

第一款产品（creator2.0.10，战斗会切换场景）

宕机情况1. #6407 SIGBUS

BUS_ADRALN

ddd-mobile _spAnimationState_apply

SIGBUS BUS_ADRALN		解析	原始
0	???	0x0000000170445370 + 0	
1	ddd-mobile	_spAnimationState_apply + 296	
2	ddd-mobile	spine::SpineAnimation::update(float) + 92	
3	ddd-mobile	cocos2d::middleware::MiddlewareManager::update(float) + 300	
4	ddd-mobile	js_cocos2dx_editor_support_MiddlewareManager_updateRegistry(OpaqueJSContext const*, OpaqueJSValue*, OpaqueJSValue*, unsigned long, OpaqueJSValue const* const*, OpaqueJSValue const**) + 188	
5	JavaScriptCore	long long JSC::APICallbackFunction::call<JSC::JSCallbackFunction>(JSC::ExecState*) + 456	
6	JavaScriptCore	JSC::LLInt::setUpCall(JSC::ExecState*, JSC::Instruction*, JSC::CodeSpecializationKind, JSC::JSValue, JSC::LLIntCallLinkInfo*) + 456	
7	JavaScriptCore	_llint_entry + 26416	
8	JavaScriptCore	_llint_entry + 26432	
9	JavaScriptCore	_llint_entry + 26332	
10	JavaScriptCore	_llint_entry + 26332	
11	JavaScriptCore	_llint_entry + 26332	
12	JavaScriptCore	_vmEntryToJavaScript + 264	
13	JavaScriptCore	JSC::JITCode::execute(JSC::VM*, JSC::ProtoCallFrame*) + 164	
14	JavaScriptCore	JSC::Interpreter::executeCall(JSC::ExecState*, JSC::JSObject*, JSC::CallType, JSC::CallData const&, JSC::JSValue, JSC::ArgList const&) + 416	
15	JavaScriptCore	JSC::profiledCall(JSC::ExecState*, JSC::ProfilingReason, JSC::JSValue, JSC::CallType, JSC::CallData const&, JSC::JSValue, JSC::ArgList const&) + 164	
16	JavaScriptCore	JSObjectCallAsFunction + 636	
17	ddd-mobile	se::Object::call(std::__1::vector<se::Value, std::__1::allocator<se::Value> > const&, se::Object*, se::Value*) + 152	
18	ddd-mobile	cocos2d::EventDispatcher::dispatchTickEvent(float) + 268	
19	ddd-mobile	-[MainLoop doCaller:] + 172	
20	QuartzCore	CA::Display::DisplayLinkItem::dispatch(unsigned long long) + 44	
21	QuartzCore	CA::Display::DisplayLink::dispatch_items(unsigned long long, unsigned long long, unsigned long long) + 436	
22	IOKit	IODispatchCalloutFromCFMessage + 372	
23	CoreFoundation	___CFMachPortPerform + 180	
24	CoreFoundation	___CFRUNLOOP_IS_CALLING_OUT_TO_A_SOURCE1_PERFORM_FUNCTION___ + 56	

宕机情况2. #8604 SIGSEGV

SEGV_ACCERR

JavaScriptCore_ZN3JSC13JSFinalObject13visitChildrenEPNS_6JSCellERNS_11SlotVisitorE

#17 Thread
SIGSEGV
SEGV_ACCERR

0	JavaScriptCore	JSC::JSFinalObject::visitChildren(JSC::JSCell*, JSC::SlotVisitor&) + 1872
1	JavaScriptCore	0x00000001cc95d000 + 7005628
2	JavaScriptCore	0x00000001cc95d000 + 7005628
3	JavaScriptCore	0x00000001cc95d000 + 6994168
4	JavaScriptCore	0x00000001cc95d000 + 6996280
5	JavaScriptCore	0x00000001cc95d000 + 6854512
6	JavaScriptCore	0x00000001cc95d000 + 6849224
7	JavaScriptCore	0x00000001cc95d000 + 6870584
8	JavaScriptCore	0x00000001cc95d000 + 46980
9	JavaScriptCore	0x00000001cc95d000 + 322352
10	JavaScriptCore	0x00000001cc95d000 + 327740
11	libsystem_pthread.dylib	0x00000001c53da000 + 45760
12	libsystem_pthread.dylib	_pthread_start + 44

