

```
1 2021-03-06 17:02:54.548 10116-10116/com.DefaultCompany.ArLoc2020_1 W/Gralloc3: mapper 3.x is
  not supported
2 2021-03-06 17:02:54.554 10116-10116/com.DefaultCompany.ArLoc2020_1 W/AdrenoUtils: <
  ReadGpuID_from_sysfs:197>: Failed to open /sys/class/kgsl/kgsl-3d0/gpu_model
3 2021-03-06 17:02:54.554 10116-10116/com.DefaultCompany.ArLoc2020_1 W/AdrenoUtils: <ReadGpuID:
  221>: Failed to read chip ID from gpu_model. Fallback to use the GSL path
4 2021-03-06 17:02:54.594 10116-10141/com.DefaultCompany.ArLoc2020_1 E/libprocessgroup:
  set_timerslack_ns write failed: Operation not permitted
5 2021-03-06 17:02:54.607 10116-10141/com.DefaultCompany.ArLoc2020_1 W/any.ArLoc2020_: Accessing
  hidden method Ljava/lang/invoke/MethodHandles$Lookup;--<init>(Ljava/lang/Class;I)V (greylist,
  reflection, allowed)
6 2021-03-06 17:02:54.801 10116-10141/com.DefaultCompany.ArLoc2020_1 E/libprocessgroup:
  set_timerslack_ns write failed: Operation not permitted
7 2021-03-06 17:02:54.801 10116-10141/com.DefaultCompany.ArLoc2020_1 E/libprocessgroup:
  set_timerslack_ns write failed: Operation not permitted
8 2021-03-06 17:02:56.911 10116-10141/com.DefaultCompany.ArLoc2020_1 W/AudioTrack: set():
  notificationFrames=-42 clamped to the range -1 to -8
9 2021-03-06 17:02:59.546 10116-10141/com.DefaultCompany.ArLoc2020_1 W/ARCore-ContextUtils: The
  API key for use with the Google AR service could not be obtained!
10 2021-03-06 17:02:59.582 10116-10141/com.DefaultCompany.ArLoc2020_1 E/ARCore-LocationProvider:
  Exception during FLP api client construction: com.google.android.gms.location.LocationServices
11     java.lang.ClassNotFoundException: com.google.android.gms.location.LocationServices
12         at java.lang.Class.forName(Native Method)
13         at java.lang.Class.forName(Class.java:454)
14         at com.google.ar.core.services.LocationProvider.loadClass(PG:1)
15         at com.google.ar.core.services.LocationProvider.setupFusedLocationProviderApi(PG:1)
16         at com.google.ar.core.services.LocationProvider.<init>(PG:7)
17         at com.unity3d.player.UnityPlayer.nativeRender(Native Method)
18         at com.unity3d.player.UnityPlayer.access$300(Unknown Source:0)
19         at com.unity3d.player.UnityPlayer$e$1.handleMessage(Unknown Source:95)
20         at android.os.Handler.dispatchMessage(Handler.java:102)
21         at android.os.Looper.loop(Looper.java:223)
22         at com.unity3d.player.UnityPlayer$e.run(Unknown Source:20)
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23   Caused by: java.lang.ClassNotFoundException: Didn't find class "com.google.android.gms.
