

Stack trace

Type

"main" prio=5 tid=1 Native

Show less

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```
#00 pc 000000000004b34c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
#00 pc 000000000004ef34 /apex/com.android.runtime/lib64/bionic/libc.so (__futex_wait_ex(void
volatile*, bool, int, bool, timespec const*)+144)
#00 pc 00000000000b0c84 /apex/com.android.runtime/lib64/bionic/libc.so
(NonPll::MutexLockWithTimeout(pthread_mutex_internal_t*, bool, timespec const*)+604)
#00 pc 0000000000c06cdc
/data/app/~~cN8DlIlgPcceedyZjxzO5Eg==/com.inforcegames.app3dmodelling-ZoeHtu3eHxo90-tqfzhM-
g==/split_config.arm64_v8a.apk!libunity.so (???)
#00 pc 0000000000c06ca4
/data/app/~~cN8DlIlgPcceedyZjxzO5Eg==/com.inforcegames.app3dmodelling-ZoeHtu3eHxo90-tqfzhM-
g==/split_config.arm64_v8a.apk!libunity.so (???)
#00 pc 000000000041cc78
/data/app/~~cN8DlIlgPcceedyZjxzO5Eg==/com.inforcegames.app3dmodelling-ZoeHtu3eHxo90-tqfzhM-
g==/split_config.arm64_v8a.apk!libunity.so (???)
#00 pc 000000000039b284
/data/app/~~cN8DlIlgPcceedyZjxzO5Eg==/com.inforcegames.app3dmodelling-ZoeHtu3eHxo90-tqfzhM-
g==/split_config.arm64_v8a.apk!libunity.so (???)
#00 pc 000000000066321c
/data/app/~~cN8DlIlgPcceedyZjxzO5Eg==/com.inforcegames.app3dmodelling-ZoeHtu3eHxo90-tqfzhM-
g==/split_config.arm64_v8a.apk!libunity.so (???)
at com.unity3d.player.UnityPlayer.nativeInjectEvent (Native method)
at com.unity3d.player.UnityPlayer.injectEvent (unavailable)
at com.unity3d.player.UnityPlayer.onTouchEvent (unavailable)
at android.view.View.dispatchTouchEvent (View.java:14309)
at android.view.ViewGroup.dispatchTransformedTouchEvent (ViewGroup.java:3112)
at android.view.ViewGroup.dispatchTouchEvent (ViewGroup.java:2785)
at android.view.ViewGroup.dispatchTransformedTouchEvent (ViewGroup.java:3118)
at android.view.ViewGroup.dispatchTouchEvent (ViewGroup.java:2742)
at android.view.ViewGroup.dispatchTransformedTouchEvent (ViewGroup.java:3118)
at android.view.ViewGroup.dispatchTouchEvent (ViewGroup.java:2742)
at android.view.ViewGroup.dispatchTransformedTouchEvent (ViewGroup.java:3118)
at android.view.ViewGroup.dispatchTouchEvent (ViewGroup.java:2742)
```

at com.android.internal.policy.DecorView.superDispatchTouchEvent (DecorView.java:488)
at com.android.internal.policy.PhoneWindow.superDispatchTouchEvent (PhoneWindow.java:1871)
at android.app.Activity.dispatchTouchEvent (Activity.java:4125)
at com.android.internal.policy.DecorView.dispatchTouchEvent (DecorView.java:446)
at android.view.View.dispatchPointerEvent (View.java:14568)
at android.view.ViewRootImpl\$ViewPostImeInputStage.processPointerEvent (ViewRootImpl.java:6022)
at android.view.ViewRootImpl\$ViewPostImeInputStage.onProcess (ViewRootImpl.java:5825)
at android.view.ViewRootImpl\$InputStage.deliver (ViewRootImpl.java:5316)
at android.view.ViewRootImpl\$InputStage.onDeliverToNext (ViewRootImpl.java:5373)
at android.view.ViewRootImpl\$InputStage.forward (ViewRootImpl.java:5339)
at android.view.ViewRootImpl\$AsyncInputStage.forward (ViewRootImpl.java:5491)
at android.view.ViewRootImpl\$InputStage.apply (ViewRootImpl.java:5347)
at android.view.ViewRootImpl\$AsyncInputStage.apply (ViewRootImpl.java:5548)
at android.view.ViewRootImpl\$InputStage.deliver (ViewRootImpl.java:5320)
at android.view.ViewRootImpl\$InputStage.onDeliverToNext (ViewRootImpl.java:5373)
at android.view.ViewRootImpl\$InputStage.forward (ViewRootImpl.java:5339)
at android.view.ViewRootImpl\$InputStage.apply (ViewRootImpl.java:5347)
at android.view.ViewRootImpl\$InputStage.deliver (ViewRootImpl.java:5320)
at android.view.ViewRootImpl.deliverInputEvent (ViewRootImpl.java:8086)
at android.view.ViewRootImpl.doProcessInputEvents (ViewRootImpl.java:8037)
at android.view.ViewRootImpl.enqueueInputEvent (ViewRootImpl.java:7998)
at android.view.ViewRootImpl\$WindowInputEventReceiver.onInputEvent (ViewRootImpl.java:8209)
at android.view.InputEventReceiver.dispatchInputEvent (InputEventReceiver.java:220)
at android.os.MessageQueue.nativePollOnce (Native method)
at android.os.MessageQueue.next (MessageQueue.java:335)
at android.os.Looper.loop (Looper.java:183)
at android.app.ActivityThread.main (ActivityThread.java:7660)
at java.lang.reflect.Method.invoke (Native method)
at com.android.internal.os.RuntimeInit\$MethodAndArgsCaller.run (RuntimeInit.java:592)
at com.android.internal.os.ZygoteInit.main (ZygoteInit.java:947)

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Type

"Jit thread pool worker thread 0" daemon prio=5 tid=7 Native

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#00 pc 000000000004b34c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
#00 pc 0000000001af92c /apex/com.android.art/lib64/libart.so
(art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
#00 pc 00000000005c9a2c /apex/com.android.art/lib64/libart.so
(art::ThreadPool::GetTask(art::Thread*)+120)
#00 pc 00000000005c8cd0 /apex/com.android.art/lib64/libart.so (art::ThreadPoolWorker::Run()+144)
#00 pc 00000000005c87a0 /apex/com.android.art/lib64/libart.so
(art::ThreadPoolWorker::Callback(void*)+192)

#00 pc 0000000000afd4c /apex/com.android.runtime/lib64/bionic/libc.so
(__pthread_start(void*)+64)

#00 pc 0000000000050288 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)

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Type

"ReferenceQueueDaemon" daemon prio=5 tid=9 Waiting

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at java.lang.Object.wait (Native method)

at java.lang.Object.wait (Object.java:442)

at java.lang.Object.wait (Object.java:568)

at java.lang.Daemons\$ReferenceQueueDaemon.runInternal (Daemons.java:217)

at java.lang.Daemons\$Daemon.run (Daemons.java:139)

at java.lang.Thread.run (Thread.java:923)

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Type

"FinalizerDaemon" daemon prio=5 tid=10 Waiting

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at java.lang.Object.wait (Native method)

at java.lang.Object.wait (Object.java:442)

at java.lang.ref.ReferenceQueue.remove (ReferenceQueue.java:190)

at java.lang.ref.ReferenceQueue.remove (ReferenceQueue.java:211)

at java.lang.Daemons\$FinalizerDaemon.runInternal (Daemons.java:273)

at java.lang.Daemons\$Daemon.run (Daemons.java:139)

at java.lang.Thread.run (Thread.java:923)

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Type

"FinalizerWatchdogDaemon" daemon prio=5 tid=11 Waiting

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at java.lang.Object.wait (Native method)

at java.lang.Object.wait (Object.java:442)

at java.lang.Object.wait (Object.java:568)