宕机情况3. #7904 SIGSEGV

SEGV_ACCERR

ddd-mobile __cxa_throw

#0 Thread SIGSEGV SEGV_ACCERR 解析 原始		
0	GLEngine	_gleRunVertexSubmitARM + 2740
1	???	0x000000027c61d3bc + 0
2	GLEngine	0x000000025c798000 + 10275485918130744
3	GLEngine	0x000000025c798000 + 17057823394066872
4	GLEngine	0x000000025c798000 + 27278883485505748
5	OpenGLES	glDrawElements + 34769306449346620
6	ddd-mobile	__cxa_throw + 21445974301323600
7	JavaScriptCore	long long JSC::APICallbackFunction::call<JSC::JSCallbackFunction>(JSC::ExecState*) + 356
8	JavaScriptCore	0x00000002424c8000 + 11867029001017628
9	JavaScriptCore	0x00000002424c8000 + 15829668907514428
10	JavaScriptCore	0x00000002424c8000 + 8793894001375804
11	JavaScriptCore	0x00000002424c8000 + 32394361335685540
12	JavaScriptCore	0x00000002424c8000 + 13290346808652136
13	JavaScriptCore	JSC::profiledCall(JSC::ExecState*, JSC::ProfilingReason, JSC::JSValue, JSC::CallType, JSC::CallID ata const&, JSC::JSValue, JSC::ArgList const&) + 20395390939431108
14	JavaScriptCore	JLObjectCallAsFunction + 32368522810098040
15	ddd-mobile	__cxa_throw + 2826294640098048
16	ddd-mobile	cocos2d::EventDispatcher::dispatchTickEvent(float) + 268
17	ddd-mobile	-[MainLoop doCaller:] + 172
18	QuartzCore	CA::Display::DisplayLink::dispatch_items(unsigned long long, unsigned long long, unsigned long l ong) + 632
19	QuartzCore	0x000000023f6c2000 + 19254097870709920
20	CoreFoundation	0x000000023b1c2000 + 30181044427187716
21	CoreFoundation	0x000000023b1c2000 + 29531233055334400
22	CoreFoundation	0x000000023b1c2000 + 12351363871332088
23	CoreFoundation	0x000000023b1c2000 + 25144731416298128
24	CoreFoundation	CFRunLoopRunSpecific + 23903932543664580
25	GraphicsServices	GSEventRunModal + 35575248472506476
26	UIKitCore	UIApplicationMain + 2733935662465240

宕机情况4. #6005 SIGSEGV

SEGV_ACCERR

ddd-mobile __ZN2se6Object4callERKNSt3__16vectorINS_5ValueENS1_9allocatorIS3_EEEEEP

#0 Thread
SIGSEGV
SEGV_ACCERR

解析原始

0	JavaScriptCore	0x00000001d0d0d000 + 8344660
1	JavaScriptCore	0x00000001d0d0d000 + 8344476
2	JavaScriptCore	0x00000001d0d0d000 + 2180992
3	JavaScriptCore	0x00000001d0d0d000 + 2149612
4	JavaScriptCore	0x00000001d0d0d000 + 7595216
5	JavaScriptCore	JSC::profiledCall(JSC::ExecState*, JSC::ProfilingReason, JSC::JSValue, JSC::CallType, JSC::CallData const&, JSC::JSValue, JSC::ArgList const&) + 188
6	JavaScriptCore	JSCObjectCallAsFunction + 376
7	ddd-mobile	se::Object::call(std::__1::vector<se::Value, std::__1::allocator<se::Value> > const&, se::Object*, se::Value*) + 152
8	ddd-mobile	_ZNSt3__110__function6__funcIZL49js_cocos2dx_spine_SpineAnimation_setEventListenerRN2se5StateEE3\$_3NS_9allocatorIS5_EEFvP12spTrackEntryP7spEventEEc1E0S9_0SB_ + 160
9	ddd-mobile	std::__1::function<void (spTrackEntry*, spEvent*)>::operator()(spTrackEntry*, spEvent*) const + 44
10	ddd-mobile	__spEventQueue_drain + 368
11	ddd-mobile	__spAnimationState_apply + 552
12	ddd-mobile	spine::SpineAnimation::update(float) + 92
13	ddd-mobile	cocos2d::middleware::MiddlewareManager::update(float) + 300
14	ddd-mobile	js_cocos2dx_editor_support_MiddlewareManager_updateRegistry(OpaqueJSContext const*, OpaqueJSValue*, OpaqueJSValue*, unsigned long, OpaqueJSValue const* const*, OpaqueJSValue const**) + 188
15	JavaScriptCore	0x00000001d0d0d000 + 2380200
16	JavaScriptCore	0x00000001d0d0d000 + 2240552
17	JavaScriptCore	0x00000001d0d0d000 + 2233092
18	JavaScriptCore	0x00000001d0d0d000 + 2233252
19	JavaScriptCore	0x00000001d0d0d000 + 2233092
20	JavaScriptCore	0x00000001d0d0d000 + 2233092
21	JavaScriptCore	0x00000001d0d0d000 + 2233092
22	JavaScriptCore	0x00000001d0d0d000 + 2149612
23	JavaScriptCore	0x00000001d0d0d000 + 7595216