    location.LocationServices" on path: DexPathList[[zip file "/data/app/~~WjYX5e0t3ZKct4oocUY5jg
    ==/com.DefaultCompany.ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/base.apk"],nativeLibraryDirectories
    =[/data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/
    lib/arm64, /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
    Eb3sKLMNfUjXRuVQG1v73A==/base.apk!/lib/arm64-v8a, /system/lib64, /system/product/lib64]]
24       at dalvik.system.BaseDexClassLoader.findClass(BaseDexClassLoader.java:207)
25       at java.lang.ClassLoader.loadClass(ClassLoader.java:379)
26       at java.lang.ClassLoader.loadClass(ClassLoader.java:312)
27       at java.lang.Class.forName(Native Method)
28       at java.lang.Class.forName(Class.java:454)
29       at com.google.ar.core.services.LocationProvider.loadClass(PG:1)
30       at com.google.ar.core.services.LocationProvider.setupFusedLocationProviderApi(PG:1)
31       at com.google.ar.core.services.LocationProvider.<init>(PG:7)
32       at com.unity3d.player.UnityPlayer.nativeRender(Native Method)
33       at com.unity3d.player.UnityPlayer.access$300(Unknown Source:0)
34       at com.unity3d.player.UnityPlayer$1.handleMessage(Unknown Source:95)
35       at android.os.Handler.dispatchMessage(Handler.java:102)
36       at android.os.Looper.loop(Looper.java:223)
37       at com.unity3d.player.UnityPlayer$.run(Unknown Source:20)
38 2021-03-06 17:02:59.823 10116-10141/com.DefaultCompany.ArLoc2020_1 E/native: session_lite_c_api
    .cc:152 operator(): width <= 0
39 2021-03-06 17:02:59.917 10116-10137/com.DefaultCompany.ArLoc2020_1 W/Gralloc4: allocator 3.x is
    not supported
40 2021-03-06 17:02:59.919 10116-10137/com.DefaultCompany.ArLoc2020_1 W/Gralloc3: allocator 3.x is
    not supported
41 2021-03-06 17:03:00.067 10116-10215/com.DefaultCompany.ArLoc2020_1 W/native:
    feature_matcher_and_filter_utils.cc:253 INVALID_ARGUMENT: integration window start at 0 Use
    identity R.
42 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH
    : *** **
43 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH: Version '2020.1.
    17f1 (9957aee8edc2)', Build type 'Development', Scripting Backend 'il2cpp', CPU 'arm64-v8a'
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44 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH: Build fingerprint
   : 'google/walleye/walleye:11/RP1A.201005.004.A1/6934943:user/release-keys'
45 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH: Revision: 'MP1'
46 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH: ABI: 'arm64'
47 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH: Timestamp: 2021-03-
   06 17:03:04+0100
48 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH: pid: 10116, tid:
   10141, name: UnityMain >>> com.DefaultCompany.ArLoc2020_1 <<<
49 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH: uid: 10264
50 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH: signal 11 (SIGSEGV
   ), code 2 (SEGV_ACCERR), fault addr 0x7271bfa6a0
51 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      x0
   0000000000000000 x1 0000007366e14de0 x2 ffffffff00000000 x3 0000007366e14dc0
52 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      x4
   0000007366e14df0 x5 0000000000000004 x6 0000000000000000 x7 0000000000000000
53 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      x8
   ffffffff00000000 x9 0000007271bfa6a8 x10 0000007362ade000 x11 01c0000000000000
54 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      x12
   0000007365bd5020 x13 0000007366e14d70 x14 000000000001cd8a x15 ffffffff00000000
55 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      x16
   0000007369491f40 x17 00000076644370c0 x18 000000000001ca98 x19 00000000000000f28
56 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      x20
   0000007271bfa690 x21 0000007365bd58a0 x22 0000007365bd5020 x23 0000007271bfa6a0
57 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      x24
   0000000000000002 x25 000000766443d154 x26 0000007366aded5a x27 000000726dbd03a5
58 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      x28
   0000000000000001 x29 0000007366e14e40
59 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      sp
   0000007366e14d60 lr 0000007368b650d0 pc 0000007368b65424
60 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH: backtrace:
61 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #00 pc
   0000000001d4a424 /data/app/~/WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
   Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
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61 eec877c4131703b1fe5b77bd129833fda1e6d0af)
62 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #01 pc
   000000001d46dc4 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
   Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
   eec877c4131703b1fe5b77bd129833fda1e6d0af)
63 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #02 pc
   000000001d465ac /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
   Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
   eec877c4131703b1fe5b77bd129833fda1e6d0af)
64 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #03 pc
   000000001d46080 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
   Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
   eec877c4131703b1fe5b77bd129833fda1e6d0af)
65 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #04 pc
   000000001d48640 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
   Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
   eec877c4131703b1fe5b77bd129833fda1e6d0af)
66 2021-03-06 17:03:04.144 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #05 pc
   000000001d439a8 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
   Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
   eec877c4131703b1fe5b77bd129833fda1e6d0af)
67 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #06 pc
   000000001d48938 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
   Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
   eec877c4131703b1fe5b77bd129833fda1e6d0af)
68 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #07 pc
   000000001d4ae90 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
   Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
   eec877c4131703b1fe5b77bd129833fda1e6d0af)
69 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #08 pc
   000000001d255d0 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
   Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
   eec877c4131703b1fe5b77bd129833fda1e6d0af)
```

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70 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #09 pc
000000001187298 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
Eb3sKLMNFUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
eec877c4131703b1fe5b77bd129833fda1e6d0af)
71 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #10 pc
000000001307fd0 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
Eb3sKLMNFUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
eec877c4131703b1fe5b77bd129833fda1e6d0af)
72 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #11 pc
000000000523c7c /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
Eb3sKLMNFUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
eec877c4131703b1fe5b77bd129833fda1e6d0af)
73 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #12 pc
000000001d1f150 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
Eb3sKLMNFUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
eec877c4131703b1fe5b77bd129833fda1e6d0af)
74 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #13 pc
000000000600b24 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
Eb3sKLMNFUjXRuVQG1v73A==/lib/arm64/libunity.so (scripting_method_invoke(ScriptingMethodPtr,
ScriptingObjectPtr, ScriptingArguments&, ScriptingExceptionPtr*, bool)+164) (BuildId:
7b2246148032266cf42564bbb790ce4bb3f7e4bd)
75 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #14 pc
000000000611774 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
Eb3sKLMNFUjXRuVQG1v73A==/lib/arm64/libunity.so (ScriptingInvocation::Invoke(
ScriptingExceptionPtr*, bool)+156) (BuildId: 7b2246148032266cf42564bbb790ce4bb3f7e4bd)
76 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #15 pc
00000000061c914 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
Eb3sKLMNFUjXRuVQG1v73A==/lib/arm64/libunity.so (MonoBehaviour::CallUpdateMethod(int)+264) (
BuildId: 7b2246148032266cf42564bbb790ce4bb3f7e4bd)
77 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #16 pc
0000000002ee860 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
Eb3sKLMNFUjXRuVQG1v73A==/lib/arm64/libunity.so (void BaseBehaviourManager::CommonUpdate<
BehaviourManager>()+204) (BuildId: 7b2246148032266cf42564bbb790ce4bb3f7e4bd)
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78 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #17 pc
0000000002ee780 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libunity.so (BehaviourManager::Update()+32) (BuildId:
7b2246148032266cf42564bbb790ce4bb3f7e4bd)
79 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #18 pc
0000000003dfca4 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libunity.so (BuildId:
7b2246148032266cf42564bbb790ce4bb3f7e4bd)
80 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #19 pc
0000000003d845c /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libunity.so (ExecutePlayerLoop(NativePlayerLoopSystem*)+80
) (BuildId: 7b2246148032266cf42564bbb790ce4bb3f7e4bd)