```
at java.lang.Daemons$FinalizerWatchdogDaemon.sleepUntilNeeded (Daemons.java:341)
at java.lang.Daemons$FinalizerWatchdogDaemon.runInternal (Daemons.java:321)
at java.lang.Daemons$Daemon.run (Daemons.java:139)
at java.lang.Thread.run (Thread.java:923)
```

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Type

"Binder:11378_1" prio=5 tid=12 Native

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```
#00 pc 000000000009af78 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+8)
#00 pc 0000000000057c60 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+156)
#00 pc 0000000000051ae4 /system/lib64/libbinder.so
(android::IPCThreadState::talkWithDriver(bool)+296)
#00 pc 0000000000051cd4 /system/lib64/libbinder.so
(android::IPCThreadState::getAndExecuteCommand()+24)
#00 pc 0000000000052590 /system/lib64/libbinder.so
(android::IPCThreadState::joinThreadPool(bool)+60)
#00 pc 000000000007862c /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24)
#00 pc 00000000000154d0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+260)
#00 pc 00000000000a0be0 /system/lib64/libandroid_runtime.so
(android::AndroidRuntime::javaThreadShell(void*)+144)
#00 pc 0000000000014d94 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t
const*)+412)
#00 pc 00000000000afd4c /apex/com.android.runtime/lib64/bionic/libc.so
(__pthread_start(void*)+64)
#00 pc 0000000000050288 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
```