宕机情况5. #202 SIGSEGV

SEGV_ACCERR
JavaScriptCore_ZN3JSC13JSFinalObject13visitChildrenEPNS_6JSCellERNNS_11SlotVisitorE

#20 Thread			解析	原始
SIGSEGV				
SEGV_ACCERR				
0	JavaScriptCore	JSC::JSFinalObject::visitChildren(JSC::JSCell*, JSC::SlotVisitor&) + 1020		
1	JavaScriptCore	_ZN3JSC11SlotVisitor5drainEN3WTF13MonotonicTimeEENK3\$_3c1ERN5_14MarkStackArrayE + 288		
2	JavaScriptCore	_ZN3JSC11SlotVisitor5drainEN3WTF13MonotonicTimeEENK3\$_3c1ERN5_14MarkStackArrayE + 288		
3	JavaScriptCore	JSC::SlotVisitor::drain(WTF::MonotonicTime) + 156		
4	JavaScriptCore	JSC::SlotVisitor::drainFromShared(JSC::SlotVisitor::SharedDrainMode, WTF::MonotonicTime) + 1244		
5	JavaScriptCore	_ZN3WTF17SharedTaskFunctorIFvvEEZN3JSC4Heap13runBeginPhaseENS2_11GCCConductorEE4\$_15E3runEv + 476		
6	JavaScriptCore	WTF::ParallelHelperClient::runTask(WTF::RefPtr<WTF::SharedTask<void ()>, WTF::DumbPtrTraits<WTF::SharedTask<void ()> > >) + 52		
7	JavaScriptCore	WTF::ParallelHelperPool::Thread::work() + 64		
8	JavaScriptCore	_ZN3WTF8FunctionIFvvEE15CallableWrapperIENS_15AutomaticThread5startERKNS_14AbstractLockerEE3\$_0E4callEv + 360		
9	JavaScriptCore	WTF::Thread::entryPoint(WTF::Thread::NewThreadContext*) + 224		
10	JavaScriptCore	WTF::wtfThreadEntryPoint(void*) + 12		
11	libsystem_pthread.dylib	__pthread_body + 272		
12	libsystem_pthread.dylib	__pthread_body		

宕机情况6. #10104 SIGSEGV

SEGV_ACCERR

ddd-mobile __ZN2se6Object4callERKNSi3__16vectorINS_5ValueENS1_9allocatorIS3_EEEEEP

