib/egl/libGLESv2_adreno.so (glTexImage2D+50)
#07 pc 0003a2df /system/lib/libhwui.so
#08 pc 0003a967 /system/lib/libhwui.so
#09 pc 0003ab41 /system/lib/libhwui.so
#10 pc 0003abab /system/lib/libhwui.so
#11 pc 00035e73 /system/lib/libhwui.so
#12 pc 00035fc1 /system/lib/libhwui.so
#13 pc 00036607 /system/lib/libhwui.so
#14 pc 000281d1 /system/lib/libhwui.so
#15 pc 00028307 /system/lib/libhwui.so
#16 pc 00028337 /system/lib/libhwui.so
#17 pc 0002994b /system/lib/libhwui.so
#18 pc 0001e58b /system/lib/libhwui.so
#19 pc 0001cb09 /system/lib/libhwui.so
#20 pc 0001c6d3 /system/lib/libhwui.so
#21 pc 0002bb67 /system/lib/libhwui.so
#22 pc 0003b7ad /system/lib/libhwui.so
#23 pc 0003bb17 /system/lib/libhwui.so
#24 pc 0003e067 /system/lib/libhwui.so (android::uirenderer::renderthread::RenderThread::dispatchFrameCallbacks()+62)
#25 pc 0003e1cf /system/lib/libhwui.so (android::uirenderer::renderthread::RenderThread::threadLoop()+66)
#26 pc 00010559 /system/lib/libutils.so (android::Thread::_threadLoop(void*)+112)
#27 pc 0005e4dd /system/lib/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+72)
#28 pc 0001012f /system/lib/libutils.so
#29 pc 00015d9b /system/lib/libc.so (__pthread_start(void*)+30)
#30 pc 00013d5b /system/lib/libc.so (__start_thread+6)
```

km...@gmail.com <km...@gmail.com> #26

Mar 14, 2016 01:58AM

Looks like maybe same thing but on a difference device.

*** **

Build fingerprint: 'ONEPLUS/A0001/A0001:5.0.2/LRX22G/34:user/release-keys'

Revision: '0'

ABI: 'arm'

pid: 10137, tid: 10171, name: RenderThread >>> org.kman.AquaMail <<<

signal 7 (SIGBUS), code 2 (BUS_ADRERR), fault addr 0xa1984000

r0 a1983d0c r1 a1983a0c r2 a198370c r3 000000c0

r4 00000300 r5 0000009c r6 a197df80 r7 000000c0

r8 00000000 r9 a1960000 sl a1983fec fp a1983f0c

ip 00000001 sp aa6fdbab lr a1983d0c pc a82314ec cpsr 20010030

backtrace:

```
#00 pc 000b14ec /system/vendor/lib/egl/libGLESv2_adreno.so (oxili_tile_texture+627)
#01 pc 00087e93 /system/vendor/lib/egl/libGLESv2_adreno.so
#02 pc 00089c29 /system/vendor/lib/egl/libGLESv2_adreno.so (rb_texture_update_hw_subimage+4220)
#03 pc 0008ae2d /system/vendor/lib/egl/libGLESv2_adreno.so (rb_texture_loadimage+218)
#04 pc 00065d5f /system/vendor/lib/egl/libGLESv2_adreno.so (TexImageLoad+234)
#05 pc 0006610b /system/vendor/lib/egl/libGLESv2_adreno.so (core_glTexImage2D+230)
#06 pc 00044391 /system/vendor/lib/egl/libGLESv2_adreno.so (glTexImage2D+50)
#07 pc 00038d2f /system/lib/libhwui.so
#08 pc 000393b7 /system/lib/libhwui.so
#09 pc 00039591 /system/lib/libhwui.so
#10 pc 000395fb /system/lib/libhwui.so
#11 pc 000348c3 /system/lib/libhwui.so
#12 pc 00034a11 /system/lib/libhwui.so
#13 pc 0003505b /system/lib/libhwui.so