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Type

"Binder:11378_2" prio=5 tid=13 Native

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```
#00 pc 000000000009af78 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+8)
#00 pc 0000000000057c60 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+156)
#00 pc 0000000000051ae4 /system/lib64/libbinder.so
(android::IPCThreadState::talkWithDriver(bool)+296)
#00 pc 0000000000051cd4 /system/lib64/libbinder.so
(android::IPCThreadState::getAndExecuteCommand()+24)
#00 pc 0000000000052590 /system/lib64/libbinder.so
(android::IPCThreadState::joinThreadPool(bool)+60)
```

```
#00 pc 00000000007862c /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24)
#00 pc 0000000000154d0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+260)
#00 pc 0000000000a0be0 /system/lib64/libandroid_runtime.so
(android::AndroidRuntime::javaThreadShell(void*)+144)
#00 pc 000000000014d94 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t
const*)+412)
#00 pc 0000000000afd4c /apex/com.android.runtime/lib64/bionic/libc.so
(__pthread_start(void*)+64)
#00 pc 000000000050288 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
```

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Type

"Binder:11378_3" prio=5 tid=14 Native

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```
#00 pc 00000000009af78 /apex/com.android.runtime/lib64/bionic/libc.so (__ioctl+8)
#00 pc 000000000057c60 /apex/com.android.runtime/lib64/bionic/libc.so (ioctl+156)
#00 pc 000000000051ae4 /system/lib64/libbinder.so
(android::IPCThreadState::talkWithDriver(bool)+296)
#00 pc 000000000051cd4 /system/lib64/libbinder.so
(android::IPCThreadState::getAndExecuteCommand()+24)
#00 pc 000000000052590 /system/lib64/libbinder.so
(android::IPCThreadState::joinThreadPool(bool)+60)
#00 pc 00000000007862c /system/lib64/libbinder.so (android::PoolThread::threadLoop()+24)
#00 pc 0000000000154d0 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+260)
#00 pc 0000000000a0be0 /system/lib64/libandroid_runtime.so
(android::AndroidRuntime::javaThreadShell(void*)+144)
#00 pc 000000000014d94 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t
const*)+412)
#00 pc 0000000000afd4c /apex/com.android.runtime/lib64/bionic/libc.so
(__pthread_start(void*)+64)
#00 pc 000000000050288 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
```

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Type

"Profile Saver" daemon prio=5 tid=15 Native

Show less

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```
#00 pc 00000000004b34c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
#00 pc 00000000001af92c /apex/com.android.art/lib64/libart.so
(art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
```

