

CrystaX NDK - Bug #278

Test device/test-iostream hangs when run on armeabi emulator

03/14/2013 06:07 PM - Alexander Zhukov

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

Description

It seems to be the root of other armeabi-on-emulator-hangs.
it's iostream include file.

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

History

#1 - 03/15/2013 01:53 PM - Alexander Zhukov

- Host OS Windows added

#2 - 10/03/2014 09:30 PM - Dmitry Moskalchuk

- Status changed from Open to Closed

- % Done changed from 0 to 100

Already fixed - there is check for it in test case tests/device/test-gnustl-2 (jni/hello.cpp)