#14 pc 00026c29 /system/lib/libhwui.so
#15 pc 00026d5f /system/lib/libhwui.so
#16 pc 00026d8f /system/lib/libhwui.so
#17 pc 0002839b /system/lib/libhwui.so
#18 pc 0001d073 /system/lib/libhwui.so
#19 pc 0001b5f1 /system/lib/libhwui.so
#20 pc 0001b1bb /system/lib/libhwui.so
#21 pc 0002a5eb /system/lib/libhwui.so
#22 pc 0003a1fd /system/lib/libhwui.so
#23 pc 0003a54f /system/lib/libhwui.so
#24 pc 0003ca9f /system/lib/libhwui.so (android::uirenderer::renderthread::RenderThread::dispatchFrameCallbacks()+62)
#25 pc 0003cc07 /system/lib/libhwui.so (android::uirenderer::renderthread::RenderThread::threadLoop()+66)
#26 pc 0000ef11 /system/lib/libutils.so (android::Thread::_threadLoop(void*)+112)
#27 pc 0005a7ed /system/lib/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+72)
#28 pc 0000ea81 /system/lib/libutils.so
#29 pc 00013887 /system/lib/libc.so (__pthread_start(void*)+30)
#30 pc 0001187b /system/lib/libc.so (__start_thread+6)
```

st...@gmail.com <st...@gmail.com> #27

May 29, 2016 10:55AM

another one :

Build fingerprint: 'samsung/ha3gxx/ha3g:5.0/LRX21V/N900XXUEBPB2:user/release-keys'

Revision: '11'

ABI: 'arm'

pid: 28003, tid: 28021, name: RenderThread >>> com.MSMS <<<

signal 11 (SIGSEGV), code 2 (SEGV_ACCERR), fault addr 0x500f30

r0 00500000 r1 00500f31 r2 00000500 r3 00000508

r4 93f5ec54 r5 00000000 r6 00001000 r7 00000010

r8 9d718300 r9 0994023b sl 00500000 fp 0000006f

ip 00000000 sp 9d8fee80 lr 00000170 pc b65eb1c8 cpsr 80030030

backtrace:

#00 pc 0001b1c8 /system/lib/libhwui.so

#01 pc 000178d7 /system/lib/libhwui.so

#02 pc 000179c5 /system/lib/libhwui.so

#03 pc 00017a43 /system/lib/libhwui.so

#04 pc 00017b97 /system/lib/libhwui.so

#05 pc 00020f17 /system/lib/libhwui.so

#06 pc 0001e407 /system/lib/libhwui.so

#07 pc 00038555 /system/lib/libhwui.so

#08 pc 00039ecf /system/lib/libhwui.so

#09 pc 00039f33 /system/lib/libhwui.so

#10 pc 00038555 /system/lib/libhwui.so

#11 pc 00039ecf /system/lib/libhwui.so

#12 pc 00039f33 /system/lib/libhwui.so

#13 pc 00038555 /system/lib/libhwui.so

#14 pc 00039ecf /system/lib/libhwui.so

#15 pc 00039f33 /system/lib/libhwui.so

#16 pc 00038555 /system/lib/libhwui.so

#17 pc 00039ecf /system/lib/libhwui.so

#18 pc 00039f33 /system/lib/libhwui.so

#19 pc 00038555 /system/lib/libhwui.so

#20 pc 00039ecf /system/lib/libhwui.so

#21 pc 00039f33 /system/lib/libhwui.so

#22 pc 00038555 /system/lib/libhwui.so

#23 pc 00039ecf /system/lib/libhwui.so

#24 pc 00039f33 /system/lib/libhwui.so

#25 pc 00038555 /system/lib/libhwui.so

#26 pc 00039ecf /system/lib/libhwui.so

#27 pc 00039f33 /system/lib/libhwui.so

#28 pc 00038555 /system/lib/libhwui.so

#29 pc 00039ecf /system/lib/libhwui.so

