

## CrystaX NDK - Bug #275

### Test device/test-c++11 hangs while running on armeabi emulator

03/14/2013 01:27 PM - Alexander Zhukov

<b>Status:</b>	Closed	<b>Start date:</b>	03/14/2013
<b>Priority:</b>	Low	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Android version:</b>	
<b>CPU Architecture:</b>	armeabi	<b>CrystaX Version:</b>	
<b>Host OS:</b>	Mac OS X, Windows		
<b>Toolchain:</b>	gcc-4.7		

#### Description

NB: test runs fine on emulator under Linux or on a armeabi device.

#### History

##### #1 - 03/14/2013 05:39 PM - Alexander Zhukov

- Description updated
- CPU Architecture armeabi added
- Host OS Mac OS X added
- Toolchain gcc-4.7 added

##### #2 - 03/15/2013 01:51 PM - Alexander Zhukov

- Host OS Windows added

##### #3 - 10/03/2014 09:38 PM - Dmitry Moskalchuk

- Status changed from Open to Closed
- % Done changed from 0 to 100

Already fixed