81 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #20 pc
0000000003d84b4 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libunity.so (ExecutePlayerLoop(NativePlayerLoopSystem*)+168
) (BuildId: 7b2246148032266cf42564bbb790ce4bb3f7e4bd)
82 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #21 pc
0000000003d8718 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libunity.so (PlayerLoop()+368) (BuildId:
7b2246148032266cf42564bbb790ce4bb3f7e4bd)
83 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #22 pc
000000000696bc4 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libunity.so (UnityPlayerLoop()+716) (BuildId:
7b2246148032266cf42564bbb790ce4bb3f7e4bd)
84 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #23 pc
0000000006c15c8 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libunity.so (nativeRender(_JNIEnv*, _jobject*)+72) (BuildId
: 7b2246148032266cf42564bbb790ce4bb3f7e4bd)
85 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #24 pc
00000000013ced4 /apex/com.android.art/lib64/libart.so (art_quick_generic_jni_trampoline+148
) (BuildId: d0f321775158ed00df284edfabf672b6)
86 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #25 pc
000000000133564 /apex/com.android.art/lib64/libart.so (art_quick_invoke_stub+548) (BuildId:
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86 d0f321775158ed00df284edfabf672b6)
87 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #26 pc
   0000000001a97e8 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*,
   unsigned int*, unsigned int, art::JValue*, char const*))+200) (BuildId:
   d0f321775158ed00df284edfabf672b6)
88 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #27 pc
   00000000031c040 /apex/com.android.art/lib64/libart.so (art::interpreter::
   ArtInterpreterToCompiledCodeBridge(art::Thread*, art::ArtMethod*, art::ShadowFrame*, unsigned
   short, art::JValue*))+376) (BuildId: d0f321775158ed00df284edfabf672b6)
89 2021-03-06 17:03:04.145 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #28 pc
   000000000312228 /apex/com.android.art/lib64/libart.so (bool art::interpreter::DoCall<false,
   false>(art::ArtMethod*, art::Thread*, art::ShadowFrame&, art::Instruction const*, unsigned
   short, art::JValue*))+912) (BuildId: d0f321775158ed00df284edfabf672b6)
90 2021-03-06 17:03:04.146 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #29 pc
   0000000000687d48 /apex/com.android.art/lib64/libart.so (MterpInvokeDirect+576) (BuildId:
   d0f321775158ed00df284edfabf672b6)
91 2021-03-06 17:03:04.146 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #30 pc
   00000000012d914 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_direct+20) (BuildId:
   d0f321775158ed00df284edfabf672b6)
92 2021-03-06 17:03:04.146 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #31 pc
   00000000006888c0 /apex/com.android.art/lib64/libart.so (MterpInvokeStatic+1224) (BuildId:
   d0f321775158ed00df284edfabf672b6)
93 2021-03-06 17:03:04.146 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #32 pc
   00000000012d994 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_static+20) (BuildId:
   d0f321775158ed00df284edfabf672b6)
94 2021-03-06 17:03:04.146 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #33 pc
   00000000006873a4 /apex/com.android.art/lib64/libart.so (MterpInvokeInterface+1812) (BuildId:
   d0f321775158ed00df284edfabf672b6)
95 2021-03-06 17:03:04.146 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #34 pc
   00000000012da14 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_interface+20) (
   BuildId: d0f321775158ed00df284edfabf672b6)
96 2021-03-06 17:03:04.146 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #35 pc
   0000000000685960 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+1520) (BuildId:
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96 d0f321775158ed00df284edfabf672b6)
97 2021-03-06 17:03:04.146 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #36 pc
    00000000012d814 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_virtual+20) (BuildId
    : d0f321775158ed00df284edfabf672b6)
98 2021-03-06 17:03:04.146 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #37 pc
    0000000006888c0 /apex/com.android.art/lib64/libart.so (MterpInvokeStatic+1224) (BuildId:
    d0f321775158ed00df284edfabf672b6)
99 2021-03-06 17:03:04.146 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #38 pc
    00000000012d994 /apex/com.android.art/lib64/libart.so (mterp_op_invoke_static+20) (BuildId:
    d0f321775158ed00df284edfabf672b6)
100 2021-03-06 17:03:04.146 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #39 pc
    0000000003094d0 /apex/com.android.art/lib64/libart.so (art::interpreter::Execute(art::Thread
    *, art::CodeItemDataAccessor const&, art::ShadowFrame&, art::JValue, bool, bool) (.llvm.
