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| [debug] [MJSONWP] Calling AppiumDriver.findElements() with args: ["xpath","//android.view.View[1][@index='0' and @resource-id='android:id/decor\_content\_parent' and contains(@text, '') and @content-desc='']/android.widget.FrameLayout[2][@index='1' and @resource-id='android:id/content' and contains(@text, '') and @content-desc='']/android.widget.TableLayout[1][@index='0' and @resource-id='' and contains(@text, '') and @content-desc='']/android.widget.RelativeLayout[1][@index='6' and @resource-id='' and contains(@text, '') and @content-desc='']/android.widget.Button[1][@index='0' and @resource-id='com.android.insecurebankv2:id/login\_button' and contains(@text, 'Sign In') and @content-desc='']","797f9e29-07cd-4915-af1b-69dbf201e72a"]  <--- Last few GCs --->  [7191:0x3015630] 6492181 ms: Scavenge 1389.1 (1424.2) -> 1387.6 (1424.2) MB, 7.2 / 0.0 ms allocation failure  [7191:0x3015630] 6493285 ms: Scavenge 1389.8 (1424.7) -> 1388.3 (1425.2) MB, 7.3 / 0.0 ms allocation failure  [7191:0x3015630] 6493504 ms: Scavenge 1390.3 (1425.2) -> 1388.5 (1425.2) MB, 14.0 / 0.0 ms allocation failure  [7191:0x3015630] 6494969 ms: Scavenge 1390.6 (1425.2) -> 1388.9 (1425.7) MB, 15.0 / 0.0 ms allocation failure  <--- JS stacktrace --->  Cannot get stack trace in GC.  FATAL ERROR: Scavenger: promoting marked  Allocation failed - process out of memory  1: node::Abort() [node]  2: 0xe6054c [node]  3: v8::Utils::ReportOOMFailure(char const\*, bool) [node]  4: v8::internal::V8::FatalProcessOutOfMemory(char const\*, bool) [node]  5: 0x94a56e [node]  6: 0xbf01ea [node]  7: v8::internal::ScavengingVisitor<(v8::internal::MarksHandling)0, (v8::internal::PromotionMode)0, (v8::internal::LoggingAndProfiling)1>::EvacuateJSFunction(v8::internal::Map\*, v8::internal::HeapObject\*\*, v8::internal::HeapObject\*) [node]  8: v8::internal::Scavenger::ScavengeObject(v8::internal::HeapObject\*\*, v8::internal::HeapObject\*) [node]  9: v8::internal::Heap::IteratePromotedObjectPointers(v8::internal::HeapObject\*, unsigned char\*, unsigned char\*, bool, void (\*)(v8::internal::HeapObject\*\*, v8::internal::HeapObject\*)) [node]  10: void v8::internal::BodyDescriptorApply<v8::internal::CallIterateBody, void, v8::internal::HeapObject\*, int, v8::internal::ObjectVisitor\*>(v8::internal::InstanceType, v8::internal::HeapObject\*, int, v8::internal::ObjectVisitor\*) [node]  11: v8::internal::Heap::IteratePromotedObject(v8::internal::HeapObject\*, int, bool, void (\*)(v8::internal::HeapObject\*\*, v8::internal::HeapObject\*)) [node]  12: v8::internal::Heap::DoScavenge(v8::internal::ObjectVisitor\*, unsigned char\*, v8::internal::PromotionMode) [node]  13: v8::internal::Heap::Scavenge() [node]  14: v8::internal::Heap::PerformGarbageCollection(v8::internal::GarbageCollector, v8::GCCallbackFlags) [node]  15: v8::internal::Heap::CollectGarbage(v8::internal::GarbageCollector, v8::internal::GarbageCollectionReason, char const\*, v8::GCCallbackFlags) [node]  16: v8::internal::Heap::CollectGarbage(v8::internal::AllocationSpace, v8::internal::GarbageCollectionReason, v8::GCCallbackFlags) [node]  17: v8::internal::Factory::NewFillerObject(int, bool, v8::internal::AllocationSpace) [node]  18: v8::internal::Runtime\_AllocateInNewSpace(int, v8::internal::Object\*\*, v8::internal::Isolate\*) [node]  19: 0x1308486840c7  Aborted (core dumped) |