```
#00 pc 000000000353c54 /apex/com.android.art/lib64/libart.so (art::ProfileSaver::Run()+484)
#00 pc 0000000003589e0 /apex/com.android.art/lib64/libart.so
(art::ProfileSaver::RunProfileSaverThread(void*)+180)
#00 pc 0000000000afd4c /apex/com.android.runtime/lib64/bionic/libc.so
(__pthread_start(void*)+64)
#00 pc 000000000050288 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
```

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Type

"pool-3-thread-1" prio=5 tid=19 Waiting

Show less

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```
at sun.misc.Unsafe.park (Native method)
at java.util.concurrent.locks.LockSupport.park (LockSupport.java:190)
at java.util.concurrent.locks.AbstractQueuedSynchronizer$ConditionObject.await
(AbstractQueuedSynchronizer.java:2067)
at java.util.concurrent.LinkedBlockingQueue.take (LinkedBlockingQueue.java:442)
at java.util.concurrent.ThreadPoolExecutor.getTask (ThreadPoolExecutor.java:1092)
at java.util.concurrent.ThreadPoolExecutor.runWorker (ThreadPoolExecutor.java:1152)
at java.util.concurrent.ThreadPoolExecutor$Worker.run (ThreadPoolExecutor.java:641)
at java.lang.Thread.run (Thread.java:923)
```

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Type

"queued-work-looper" prio=5 tid=20 Native

Show less

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```
#00 pc 00000000009bf38 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8)
#00 pc 000000000019ad0 /system/lib64/libutils.so (android::Looper::pollInner(int)+184)
#00 pc 0000000000199b0 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*,
void**)+112)
#00 pc 000000000110f74 /system/lib64/libandroid_runtime.so
(android::android_os_MessageQueue_nativePollOnce(_JNIEnv*, _jobject*, long, int)+44)
at android.os.MessageQueue.nativePollOnce (Native method)
at android.os.MessageQueue.next (MessageQueue.java:335)
at android.os.Looper.loop (Looper.java:183)
at android.os.HandlerThread.run (HandlerThread.java:67)
```

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Type

"pool-3-thread-2" prio=5 tid=21 Waiting

Show less

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at sun.misc.Unsafe.park (Native method)
at java.util.concurrent.locks.LockSupport.park (LockSupport.java:190)
at java.util.concurrent.locks.AbstractQueuedSynchronizer\$ConditionObject.await
(AbstractQueuedSynchronizer.java:2067)
at java.util.concurrent.LinkedBlockingQueue.take (LinkedBlockingQueue.java:442)
at java.util.concurrent.ThreadPoolExecutor.getTask (ThreadPoolExecutor.java:1092)
at java.util.concurrent.ThreadPoolExecutor.runWorker (ThreadPoolExecutor.java:1152)
at java.util.concurrent.ThreadPoolExecutor\$Worker.run (ThreadPoolExecutor.java:641)
at java.lang.Thread.run (Thread.java:923)

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Type

"pool-3-thread-3" prio=5 tid=22 Waiting

Show less

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at sun.misc.Unsafe.park (Native method)
at java.util.concurrent.locks.LockSupport.park (LockSupport.java:190)
at java.util.concurrent.locks.AbstractQueuedSynchronizer\$ConditionObject.await
(AbstractQueuedSynchronizer.java:2067)
at java.util.concurrent.LinkedBlockingQueue.take (LinkedBlockingQueue.java:442)
at java.util.concurrent.ThreadPoolExecutor.getTask (ThreadPoolExecutor.java:1092)
at java.util.concurrent.ThreadPoolExecutor.runWorker (ThreadPoolExecutor.java:1152)
at java.util.concurrent.ThreadPoolExecutor\$Worker.run (ThreadPoolExecutor.java:641)
at java.lang.Thread.run (Thread.java:923)

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Type

"pool-3-thread-4" prio=5 tid=23 Waiting

Show less

expand_less

at sun.misc.Unsafe.park (Native method)
at java.util.concurrent.locks.LockSupport.park (LockSupport.java:190)
at java.util.concurrent.locks.AbstractQueuedSynchronizer\$ConditionObject.await
(AbstractQueuedSynchronizer.java:2067)
at java.util.concurrent.LinkedBlockingQueue.take (LinkedBlockingQueue.java:442)