#30 pc 00039f33 /system/lib/libhwui.so

#31 pc 00038555 /system/lib/libhwui.so

#32 pc 00039ecf /system/lib/libhwui.so

#33 pc 00039f33 /system/lib/libhwui.so

#34 pc 00038555 /system/lib/libhwui.so

#35 pc 00039ecf /system/lib/libhwui.so

#36 pc 00039f33 /system/lib/libhwui.so

#37 pc 00038555 /system/lib/libhwui.so

#38 pc 00039ecf /system/lib/libhwui.so

#39 pc 00039f33 /system/lib/libhwui.so

#40 pc 00038555 /system/lib/libhwui.so

#41 pc 00039ecf /system/lib/libhwui.so

#42 pc 00039f33 /system/lib/libhwui.so

#43 pc 0002cfab /system/lib/libhwui.so

#44 pc 00043bb5 /system/lib/libhwui.so

#45 pc 000449a5 /system/lib/libhwui.so

#46 pc 0004649b /system/lib/libhwui.so (android::uirenderer::renderthread::RenderThread::threadLoop()+66)

#47 pc 000106a9 /system/lib/libutils.so (android::Thread::_threadLoop(void*)+112)

#48 pc 00064215 /system/lib/libandroid_runtime.so (android::AndroidRuntime::javaThreadShell(void*)+72)

#49 pc 00010219 /system/lib/libutils.so

#50 pc 00016da7 /system/lib/libc.so (__pthread_start(void*)+30)

#51 pc 00014e83 /system/lib/libc.so (__start_thread+6)



is...@google.com <is...@google.com>

Nov 1, 2018 06:14PM

Status: New



su...@gmail.com <su...@gmail.com> [#28](#)

Dec 25, 2018 06:27PM ⋮

is this problem has solved?



23...@qq.com <23...@qq.com> [#29](#)

Apr 16, 2019 03:52PM ⋮

is this problem has solved?



3d...@gmail.com <3d...@gmail.com> [#30](#)

Aug 26, 2019 12:51PM ⋮

1 Native crash!!!

libRBGLESv2_adreno.so (core_glDrawArrays+6)

LOG

08-21 07:13:29.832: D/ML(16421): onDrawFrame start
08-21 07:13:29.832: D/MLR(16421): showINFO
08-21 07:13:29.832: D/MLR(16421): showINFO end
08-21 07:13:29.832: D/MLR(16421): drawScene
08-21 07:13:29.833: D/MLR(16421): glDrawArrays before
08-21 07:13:29.833: D/MLR(16421): glDrawArrays Count=636 from =3948
08-21 07:13:29.833: D/MLR(16421): ----- beginning of crash
08-21 07:13:29.833: A/libc(16421): Fatal signal 11 (SIGSEGV), code 2, fault addr 0x7452c000 in tid 16489 (GLThread 1402)
08-21 07:13:29.844: A/DEBUG(314): *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
08-21 07:13:29.845: A/DEBUG(314): Build fingerprint: 'motorola/harpia/harpia:6.0.1/MPIS24.241-2.50-16/16:user/release-keys'
08-21 07:13:29.845: A/DEBUG(314): Revision: 'p1b0'
08-21 07:13:29.845: A/DEBUG(314): ABI: 'arm'
08-21 07:13:29.845: A/DEBUG(314): pid: 16421, tid: 16489, name: GLThread 1402 >>> com.portable3d.akt.a3dmap1 <<<
08-21 07:13:29.845: A/DEBUG(314): signal 11 (SIGSEGV), code 2 (SEGV_ACCERR), fault addr 0x7452c000
08-21 07:13:29.853: I/ActivityManager(1752): Start proc 17195:android.process.media/u0a23 for content provider com.android.providers.downloads.DownloadProvider