#0 Thread SIGSEGV SEGV_ACCERR			解析 原始
0	JavaScriptCore	_slow_path_to_this + 264	
1	JavaScriptCore	_slow_path_to_this + 64	
2	JavaScriptCore	_llint_entry + 4748	
3	JavaScriptCore	_vmEntryToJavaScript + 272	
4	JavaScriptCore	JSC::JITCode::execute(JSC::VM*, JSC::ProtoCallFrame*) + 136	
5	JavaScriptCore	JSC::Interpreter::executeCall(JSC::ExecState*, JSC::JSObject*, JSC::CallType, JSC::CallData const&, JSC::JSValue, JSC::ArgList const&) + 400	
6	JavaScriptCore	JSC::profiledCall(JSC::ExecState*, JSC::ProfilingReason, JSC::JSValue, JSC::CallType, JSC::CallData const&, JSC::JSValue, JSC::ArgList const&) + 168	
7	JavaScriptCore	JSObjectCallAsFunction + 368	
8	ddd-mobile	se::Object::call(std::__1::vector<se::Value, std::__1::allocator<se::Value> > const&, se::Object*, se::Value*) + 152	
9	ddd-mobile	_ZNSt3__110__function6__funcIZL52js_cocos2dx_spine_SpineAnimation_setCompleteListenerRN2se5StateEE3\$_2NS_9allocatorIS5_EEFvP12spTrackEntryEEclE0S9_ + 136	
10	ddd-mobile	std::__1::function<void (spTrackEntry*)>::operator()(spTrackEntry*) const + 40	
11	ddd-mobile	__spEventQueue_drain + 164	
12	ddd-mobile	_spAnimationState_apply + 552	
13	ddd-mobile	spine::SpineAnimation::update(float) + 92	
14	ddd-mobile	cocos2d::middleware::MiddlewareManager::update(float) + 300	
15	ddd-mobile	js_cocos2dx_editor_support_MiddlewareManager_updateRegistry(OpaqueJSContext const*, OpaqueJSValue*, OpaqueJSValue*, unsigned long, OpaqueJSValue const* const*, OpaqueJSValue const**) + 188	
16	JavaScriptCore	long long JSC::APICallbackFunction::call<JSC::JSCallbackFunction>(JSC::ExecState*) + 348	
17	JavaScriptCore	JSC::LLInt::setUpCall(JSC::ExecState*, JSC::Instruction*, JSC::CodeSpecializationKind, JSC::JSValue, JSC::LLIntCallLinkInfo*) + 440	
18	JavaScriptCore	_llint_entry + 26980	
19	JavaScriptCore	_llint_entry + 26996	
20	JavaScriptCore	_llint_entry + 26896	
21	JavaScriptCore	_llint_entry + 26896	
22	JavaScriptCore	_llint_entry + 26896	
23	JavaScriptCore	_vmEntryToJavaScript + 272	
24	JavaScriptCore	JSC::JITCode::execute(JSC::VM*, JSC::ProtoCallFrame*) + 136	
25	JavaScriptCore	JSC::Interpreter::executeCall(JSC::ExecState*, JSC::JSObject*, JSC::CallType, JSC::CallData const&, JSC::JSValue, JSC::ArgList const&) + 400	
26	JavaScriptCore	JSC::profiledCall(JSC::ExecState*, JSC::ProfilingReason, JSC::JSValue, JSC::CallType, JSC::CallData const&, JSC::JSValue, JSC::ArgList const&) + 168	

宕机情况7. #6905 SIGSEGV

SEGV_ACCERR

ddd-mobile __ZN2se6Object4callERKNSt3__16vectorINS_5ValueENS1_9allocatorIS3_EEE

#0 Thread SIGSEGV SEGV_ACCERR			解析	原始
0	JavaScriptCore	_llint_slow_path_jtrue + 512		
1	JavaScriptCore	_llint_slow_path_jtrue + 60		
2	JavaScriptCore	_llint_entry + 70384		
3	JavaScriptCore	_vmEntryToJavaScript + 268		
4	JavaScriptCore	JSC::Interpreter::executeCall(JSC::ExecState*, JSC::JSObject*, JSC::CallType, JSC::CallData const&, JSC::JSValue, JSC::ArgList const&) + 420		
5	JavaScriptCore	JSC::profiledCall(JSC::ExecState*, JSC::ProfilingReason, JSC::JSValue, JSC::CallType, JSC::CallData const&, JSC::JSValue, JSC::ArgList const&) + 188		
6	JavaScriptCore	JSObjectCallAsFunction + 368		
7	ddd-mobile	se::Object::call(std::__1::vector<se::Value, std::__1::allocator<se::Value> > const&, se::Object*, se::Value*) + 152		
8	ddd-mobile	_ZNSt3__110__function6__funcIZZ21jsb_global_load_imageRKNS_12basic_stringIcNS_11char_traitsIcEENS_9allocatorIcEEEEERKN2se5ValueEENK3\$_4c1ES9_PhiENKuliE_c1EiEulvE_NS5_ISH_EEFvvEEclEv + 1120		
9	ddd-mobile	cocos2d::Scheduler::update(float) + 356		
10	ddd-mobile	-[MainLoop doCaller:] + 164		
11	QuartzCore	CA::Display::DisplayLink::dispatch_items(unsigned long long, unsigned long long, unsigned long long) + 636		
12	QuartzCore	display_timer_callback(__CFMachPort*, void*, long, void*) + 272		
13	CoreFoundation	___CFMachPortPerform + 188		
14	CoreFoundation	___CFRunLoop_IS_CALLING_OUT_TO_A_SOURCE1_PERFORM_FUNCTION__ + 56		
15	CoreFoundation	___CFRunLoopDoSource1 + 440		
16	CoreFoundation	___CFRunLoopRun + 2096		
17	CoreFoundation	CFRunLoopRunSpecific + 436		
18	GraphicsServices	GSEventRunModal + 104		
19	UIKitCore	UIApplicationMain + 212		
20	ddd-mobile	main (main.m:8)		
21	libdyld.dylib	_start + 4		