```
at java.util.concurrent.ThreadPoolExecutor.getTask (ThreadPoolExecutor.java:1092)
at java.util.concurrent.ThreadPoolExecutor.runWorker (ThreadPoolExecutor.java:1152)
at java.util.concurrent.ThreadPoolExecutor$Worker.run (ThreadPoolExecutor.java:641)
at java.lang.Thread.run (Thread.java:923)
```

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Type

"UnityMain" prio=5 tid=25 Native

Show less

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```
#00 pc 00000000004b350 /apex/com.android.runtime/lib64/bionic/libc.so (syscall+32)
#00 pc 0000000000dc7c10
/data/app/~~cN8DIIgPcceedyZjxzO5Eg==/com.inforcegames.app3dmodelling-ZoeHtu3eHxo90-tqfzhM-
g==/split_config.arm64_v8a.apk!libunity.so (Baselib_SystemFutex_Wait+72)
#00 pc 000000000020e0c0
/data/app/~~cN8DIIgPcceedyZjxzO5Eg==/com.inforcegames.app3dmodelling-ZoeHtu3eHxo90-tqfzhM-
g==/split_config.arm64_v8a.apk!libunity.so (???)
#00 pc 00000000003b4220
/data/app/~~cN8DIIgPcceedyZjxzO5Eg==/com.inforcegames.app3dmodelling-ZoeHtu3eHxo90-tqfzhM-
g==/split_config.arm64_v8a.apk!libunity.so (???)
#00 pc 00000000003b4140
/data/app/~~cN8DIIgPcceedyZjxzO5Eg==/com.inforcegames.app3dmodelling-ZoeHtu3eHxo90-tqfzhM-
g==/split_config.arm64_v8a.apk!libunity.so (???)
#00 pc 00000000004f7e20
/data/app/~~cN8DIIgPcceedyZjxzO5Eg==/com.inforcegames.app3dmodelling-ZoeHtu3eHxo90-tqfzhM-
g==/split_config.arm64_v8a.apk!libunity.so (???)
#00 pc 00000000004f0684
/data/app/~~cN8DIIgPcceedyZjxzO5Eg==/com.inforcegames.app3dmodelling-ZoeHtu3eHxo90-tqfzhM-
g==/split_config.arm64_v8a.apk!libunity.so (???)
#00 pc 00000000004f06b8
/data/app/~~cN8DIIgPcceedyZjxzO5Eg==/com.inforcegames.app3dmodelling-ZoeHtu3eHxo90-tqfzhM-
g==/split_config.arm64_v8a.apk!libunity.so (???)
#00 pc 00000000004f08f0
/data/app/~~cN8DIIgPcceedyZjxzO5Eg==/com.inforcegames.app3dmodelling-ZoeHtu3eHxo90-tqfzhM-
g==/split_config.arm64_v8a.apk!libunity.so (???)
#00 pc 000000000064f11c
/data/app/~~cN8DIIgPcceedyZjxzO5Eg==/com.inforcegames.app3dmodelling-ZoeHtu3eHxo90-tqfzhM-
g==/split_config.arm64_v8a.apk!libunity.so (???)
#00 pc 0000000000663190
/data/app/~~cN8DIIgPcceedyZjxzO5Eg==/com.inforcegames.app3dmodelling-ZoeHtu3eHxo90-tqfzhM-
g==/split_config.arm64_v8a.apk!libunity.so (???)
at com.unity3d.player.UnityPlayer.nativeRender (Native method)
at com.unity3d.player.UnityPlayer.access$300 (unavailable)
at com.unity3d.player.UnityPlayer$e$1.handleMessage (unavailable)
```

at android.os.Handler.dispatchMessage (Handler.java:102)
at android.os.Looper.loop (Looper.java:223)
at com.unity3d.player.UnityPlayer\$.run (unavailable)