08-21 07:13:29.848: W/debuggerd(314): type=1400 audit(0.0:830): avc: denied { search } for uid=0 name="com.google.android.gms" dev="mmcblk0p41" ino=900510 scontext=u:r:debuggerd:s0 tcontext=u:object_r:app_data_file:s0:c512,c768 tclass=dir permissive=0
08-21 07:13:29.848: W/debuggerd(314): type=1400 audit(0.0:831): avc: denied { search } for uid=0 name="com.google.android.gms" dev="mmcblk0p41" ino=900510 scontext=u:r:debuggerd:s0 tcontext=u:object_r:app_data_file:s0:c512,c768 tclass=dir permissive=0
08-21 07:13:29.848: W/debuggerd(314): type=1400 audit(0.0:832): avc: denied { search } for uid=0 name="com.google.android.gms" dev="mmcblk0p41" ino=900510 scontext=u:r:debuggerd:s0 tcontext=u:object_r:app_data_file:s0:c512,c768 tclass=dir permissive=0
08-21 07:13:29.895: A/DEBUG(314): r0 9df14900 r1 7452bfe4 r2 00000014 r3 00000000
08-21 07:13:29.895: A/DEBUG(314): r4 00005954 r5 00000000 r6 00008000 r7 00000000
08-21 07:13:29.896: A/DEBUG(314): r8 00000000 r9 b745a1a0 sl 00000024 fp b754f168
08-21 07:13:29.896: A/DEBUG(314): ip ab8ffef4 sp a0f53350 lr ab8e3711 pc b6c6aa38 cpsr 20070010
08-21 07:13:29.912: W/System(17195): ClassLoader referenced unknown path: /system/priv-app/DownloadProvider/lib/arm
08-21 07:13:29.930: W/System(17195): ClassLoader referenced unknown path: /system/priv-app/MediaProvider/lib/arm
08-21 07:13:29.937: A/DEBUG(314): backtrace:
08-21 07:13:29.937: A/DEBUG(314): #00 pc 00016a38 /system/lib/libc.so (__memcpy_base+88)
08-21 07:13:29.937: A/DEBUG(314): #01 pc 0002070d /system/vendor/lib/libgsl.so (ioctl_kgsL_sharedmem_write+108)
08-21 07:13:29.937: A/DEBUG(314): #02 pc 00096095 /system/vendor/lib/egl/libRBGLESv2_adreno.so (rb_vbo_cache_vertex_attrib+348)
08-21 07:13:29.938: A/DEBUG(314): #03 pc 00059fc1 /system/vendor/lib/egl/libRBGLESv2_adreno.so (cache_vertex_array+566)
08-21 07:13:29.938: A/DEBUG(314): #04 pc 0005d643 /system/vendor/lib/egl/libRBGLESv2_adreno.so (core_glDrawArraysInstancedXXX+214)
08-21 07:13:29.938: A/DEBUG(314): #05 pc 0005da27 /system/vendor/lib/egl/libRBGLESv2_adreno.so (core_glDrawArrays+6)
08-21 07:13:29.938: A/DEBUG(314): #06 pc 02dc73d5 /system/framework/arm/boot.oat (offset 0x2036000)
08-21 07:13:30.120: I/PlayCommon(17051): [1414] agab.d(124): Connecting to server: https://play.googleapis.com/play/log?format=raw&proto_v2=true
08-21 07:13:30.124: I/Finsky(17051): [1] lnx.a(4): Installer: Installer starting, recovering 0 running downloads
08-21 07:13:30.125: W/ConnectivityManager(17051): isActiveNetworkMetered() returns:false
08-21 07:13:30.126: I/Finsky(17051): [1433] loi.run(2): Installer: Installer starting, cleaning up sessions.
08-21 07:13:30.127: I/Finsky(17051): [1433] loi.run(4): Installer: Installer started.
