

BEEM - Android XMPP - Bug #364

Beem crashes after receiving a regular phone call

07/16/2011 10:03 PM - Anonymous

Status:	Closed	Start date:	07/16/2011
Priority:	Normal	Due date:	
Assignee:	Frédéric Barthéléry	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:		Locale:	
Affected version:	0.1.6		
Description			
<p>I'm using the otr branch.</p> <p>Steps to reproduce:</p> <ul style="list-style-type: none">- Log in with beem.- Leave it in the background.- Receive a casual call.- Experience how you have to kill beem several times and it becomes kind of unstable for some reason from that moment on. <p>I'm using Android 2.3.3 CyanogenMod on a Nexus One.</p> <p>Here's what I've got with logcat:</p> <pre>// Some never useful android output here ... D/ConnectivityService(162): ConnectivityService::handleDisconnect() - disconnecting netType(0) D/ConnectivityService(162): ConnectivityService::handleDisconnect() - netType(0) reason: 2GVoiceCallStarted D/ConnectivityService(162): ConnectivityService::handleDisconnect() - netType(0) extra info: internet.ctimovil.com.ar D/ConnectivityService(162): ConnectivityService::handleDisconnect() - netType(0) attempting failover D/ConnectivityService(162): ConnectivityService::tryFailover() - checkType[1 is default, network pref = 1 ... // Some more not so useful output here ... // And then when I try to open Beem again, I get this: E/AndroidRuntime(1622): FATAL EXCEPTION: main E/AndroidRuntime(1622): java.lang.NullPointerException E/AndroidRuntime(1622): at com.beem.project.beem.ui.ChangeStatus.displayCurrentAvatar(ChangeStatus.java:358) E/AndroidRuntime(1622): at com.beem.project.beem.ui.ChangeStatus.access\$500(ChangeStatus.java:96) E/AndroidRuntime(1622): at com.beem.project.beem.ui.ChangeStatus\$BeemServiceConnection.onServiceConnected(ChangeStatus.java:543) E/AndroidRuntime(1622): at android.app.LoadedApk\$ServiceDispatcher.doConnected(LoadedApk.java:1064) E/AndroidRuntime(1622): at android.app.LoadedApk\$ServiceDispatcher\$RunConnection.run(LoadedApk.java:1081) E/AndroidRuntime(1622): at android.os.Handler.handleCallback(Handler.java:587) E/AndroidRuntime(1622): at android.os.Handler.dispatchMessage(Handler.java:92) E/AndroidRuntime(1622): at android.os.Looper.loop(Looper.java:123) E/AndroidRuntime(1622): at android.app.ActivityThread.main(ActivityThread.java:3835) E/AndroidRuntime(1622): at java.lang.reflect.Method.invokeNative(Native Method) E/AndroidRuntime(1622): at java.lang.reflect.Method.invoke(Method.java:507) E/AndroidRuntime(1622): at com.android.internal.os.ZygoteInit\$MethodAndArgsCaller.run(ZygoteInit.java:841) E/AndroidRuntime(1622): at com.android.internal.os.ZygoteInit.main(ZygoteInit.java:599) E/AndroidRuntime(1622): at dalvik.system.NativeStart.main(Native Method) W/ActivityManager(162): Force finishing activity com.beem.project.beem/.ui.ChangeStatus D/dalvikvm(162): GC_EXTERNAL_ALLOC freed 625K, 47% free 5313K/9927K, external 5789K/5793K, paused 84ms W/ActivityManager(162): Activity pause timeout for HistoryRecord{40b9cdc0 com.beem.project.beem/.ui.ChangeStatus} I/Process (1622): Sending signal. PID: 1622 SIG: 9 I/ActivityManager(162): Process com.beem.project.beem (pid 1622) has died. I/WindowManager(162): WIN DEATH: Window{40aa1668 com.beem.project.beem/com.beem.project.beem.ui.ChangeStatus paused=false} I/WindowManager(162): WIN DEATH: Window{40a22588 com.beem.project.beem/com.beem.project.beem.ui.ContactList paused=false}</pre> <p>Beem from this point on for a while gets really hard to use, it kind of freezes when connecting, and I've experienced sometimes the whole phone being freezed when I try to unblock it, but I can't be sure if this is Beem's fault.</p>			

Related issues:

Related to Bug #367: Activity com.beem.project.beem.ui.LoginAnim has leaked S...

New**07/17/2011****History**

#1 - 02/03/2012 01:33 PM - Frédéric Barthéléry

- Status changed from *New* to *Resolved*
- Assignee set to *Frédéric Barthéléry*
- Affected version changed from *hg* to *0.1.6*

Solved in [r902](#)**#2 - 02/13/2012 12:28 PM - Frédéric Barthéléry**

- Status changed from *Resolved* to *Closed*
- % Done changed from *0* to *100*