    7618685802058321727)+264) (BuildId: d0f321775158ed00df284edfabf672b6)
101 2021-03-06 17:03:04.146 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #40 pc
    0000000006740c0 /apex/com.android.art/lib64/libart.so (artQuickToInterpreterBridge+776) (
    BuildId: d0f321775158ed00df284edfabf672b6)
102 2021-03-06 17:03:04.147 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #41 pc
    00000000013cff8 /apex/com.android.art/lib64/libart.so (art_quick_to_interpreter_bridge+88) (
    BuildId: d0f321775158ed00df284edfabf672b6)
103 2021-03-06 17:03:04.147 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #42 pc
    000000000133564 /apex/com.android.art/lib64/libart.so (art_quick_invoke_stub+548) (BuildId:
    d0f321775158ed00df284edfabf672b6)
104 2021-03-06 17:03:04.147 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #43 pc
    0000000001a97e8 /apex/com.android.art/lib64/libart.so (art::ArtMethod::Invoke(art::Thread*,
    unsigned int*, unsigned int, art::JValue*, char const*)+200) (BuildId:
    d0f321775158ed00df284edfabf672b6)
105 2021-03-06 17:03:04.147 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #44 pc
    00000000055c384 /apex/com.android.art/lib64/libart.so (art::JValue art::
    InvokeVirtualOrInterfaceWithJValues<art::ArtMethod*>(art::ScopedObjectAccessAlreadyRunnable
    const&, _jobject*, art::ArtMethod*, jvalue const*)+460) (BuildId:
    d0f321775158ed00df284edfabf672b6)
106 2021-03-06 17:03:04.147 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH:      #45 pc
```



```
106 0000000005ac204 /apex/com.android.art/lib64/libart.so (art::Thread::CreateCallback(void*)+
1308) (BuildId: d0f321775158ed00df284edfabf672b6)
107 2021-03-06 17:03:04.147 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH: #46 pc
0000000000b0758 /apex/com.android.runtime/lib64/bionic/libc.so (__pthread_start(void*)+64) (
BuildId: c78cdff5b820a550771130d6bde95081)
108 2021-03-06 17:03:04.148 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH: #47 pc
000000000050150 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64) (BuildId
: c78cdff5b820a550771130d6bde95081)
109 2021-03-06 17:03:04.278 10116-10141/com.DefaultCompany.ArLoc2020_1 E/CRASH: Tombstone written
to: /storage/emulated/0/Android/data/com.DefaultCompany.ArLoc2020_1/files/tombstone_00
110
111 ----- beginning of crash
112 2021-03-06 17:03:04.279 10116-10141/com.DefaultCompany.ArLoc2020_1 E/AndroidRuntime: FATAL
EXCEPTION: UnityMain
113 Process: com.DefaultCompany.ArLoc2020_1, PID: 10116
114 java.lang.Error: *** ***/*** ***/*** ***/*** ***/*** ***/*** ***/*** ***/*** ***/*** ***/*** ***/*** ***/
115 Version '2020.1.17f1 (9957aee8edc2)', Build type 'Development', Scripting Backend 'il2cpp
', CPU 'arm64-v8a'
116 Build fingerprint: 'google/walleye/walleye:11/RP1A.201005.004.A1/6934943:user/release-keys
'
117 Revision: 'MP1'
118 ABI: 'arm64'
119 Timestamp: 2021-03-06 17:03:04+0100
120 pid: 10116, tid: 10141, name: UnityMain >>> com.DefaultCompany.ArLoc2020_1 <<<
121 uid: 10264
122 signal 11 (SIGSEGV), code 2 (SEGV_ACCERR), fault addr 0x7271bfa6a0
123 x0 0000000000000000 x1 0000007366e14de0 x2 ffffffff00000000 x3 0000007366e14dc0
124 x4 0000007366e14df0 x5 0000000000000004 x6 0000000000000000 x7 0000000000000000
125 x8 ffffffff00000000 x9 0000007271bfa6a8 x10 0000007362ade000 x11 01c0000000000000
126 x12 0000007365bd5020 x13 0000007366e14d70 x14 000000000001cd8a x15 ffffffff00000000
127 x16 0000007369491f40 x17 00000076644370c0 x18 000000000001ca98 x19 00000000000000f28
128 x20 0000007271bfa690 x21 0000007365bd58a0 x22 0000007365bd5020 x23 0000007271bfa6a0
129 x24 0000000000000002 x25 000000766443d154 x26 0000007366aded5a x27 000000726dbd03a5
```

```
130      x28 0000000000000001  x29 0000007366e14e40
131      sp 0000007366e14d60  lr 0000007368b650d0  pc 0000007368b65424
132
133      backtrace:
134      #00 pc 000000001d4a424 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
eec877c4131703b1fe5b77bd129833fda1e6d0af)
135      #01 pc 000000001d46dc4 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
eec877c4131703b1fe5b77bd129833fda1e6d0af)
136      #02 pc 000000001d465ac /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
eec877c4131703b1fe5b77bd129833fda1e6d0af)