08-21 07:13:30.152: I/Finsky(17051): [1] llh.a(267): Installer: found apps to install. apps=[]
08-21 07:13:30.154: I/Finsky(17051): [1] rlh.handleMessage(19): DeviceState: DeviceState{currentTime=1566396810119, isCharging=true, isIdle=false, netAny=true, netNotRoaming=true, netUnmetered=true, batteryPercent=100.0}
08-21 07:13:30.173: I/Finsky(17051): [1403] rm.x.b(5): Jobs in database: 1-1337 12-1 19-9999 21-333333333 24-77777777 26-1414141414 29-29
08-21 07:13:30.185: I/Finsky(17051): [1] rle.a(22): Running job: 12-1
08-21 07:13:30.186: I/Finsky(17051): [1] com.google.android.finsky.contentsync.ContentSyncJob.a(19): ContentSyncJob started
08-21 07:13:30.190: I/Finsky(17051): [1] rle.a(22): Running job: 19-9999
08-21 07:13:30.191: I/Finsky(17051): [1] rlh.handleMessage(92): RunningQueue size: 2, PendingQueue size: 0
08-21 07:13:30.191: I/Finsky(17051): [1] rlh.handleMessage(101): Running queue: 12-1 19-9999
08-21 07:13:30.219: W/attf(10377): Empty context buffer. Thus might mean that the context is not synced down.
08-21 07:13:30.220: W/attf(10377): Empty context model while retrieving upload opt-in status!
08-21 07:13:30.246: I/PlayCommon(17051): [1414] agab.d(172): Successfully uploaded logs.
08-21 07:13:30.341: I/Finsky(17051): [1] sqa.a(37): Connecting InstallListener to SplitInstallService broadcaster...
08-21 07:13:30.343: I/Finsky(17051): [1444] rmu.a(3): jobFinished: 19-9999. TimeElapsed: 153ms.
08-21 07:13:30.345: I/Finsky(17051): [1] rle.c(6): Job 19-9999 finished. Not rescheduling.
08-21 07:13:30.345: I/Finsky(17051): [1] rlh.handleMessage(92): RunningQueue size: 1, PendingQueue size: 0
08-21 07:13:30.350: I/Finsky(17051): [1] rlh.handleMessage(101): Running queue: 12-1
08-21 07:13:30.451: W/debuggerd(314): type=1400 audit(0.0:833): avc: denied { search } for uid=0 name="com.google.android.gms" dev="mmcblk0p41" ino=900510 scontext=u:r:debuggerd:s0 tcontext=u:object_r:app_data_file:s0:c512,c768 tclass=dir permissive=0
08-21 07:13:30.726: A/DEBUG(314): Tombstone written to: /data/tombstones/tombstone_00
08-21 07:13:30.726: E/DEBUG(314): AM write failed: Broken pipe
08-21 07:13:30.727: I/BootReceiver(1752): Copying /data/tombstones/tombstone_00 to DropBox (SYSTEM_TOMBSTONE)
08-21 07:13:30.741: W/ActivityManager(1752): Error in app com.portable3d.akt.a3dmap1 running instrumentation ComponentInfo{androidx.test.tools.crawler/androidx.test.runner.AndroidJUnitRunner}:
08-21 07:13:30.741: W/ActivityManager(1752): Native crash
08-21 07:13:30.741: W/ActivityManager(1752): Native crash: Segmentation fault
08-21 07:13:30.743: I/ActivityManager(1752): Force stopping com.portable3d.akt.a3dmap1 appid=10131 user=0: finished inst
08-21 07:13:30.743: I/ActivityManager(1752): Killing 16421:com.portable3d.akt.a3dmap1/u0a131 (adj 0): stop com.portable3d.akt.a3dmap1
08-21 07:13:30.744: D/AndroidRuntime(16392): Shutting down VM
08-21 07:13:30.805: W/WindowManager(1752): Attempted to remove non-existing token: android.os.Binder@a0a8a0f
08-21 07:13:30.806: W/InputDispatcher(1752): channel '935a4f7 com.portable3d.akt.a3dmap1/com.portable3d.akt.a3dmap1.aMain (server)' ~ Consumer closed input channel or an error occurred. events=0x9
08-21 07:13:30.806: E/InputDispatcher(1752): channel '935a4f7 com.portable3d.akt.a3dmap1/com.portable3d.akt.a3dmap1.aMain (server)' ~ Channel is unrecoverably broken and will be disposed!