宕机情况8. #7204 SIGSEGV

SEGV_ACCERR
ddd-mobile __Z26JSB_gIFlushCommandRegistryPK15OpaqueJSContextP13OpaqueJSVal

SEGV_ACCERR		
0	GLEngine	_gleRunVertexSubmitARM + 2736
1	???	0x0000000104bc38a4 + 0
2	GLEngine	_gleSetVertexArrayFunc + 144
3	GLEngine	_glDrawElements_ACC_ES2Exec + 608
4	ddd-mobile	JSB_g1FlushCommandRegistry(OpaqueJSContext const*, OpaqueJSValue*, OpaqueJSValue*, unsigned long, OpaqueJSValue const* const*, OpaqueJSValue const**) + 1156
5	JavaScriptCore	long long JSC::APICallbackFunction::call<JSC::JSCallbackFunction>(JSC::ExecState*) + 348
6	JavaScriptCore	_llint_entry + 89928
7	JavaScriptCore	_llint_entry + 82468
8	JavaScriptCore	_llint_entry + 82468
9	JavaScriptCore	_vmEntryToJavaScript + 268
10	JavaScriptCore	JSC::Interpreter::executeCall(JSC::ExecState*, JSC::JSObject*, JSC::CallType, JSC::CallData const&, JSC::JSValue, JSC::ArgList const&) + 420
11	JavaScriptCore	JSC::profiledCall(JSC::ExecState*, JSC::ProfilingReason, JSC::JSValue, JSC::CallType, JSC::CallData const&, JSC::JSValue, JSC::ArgList const&) + 188
12	JavaScriptCore	JSObjectCallAsFunction + 368
13	ddd-mobile	se::Object::call(std::__1::vector<se::Value, std::__1::allocator<se::Value> > const&, se::Object*, se::Value*) + 152
14	ddd-mobile	cocos2d::EventDispatcher::dispatchTickEvent(float) + 268
15	ddd-mobile	-[MainLoop doCaller:] + 172
16	QuartzCore	CA::Display::DisplayLink::dispatch_items(unsigned long long, unsigned long long, unsigned long long) + 636
17	QuartzCore	display_timer_callback(__CFMachPort*, void*, long, void*) + 272
18	CoreFoundation	___CFMachPortPerform + 188
19	CoreFoundation	___CFRunLoopIsCallingOutToASource1PerformFunction__ + 56
20	CoreFoundation	___CFRunLoopDoSource1 + 440
21	CoreFoundation	___CFRunLoopRun + 2096
22	CoreFoundation	CFRunLoopRunSpecific + 436
23	GraphicsServices	GSEventRunModal + 104
24	UIKitCore	UIApplicationMain + 212
25	ddd-mobile	main (main.m:8)
26	libdyld.dylib	_start + 4

