

CrystaX NDK - Bug #1471

LibCoreFoundation crash

08/11/2016 07:07 PM - Andrew Druk

Status:	In Progress	Start date:	08/11/2016
Priority:	High	Due date:	
Assignee:	Dmitry Moskalchuk	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	11.0.0	Android version:	6.0 (android-23)
CPU Architecture:	x86_64	CrystaX Version:	
Host OS:	OS X		
Toolchain:	clang-3.8		

Description

It looks like one of the latest versions of CrystaxNDK broke ObjC support.

I tested your sample <https://github.com/crystax/android-samples-opengl> with latest version 10.3.2-b899 (works great with 10.3.1-b824).

```
Build fingerprint: 'Android/sdk_google_phone_x86_64/generic_x86_64:7.0/NYC/3065232:userdebug/test-keys'
```

```
Revision: '0'
```

```
ABI: 'x86_64'
```

```
pid: 8959, tid: 8975, name: x.sample.opengl >>> net.crystax.sample.opengl <<<
```

```
signal 11 (SIGSEGV), code 1 (SEGV_MAPERR), fault addr 0x1
```

```
rax 0000000000000001  rbx 00007ffeedc80d220  rcx 0000000000000000  rdx 0000000000005da26
```

```
rsi 00007ffedc46e6f0  rdi 0000000080000010
```

```
r8 0000000000000002  r9 00007ffedbdb0de0  r10 00007ffedc3fe480  r11 0000000000000008
```

```
r12 00007ffedc477fcb  r13 000000000000001a  r14 00007ffeedc80d220  r15 0000000000000001
```

```
cs 0000000000000033  ss 000000000000002b
```

```
rip 00007ffedc46e46b  rbp 00007ffedbdb0e80  rsp 00007ffedbdb0e50  eflags 0000000000000246
```

```
backtrace:
```

```
#00 pc 00000000029d46b /data/app/net.crystax.sample.opengl-2/lib/x86_64/libCoreFoundation.so (objc_autorelease+27)
```

```
#01 pc 0000000001fcecc /data/app/net.crystax.sample.opengl-2/lib/x86_64/libCoreFoundation.so (NSAutorelease+12)
```

```
#02 pc 00000000022d48c /data/app/net.crystax.sample.opengl-2/lib/x86_64/libCoreFoundation.so
```

```
#03 pc 000000000205c72 /data/app/net.crystax.sample.opengl-2/lib/x86_64/libCoreFoundation.so
```

```
#04 pc 00000000028700d /data/app/net.crystax.sample.opengl-2/lib/x86_64/libCoreFoundation.so
```

```
#05 pc 000000000286e5f /data/app/net.crystax.sample.opengl-2/lib/x86_64/libCoreFoundation.so (NSLogv+159)
```

```
#06 pc 000000000286f17 /data/app/net.crystax.sample.opengl-2/lib/x86_64/libCoreFoundation.so (NSLog+151)
```

```
#07 pc 00000000000f759 /data/app/net.crystax.sample.opengl-2/lib/x86_64/libapp-native.so
```

```
#08 pc 00000000000f23b /data/app/net.crystax.sample.opengl-2/lib/x86_64/libapp-native.so
```

```
#09 pc 0000000000100b0 /data/app/net.crystax.sample.opengl-2/lib/x86_64/libapp-native.so
```

```
#10 pc 00000000000e481 /data/app/net.crystax.sample.opengl-2/lib/x86_64/libapp-native.so
```

```
#11 pc 00000000000fade /data/app/net.crystax.sample.opengl-2/lib/x86_64/libapp-native.so
```

```
#12 pc 0000000000121f2 /data/app/net.crystax.sample.opengl-2/lib/x86_64/libapp-native.so
```

```
#13 pc 00000000000f995 /data/app/net.crystax.sample.opengl-2/lib/x86_64/libapp-native.so (android_main+245)
```

```
#14 pc 000000000012137 /data/app/net.crystax.sample.opengl-2/lib/x86_64/libapp-native.so
```

```
#15 pc 00000000000f041f /data/app/net.crystax.sample.opengl-2/lib/x86_64/libcrystax.so
```

```
#16 pc 00000000000eb5ac /data/app/net.crystax.sample.opengl-2/lib/x86_64/libcrystax.so
```

```
#17 pc 00000000000f7865 /data/app/net.crystax.sample.opengl-2/lib/x86_64/libcrystax.so
```

All my samples with ObjC code don't work too.

History

#1 - 08/11/2016 07:09 PM - Dmitry Moskalchuk

- Assignee set to Dmitry Moskalchuk
- Priority changed from Normal to High

#2 - 08/11/2016 07:09 PM - Dmitry Moskalchuk

- Status changed from Open to In Progress