08-21 07:13:30.806: I/WindowState(1752): WIN DEATH: Window{935a4f7 u0 com.portable3d.akt.a3dmap1/com.portable3d.akt.a3dmap1.aMain}
08-21 07:13:30.806: W/InputDispatcher(1752): Attempted to unregister already unregistered input channel '935a4f7 com.portable3d.akt.a3dmap1/com.portable3d.akt.a3dmap1.aMain (server)'
08-21 07:13:30.806: W/WindowManager(1752): Force-removing child win Window{cd925a7 u0 SurfaceView} from container Window{935a4f7 u0

com.portable3d.okt.a3dmap1/com.portable3d.okt.a3dmap1.aMain}
08-21 07:13:30.814: W/WindowManager(1752): Failed looking up window
08-21 07:13:30.814: W/WindowManager(1752): java.lang.IllegalArgumentException: Requested window android.os.BinderProxy@bb22e82 does not exist
08-21 07:13:30.814: W/WindowManager(1752): at
com.android.server.wm.WindowManagerService.windowForClientLocked(WindowManagerService.java:8877)
08-21 07:13:30.814: W/WindowManager(1752): at
com.android.server.wm.WindowManagerService.windowForClientLocked(WindowManagerService.java:8868)
08-21 07:13:30.814: W/WindowManager(1752): at com.android.server.wm.WindowState\$DeathRecipient.binderDied(WindowState.java:1224)
08-21 07:13:30.814: W/WindowManager(1752): at android.os.BinderProxy.sendDeathNotice(Binder.java:558)
08-21 07:13:30.814: I/WindowState(1752): WIN DEATH: null
08-21 07:13:30.816: I/Zygote(348): Process 16421 exited due to signal (11)
08-21 07:13:30.818: D/ActivityManager(1752): cleanUpApplicationRecord -- 16421
08-21 07:13:30.820: W/ActivityManager(1752): Force removing ActivityRecord{89101a3 u0 com.portable3d.okt.a3dmap1/.aMain t26}: app died, no saved state
08-21 07:13:30.820: I/Robo(16370): onUnbind.
08-21 07:13:30.821: I/Robo(16370): Interrupted while waiting for the response from the platform.
08-21 07:13:30.821: I/Robo(16370): newScreenState.hasOpaqueElements() = false
08-21 07:13:30.821: W/Robo(16370): Current package [#terminated#] is out of whitelisted packages
08-21 07:13:30.821: I/Robo(16370): New Screen: Optional.of(ScreenNode {Id=2, PackageName=#terminated#, ActivityName=Optional.of(TerminatedActivity)})
08-21 07:13:30.821: I/Robo(16370): Sleeping for 200 milliseconds.
08-21 07:13:30.823: D/ProcSpeedReader(3621): Failed to read freq stats from null
08-21 07:13:30.832: W/ActivityManager(1752): Spurious death for ProcessRecord{3278a9c 0:com.portable3d.okt.a3dmap1/u0a131}, curProc for 16421: null
08-21 07:13:30.938: W/atfg(10377): Empty context buffer. Thus might mean that the context is not synced down.
08-21 07:13:30.938: W/atbf(10377): Empty context model while retrieving upload opt-in status!
08-21 07:13:30.952: W/InputMethodManagerService(1752): Got RemoteException sending setActive(false) notification to pid 16421 uid 10131
08-21 07:13:30.966: I/SFPerfTracer(297): triggers: (rate: 0:2) (0 sw vsyncs) (0 skipped) (6:1096 vsyncs) (8:1911)
08-21 07:13:31.022: I/Robo(16370): Failed to send take screenshot message.
08-21 07:13:31.028: W/Robo(16370): App has crashed. Stopping crawl.
08-21 07:13:31.029: I/Robo(16370): ### Robo Test Complete ###



ad...@google.com <ad...@google.com> #31

Sep 4, 2020 11:50PM ⋮

Status: Won't Fix (Obsolete)

Thank you for your feedback. We assure you that we are doing our best to address all issues reported. For now, we will be closing the issue as won't fix obsolete.

If this issue currently still exists, we request that you log a new issue along with the bug report here <https://goo.gl/TbMiIQ> and reference this bug for context.