137      #03 pc 000000001d46080 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
eec877c4131703b1fe5b77bd129833fda1e6d0af)
138      #04 pc 000000001d48640 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
eec877c4131703b1fe5b77bd129833fda1e6d0af)
139      #05 pc 000000001d439a8 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
eec877c4131703b1fe5b77bd129833fda1e6d0af)
140      #06 pc 000000001d48938 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
eec877c4131703b1fe5b77bd129833fda1e6d0af)
141      #07 pc 000000001d4ae90 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
eec877c4131703b1fe5b77bd129833fda1e6d0af)
142      #08 pc 000000001d255d0 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
eec877c4131703b1fe5b77bd129833fda1e6d0af)
143      #09 pc 000000001187298 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
```

```
143 eec877c4131703b1fe5b77bd129833fda1e6d0af)
144     #10 pc 0000000001307fd0 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
    ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
    eec877c4131703b1fe5b77bd129833fda1e6d0af)
145     #11 pc 000000000523c7c /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
    ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
    eec877c4131703b1fe5b77bd129833fda1e6d0af)
146     #12 pc 0000000001d1f150 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
    ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libil2cpp.so (BuildId:
    eec877c4131703b1fe5b77bd129833fda1e6d0af)
147 2021-03-06 17:03:04.280 10116-10141/com.DefaultCompany.ArLoc2020_1 E/AndroidRuntime:      #13
    pc 000000000600b24 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.ArLoc2020_1-
    Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libunity.so (scripting_method_invoke(ScriptingMethodPtr,
    ScriptingObjectPtr, ScriptingArguments&, ScriptingExceptionPtr*, bool)+164) (BuildId:
    7b2246148032266cf42564bbb790ce4bb3f7e4bd)
148     #14 pc 000000000611774 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
    ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libunity.so (ScriptingInvocation::Invoke(
    ScriptingExceptionPtr*, bool)+156) (BuildId: 7b2246148032266cf42564bbb790ce4bb3f7e4bd)
149     #15 pc 00000000061c914 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
    ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libunity.so (MonoBehaviour::CallUpdateMethod(
    int)+264) (BuildId: 7b2246148032266cf42564bbb790ce4bb3f7e4bd)
150     #16 pc 0000000002ee860 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
    ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libunity.so (void BaseBehaviourManager::
    CommonUpdate<BehaviourManager>()+204) (BuildId: 7b2246148032266cf42564bbb790ce4bb3f7e4bd)
151     #17 pc 0000000002ee780 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
    ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libunity.so (BehaviourManager::Update()+32) (
    BuildId: 7b2246148032266cf42564bbb790ce4bb3f7e4bd)
152     #18 pc 0000000003dfca4 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
    ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libunity.so (BuildId:
    7b2246148032266cf42564bbb790ce4bb3f7e4bd)
153     #19 pc 0000000003d845c /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
    ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libunity.so (ExecutePlayerLoop(
    NativePlayerLoopSystem*)+80) (BuildId: 7b2246148032266cf42564bbb790ce4bb3f7e4bd)
```

```
154      #20 pc 0000000003d84b4 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
      ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libunity.so (ExecutePlayerLoop(
      NativePlayerLoopSystem*))+168) (BuildId: 7b2246148032266cf42564bbb790ce4bb3f7e4bd)
155      #21 pc 0000000003d8718 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
      ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libunity.so (PlayerLoop()+368) (BuildId:
      7b2246148032266cf42564bbb790ce4bb3f7e4bd)
156      #22 pc 000000000696bc4 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
      ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libunity.so (UnityPlayerLoop()+716) (BuildId:
      7b2246148032266cf42564bbb790ce4bb3f7e4bd)
157      #23 pc 0000000006c15c8 /data/app/~~WjYX5e0t3ZKct4oocUY5jg==/com.DefaultCompany.