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Type

"AdWorker(Default) #2" prio=5 tid=26 Waiting

Show less

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at sun.misc.Unsafe.park (Native method)
at java.util.concurrent.locks.LockSupport.park (LockSupport.java:190)
at java.util.concurrent.SynchronousQueue\$TransferStack.awaitFulfill (SynchronousQueue.java:459)
at java.util.concurrent.SynchronousQueue\$TransferStack.transfer (SynchronousQueue.java:362)
at java.util.concurrent.SynchronousQueue.take (SynchronousQueue.java:920)
at java.util.concurrent.ThreadPoolExecutor.getTask (ThreadPoolExecutor.java:1092)
at java.util.concurrent.ThreadPoolExecutor.runWorker (ThreadPoolExecutor.java:1152)
at java.util.concurrent.ThreadPoolExecutor\$Worker.run (ThreadPoolExecutor.java:641)
at java.lang.Thread.run (Thread.java:923)

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Type

"AdWorker(Default) #3" prio=5 tid=28 Waiting

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at sun.misc.Unsafe.park (Native method)
at java.util.concurrent.locks.LockSupport.park (LockSupport.java:190)
at java.util.concurrent.SynchronousQueue\$TransferStack.awaitFulfill (SynchronousQueue.java:459)
at java.util.concurrent.SynchronousQueue\$TransferStack.transfer (SynchronousQueue.java:362)
at java.util.concurrent.SynchronousQueue.take (SynchronousQueue.java:920)
at java.util.concurrent.ThreadPoolExecutor.getTask (ThreadPoolExecutor.java:1092)
at java.util.concurrent.ThreadPoolExecutor.runWorker (ThreadPoolExecutor.java:1152)
at java.util.concurrent.ThreadPoolExecutor\$Worker.run (ThreadPoolExecutor.java:641)
at java.lang.Thread.run (Thread.java:923)

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Type

"InsetsAnimations" prio=5 tid=29 Native

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```
#00 pc 000000000009bf38 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8)
#00 pc 0000000000019ad0 /system/lib64/libutils.so (android::Looper::pollInner(int)+184)
#00 pc 00000000000199b0 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*,
void**) +112)
#00 pc 00000000000110f74 /system/lib64/libandroid_runtime.so
(android::android_os_MessageQueue_nativePollOnce(_JNIEnv*, _jobject*, long, int)+44)
at android.os.MessageQueue.nativePollOnce (Native method)
at android.os.MessageQueue.next (MessageQueue.java:335)
at android.os.Looper.loop (Looper.java:183)
at android.os.HandlerThread.run (HandlerThread.java:67)
```

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Type

"AudioPortEventHandler" prio=5 tid=30 Native

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```
#00 pc 000000000009bf38 /apex/com.android.runtime/lib64/bionic/libc.so (__epoll_pwait+8)
#00 pc 0000000000019ad0 /system/lib64/libutils.so (android::Looper::pollInner(int)+184)
#00 pc 00000000000199b0 /system/lib64/libutils.so (android::Looper::pollOnce(int, int*, int*,
void**) +112)
#00 pc 00000000000110f74 /system/lib64/libandroid_runtime.so
(android::android_os_MessageQueue_nativePollOnce(_JNIEnv*, _jobject*, long, int)+44)
at android.os.MessageQueue.nativePollOnce (Native method)
at android.os.MessageQueue.next (MessageQueue.java:335)
at android.os.Looper.loop (Looper.java:183)
at android.os.HandlerThread.run (HandlerThread.java:67)
```

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Type

"AudioTrack" prio=10 tid=31 Native

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```
#00 pc 000000000004b34c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
#00 pc 0000000000080a70 /system/lib64/libaudioclient.so
(android::ClientProxy::obtainBuffer(android::Proxy::Buffer*, timespec const*, timespec*)+688)
#00 pc 000000000007540c /system/lib64/libaudioclient.so
(android::AudioTrack::obtainBuffer(android::AudioTrack::Buffer*, timespec const*, timespec*, unsigned
long*)+572)
```