第二款产品：（creator2.1.2，主场景一直在战斗）

宕机情况1. #202 SIGSEGV

SEGV_ACCERR

JavaScriptCore __ZZN3JSC11SlotVisitor5drainEN3WTF13MonotonicTimeEENK3\$_3clERN

#11 Thread SIGSEGV SEGV_ACCERR 解析 原始		
0	JavaScriptCore	_ZN3JSC11SlotVisitor5drainEN3WTF13MonotonicTimeEENK3\$_3c1ERN5_14MarkStackArrayE + 324
1	JavaScriptCore	_ZN3JSC11SlotVisitor5drainEN3WTF13MonotonicTimeEENK3\$_3c1ERN5_14MarkStackArrayE + 292
2	JavaScriptCore	JSC::SlotVisitor::drain(WTF::MonotonicTime) + 144
3	JavaScriptCore	JSC::SlotVisitor::drainFromShared(JSC::SlotVisitor::SharedDrainMode, WTF::MonotonicTime) + 580
4	JavaScriptCore	_ZN3WTF17SharedTaskFunctorIFvvEZN3JSC4Heap13runBeginPhaseENS2_11GCCConductorEE4\$_18E3runEv + 172
5	JavaScriptCore	WTF::ParallelHelperClient::runTask(WTF::RefPtr<WTF::SharedTask<void ()>, WTF::DumbPtrTraits<WTF::SharedTask<void ()> > > const&) + 52
6	JavaScriptCore	WTF::ParallelHelperPool::Thread::work() + 28
7	JavaScriptCore	_ZN3WTF8FunctionIFvvEE15CallableWrapperIZNS_15AutomaticThread5startERKNS_14AbstractLockerEE3\$_0E4callEv + 372
8	JavaScriptCore	WTF::Thread::entryPoint(WTF::Thread::NewThreadContext*) + 260
9	JavaScriptCore	WTF::wtfThreadEntryPoint(void*) + 12
10	libsystem_pthread.dylib	__pthread_body + 128
11	libsystem_pthread.dylib	_pthread_start + 44

[展开其他线程](#)

宕机情况2. #704 SIGSEGV

SEGV_ACCERR

JavaScriptCore + 7005664

#11 Thread SIGSEGV SEGV_ACCERR		
0	JavaScriptCore	0x00000001b9f15000 + 7005664
1	JavaScriptCore	0x00000001b9f15000 + 7005628
2	JavaScriptCore	0x00000001b9f15000 + 6994168
3	JavaScriptCore	0x00000001b9f15000 + 6996280
4	JavaScriptCore	0x00000001b9f15000 + 6877156
5	JavaScriptCore	0x00000001b9f15000 + 221416
6	JavaScriptCore	0x00000001b9f15000 + 224192
7	JavaScriptCore	0x00000001b9f15000 + 46980
8	JavaScriptCore	0x00000001b9f15000 + 322352
9	JavaScriptCore	0x00000001b9f15000 + 327740
10	libsystem_pthread.dylib	0x00000001b2992000 + 45760
11	libsystem_pthread.dylib	_pthread_start + 44

[展开其他线程](#)

宕机情况3. #2802 SIGSEGV

SEGV_ACCERR

JavaScriptCore __ZN3JSC11SlotVisitor5drainEN3WTF13MonotonicTimeEENK3\$_3clERN

#15 Thread
SIGSEGV
SEGV_ACCERR

解析 原始

0	JavaScriptCore	_ZN3JSC11SlotVisitor5drainEN3WTF13MonotonicTimeEENK3\$_3clERN5_14MarkStackArrayE + 324
1	JavaScriptCore	_ZN3JSC11SlotVisitor5drainEN3WTF13MonotonicTimeEENK3\$_3clERN5_14MarkStackArrayE + 292
2	JavaScriptCore	JSC::SlotVisitor::drain(WTF::MonotonicTime) + 144
3	JavaScriptCore	JSC::SlotVisitor::drainInParallel(WTF::MonotonicTime) + 72
4	JavaScriptCore	JSC::Heap::runFixpointPhase(JSC::GCCollector) + 1684
5	JavaScriptCore	JSC::Heap::runCurrentPhase(JSC::GCCollector, JSC::CurrentThreadState*) + 372
6	JavaScriptCore	JSC::Heap::Thread::work() + 32
7	JavaScriptCore	_ZN3WTF8FunctionIfvEE15CallableWrapperIZNS_15AutomaticThread5startERKNS_14AbstractLockerEE3\$_0E4callEv + 372
8	JavaScriptCore	WTF::Thread::entryPoint(WTF::Thread::NewThreadContext*) + 260
9	JavaScriptCore	WTF::wtfThreadEntryPoint(void*) + 12
10	libsystem_pthread.dylib	__pthread_body + 128
11	libsystem_pthread.dylib	__pthread_start + 44

展开其他线程

宕机情况4. #102 SIGSEGV

SEGV_ACCERR

mxyx-mobile __cxa_throw