      ArLoc2020_1-Eb3sKLMNfUjXRuVQG1v73A==/lib/arm64/libunity.so (nativeRender(_JNIEnv*, _jobject*)+
      72) (BuildId: 7b2246148032266cf42564bbb790ce4bb3f7e4bd)
158      #24 pc 00000000013ced4 /apex/com.android.art/lib64/libart.so (
      art_quick_generic_jni_trampoline+148) (BuildId: d0f321775158ed00df284edfabf672b6)
159      #25 pc 000000000133564 /apex/com.android.art/lib64/libart.so (
      art_quick_invoke_stub+548) (BuildId: d0f321775158ed00df284edfabf672b6)
160      #26 pc 0000000001a97e8 /apex/com.android.art/lib64/libart.so (art::ArtMethod::
      Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const*))+200) (BuildId:
      d0f321775158ed00df284edfabf672b6)
161      #27 pc 00000000031c040 /apex/com.android.art/lib64/libart.so (art::interpreter::
      ArtInterpreterToCompiledCodeBridge(art::Thread*, art::ArtMethod*, art::ShadowFrame*, unsigned
      short, art::JValue*))+376) (BuildId: d0f321775158ed00df284edfabf672b6)
162      #28 pc 000000000312228 /apex/com.android.art/lib64/libart.so (bool art::
      interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*, art::ShadowFrame&, art::
      Instruction const*, unsigned short, art::JValue*))+912) (BuildId:
      d0f321775158ed00df284edfabf672b6)
163      #29 pc 000000000687d48 /apex/com.android.art/lib64/libart.so (MterpInvokeDirect+
      576) (BuildId: d0f321775158ed00df284edfabf672b6)
164      #30 pc 00000000012d914 /apex/com.android.art/lib64/libart.so (
      mterp_op_invoke_direct+20) (BuildId: d0f321775158ed00df284edfabf672b6)
165 2021-03-06 17:03:04.280 10116-10141/com.DefaultCompany.ArLoc2020_1 E/AndroidRuntime:      #31
      pc 0000000006888c0 /apex/com.android.art/lib64/libart.so (MterpInvokeStatic+1224) (BuildId
      : d0f321775158ed00df284edfabf672b6)
```

```
166      #32 pc 00000000012d994 /apex/com.android.art/lib64/libart.so (
      mterp_op_invoke_static+20) (BuildId: d0f321775158ed00df284edfabf672b6)
167      #33 pc 00000000006873a4 /apex/com.android.art/lib64/libart.so (MterpInvokeInterface
      +1812) (BuildId: d0f321775158ed00df284edfabf672b6)
168      #34 pc 00000000012da14 /apex/com.android.art/lib64/libart.so (
      mterp_op_invoke_interface+20) (BuildId: d0f321775158ed00df284edfabf672b6)
169      #35 pc 0000000000685960 /apex/com.android.art/lib64/libart.so (MterpInvokeVirtual+
      1520) (BuildId: d0f321775158ed00df284edfabf672b6)
170      #36 pc 00000000012d814 /apex/com.android.art/lib64/libart.so (
      mterp_op_invoke_virtual+20) (BuildId: d0f321775158ed00df284edfabf672b6)
171      #37 pc 00000000006888c0 /apex/com.android.art/lib64/libart.so (MterpInvokeStatic+
      1224) (BuildId: d0f321775158ed00df284edfabf672b6)
172      #38 pc 00000000012d994 /apex/com.android.art/lib64/libart.so (
      mterp_op_invoke_static+20) (BuildId: d0f321775158ed00df284edfabf672b6)
173      #39 pc 00000000003094d0 /apex/com.android.art/lib64/libart.so (art::interpreter::
      Execute(art::Thread*, art::CodeItemDataAccessor const&, art::ShadowFrame&, art::JValue, bool,
      bool) (.llvm.7618685802058321727)+264) (BuildId: d0f321775158ed00df284edfabf672b6)
174      #40 pc 00000000006740c0 /apex/com.android.art/lib64/libart.so (
      artQuickToInterpreterBridge+776) (BuildId: d0f321775158ed00df284edfabf672b6)
175      #41 pc 00000000013cff8 /apex/com.android.art/lib64/libart.so (
      art_quick_to_interpreter_bridge+88) (BuildId: d0f321775158ed00df284edfabf672b6)
176      #42 pc 000000000133564 /apex/com.android.art/lib64/libart.so (
      art_quick_invoke_stub+548) (BuildId: d0f321775158ed00df284edfabf672b6)