```
#00 pc 000000000074468 /system/lib64/libaudioclient.so
(android::AudioTrack::processAudioBuffer()+2220)
#00 pc 0000000000738cc /system/lib64/libaudioclient.so
(android::AudioTrack::AudioTrackThread::threadLoop()+272)
#00 pc 000000000015598 /system/lib64/libutils.so (android::Thread::_threadLoop(void*)+460)
#00 pc 0000000000a0be0 /system/lib64/libandroid_runtime.so
(android::AndroidRuntime::javaThreadShell(void*)+144)
#00 pc 000000000014d94 /system/lib64/libutils.so (thread_data_t::trampoline(thread_data_t
const*)+412)
#00 pc 0000000000afd4c /apex/com.android.runtime/lib64/bionic/libc.so
(__pthread_start(void*)+64)
#00 pc 000000000050288 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
```

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Type

"UnityChoreographer" prio=5 tid=32 Native

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```
#00 pc 00000000004b34c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
#00 pc 00000000004ef34 /apex/com.android.runtime/lib64/bionic/libc.so
```

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Type

"Signal Catcher" daemon prio=10 tid=6 Runnable

Show less

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```
#00 pc 000000000049da74 /apex/com.android.art/lib64/libart.so
(art::DumpNativeStack(std::__1::basic_ostream<char, std::__1::char_traits<char> >&, int, BacktraceMap*,
char const*, art::ArtMethod*, void*, bool)+140)
#00 pc 00000000005aabcc /apex/com.android.art/lib64/libart.so
(art::Thread::DumpStack(std::__1::basic_ostream<char, std::__1::char_traits<char> >&, bool,
BacktraceMap*, bool) const+376)
#00 pc 00000000005c7d04 /apex/com.android.art/lib64/libart.so
(art::DumpCheckpoint::Run(art::Thread*)+924)
#00 pc 00000000005c1c44 /apex/com.android.art/lib64/libart.so
(art::ThreadList::RunCheckpoint(art::Closure*, art::Closure*)+528)
#00 pc 00000000005c0e10 /apex/com.android.art/lib64/libart.so
(art::ThreadList::Dump(std::__1::basic_ostream<char, std::__1::char_traits<char> >&, bool)+1920)
#00 pc 00000000005c02b0 /apex/com.android.art/lib64/libart.so
(art::ThreadList::DumpForSigQuit(std::__1::basic_ostream<char, std::__1::char_traits<char> >&)+776)
```

```
#00 pc 000000000056c270 /apex/com.android.art/lib64/libart.so
(art::Runtime::DumpForSigQuit(std::__1::basic_ostream<char, std::__1::char_traits<char> >&)+196)
#00 pc 0000000000581804 /apex/com.android.art/lib64/libart.so
(art::SignalCatcher::HandleSigQuit()+1396)
#00 pc 00000000005807d0 /apex/com.android.art/lib64/libart.so (art::SignalCatcher::Run(void*)+348)
#00 pc 0000000000afd4c /apex/com.android.runtime/lib64/bionic/libc.so
(__pthread_start(void*)+64)
#00 pc 000000000050288 /apex/com.android.runtime/lib64/bionic/libc.so (__start_thread+64)
```

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Type

"HeapTaskDaemon" daemon prio=5 tid=8 WaitingForTaskProcessor

Show less

expand_less

```
#00 pc 00000000004b34c /apex/com.android.runtime/lib64/bionic/libc.so (syscall+28)
#00 pc 00000000001af92c /apex/com.android.art/lib64/libart.so
(art::ConditionVariable::WaitHoldingLocks(art::Thread*)+148)
#00 pc 00000000002e52dc /apex/com.android.art/lib64/libart.so
(art::gc::TaskProcessor::GetTask(art::Thread*)+536)
#00 pc 00000000002e5c0c /apex/com.android.art/lib64/libart.so
(art::gc::TaskProcessor::RunAllTasks(art::Thread*)+92)
at dalvik.system.VMRuntime.runHeapTasks (Native method)
at java.lang.Daemons$HeapTaskDaemon.runInternal (Daemons.java:531)
at java.lang.Daemons$Daemon.run (Daemons.java:139)
at java.lang.Thread.run (Thread.java:923)
```

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