177      #43 pc 0000000001a97e8 /apex/com.android.art/lib64/libart.so (art::ArtMethod::
      Invoke(art::Thread*, unsigned int*, unsigned int, art::JValue*, char const*)+200) (BuildId:
      d0f321775158ed00df284edfabf672b6)
178      #44 pc 000000000055c384 /apex/com.android.art/lib64/libart.so (art::JValue art::
      InvokeVirtualOrInterfaceWithJValues<art::ArtMethod*>(art::ScopedObjectAccessAlreadyRunnable
      const&, _jobject*, art::ArtMethod*, jvalue const*)+460) (BuildId:
      d0f321775158ed00df284edfabf672b6)
179      #45 pc 00000000005ac204 /apex/com.android.art/lib64/libart.so (art::Thread::
      CreateCallback(void*)+1308) (BuildId: d0f321775158ed00df284edfabf672b6)
180      #46 pc 0000000000b0758 /apex/com.android.runtime/lib64/bionic/libc.so (
```

```
180 __pthread_start(void*)+64) (BuildId: c78cdff5b820a550771130d6bde95081)
181     #47 pc 0000000000050150 /apex/com.android.runtime/lib64/bionic/libc.so (
    __start_thread+64) (BuildId: c78cdff5b820a550771130d6bde95081)
182
183     at libil2cpp.0x1d4a424(Native Method)
184     at libil2cpp.0x1d46dc4(Native Method)
185     at libil2cpp.0x1d465ac(Native Method)
186     at libil2cpp.0x1d46080(Native Method)
187     at libil2cpp.0x1d48640(Native Method)
188     at libil2cpp.0x1d439a8(Native Method)
189     at libil2cpp.0x1d48938(Native Method)
190     at libil2cpp.0x1d4ae90(Native Method)
191     at libil2cpp.0x1d255d0(Native Method)
192     at libil2cpp.0x1187298(Native Method)
193     at libil2cpp.0x1307fd0(Native Method)
194     at libil2cpp.0x523c7c(Native Method)
195     at libil2cpp.0x1d1f150(Native Method)
196     at libunity.scripting_method_invoke(ScriptingMethodPtr, ScriptingObjectPtr,
    ScriptingArguments&, ScriptingExceptionPtr*, bool)(scripting_method_invoke:164)
197     at libunity.ScriptingInvocation::Invoke(ScriptingExceptionPtr*, bool)(Invoke:156)
198     at libunity.MonoBehaviour::CallUpdateMethod(int)(CallUpdateMethod:264)
199     at libunity.void BaseBehaviourManager::CommonUpdate<BehaviourManager>()(CommonUpdate<
    BehaviourManager>:204)
200     at libunity.BehaviourManager::Update()(Update:32)
201     at libunity.0x3dfca4(Native Method)
202     at libunity.ExecutePlayerLoop(NativePlayerLoopSystem*)(ExecutePlayerLoop:80)
203     at libunity.ExecutePlayerLoop(NativePlayerLoopSystem*)(ExecutePlayerLoop:168)
204     at libunity.PlayerLoop()(PlayerLoop:368)
205 2021-03-06 17:03:04.280 10116-10141/com.DefaultCompany.ArLoc2020_1 E/AndroidRuntime: at
    libunity.UnityPlayerLoop()(UnityPlayerLoop:716)
206     at libunity.nativeRender(_JNIEnv*, _jobject*)(nativeRender:72)
207     at libart.art_quick_generic_jni_trampoline(art_quick_generic_jni_trampoline:148)
208     at libart.art_quick_invoke_stub(art_quick_invoke_stub:548)
```

```
209      at libart.art::ArtMethod::Invoke(art::Thread*, unsigned int*, unsigned int, art::
    JValue*, char const*)(Invoke:200)
210      at libart.art::interpreter::ArtInterpreterToCompiledCodeBridge(art::Thread*, art::
    ArtMethod*, art::ShadowFrame*, unsigned short, art::JValue*)(
    ArtInterpreterToCompiledCodeBridge:376)
211      at libart.bool art::interpreter::DoCall<false, false>(art::ArtMethod*, art::Thread*,
    art::ShadowFrame&, art::Instruction const*, unsigned short, art::JValue*)(DoCall<false, false
    >:912)
212      at libart.MterpInvokeDirect(MterpInvokeDirect:576)
213      at libart.mterp_op_invoke_direct(mterp_op_invoke_direct:20)
214      at libart.MterpInvokeStatic(MterpInvokeStatic:1224)
215
```