

Figure - Bug #118396

测试 Test-ST # 111337 (New): ST测试总票
测试 Test-ST # 116840 (New): 中控联调测试-AF

【AF】【EVT3】【AUDIO】【偶现】连接蓝牙耳机后无声音

2023-05-31 17:25 - CD TEST-方永红

Status:	CLOSED	Start date:	2023-05-31
Priority:	Normal	Due date:	
Assignee:	物联网测试组_TSCD 王维	% Done:	0%
Category:	AUDIO-FW	Estimated time:	0.00 hour
Target version:		Found Version:	0106
Need_Info:	--	Degrated:	--
Resolution:	--	Verified Version:	
Severity:	Normal	Fixed Version:	
Reproducibility:	Every time	Root cause:	
Test Type:	ST		
Description			
【前提条件】： 副屏0106			
【操作步骤】 1、副屏连接蓝牙耳机、音箱			
【预期结果】 1、声音从耳机或者音箱输出			
【实际结果】 1、连接蓝牙耳机后无声音			

History

#1 - 2023-06-01 11:33 - Multimedia组-RD3_TSCD 梁卿山
- Status changed from New to ASSIGNED

HI ALL

当前分析：
从日志来看，当前是有音频播放，但是没有开启设备和通路，所以导致没有声音输出。

```
55947:05-31 16:56:52.793 1519 4725 D AudioService.PlaybackActivityMonitor: idcm_af:requestAudioFocusToIDCM:
event=2(PLAYER_STATE_STARTED)apc =AudioPlaybackConfiguration piid:135 deviceId:94 type:android.media.MediaPlayer u/pid:10081/27240 state:paused
attr:AudioAttributes: usage=USAGE_MEDIA content=CONTENT_TYPE_MUSIC flags=0x800 tags= bundle=null sessionId:0
```

下一步：
和正常对比，查看为什么没有开启设备。

#2 - 2023-06-03 11:43 - Multimedia组-RD3_TSCD 梁卿山

HI ALL

当前分析：

根据对比正常和异常的日志，发现在异常时，a2dp的资源未准备，导致没有切换设备。

06-03 11:27:37.470 1032 1297 V APM_AudioPolicyManager: setOutputDevices: suppressing checkDeviceMuteStrategies
06-03 11:27:37.470 1032 1297 V APM_AudioPolicyManager: setOutputDevices changing device to {type:0x80, @:SUPPRESSED}
06-03 11:27:37.513 818 2914 D audio_hw_primary: adev_create_audio_patch: enter: num sources 1, num_sinks 1, handle 6
06-03 11:27:37.513 818 2914 D audio_hw_primary: adev_create_audio_patch: Playback patch from mix handle 29 to device 80
06-03 11:27:37.514 818 2914 D audio_hw_primary: update_patch: enter
06-03 11:27:37.514 818 2914 D audio_hw_primary: route_output_stream: enter: usecase(0: deep-buffer-playback) devices 80

05-31 16:56:52.889 807 28192 D audio_hw_primary: adev_create_audio_patch: enter: num sources 1, num_sinks 1, handle 0
05-31 16:56:52.889 807 28192 D audio_hw_primary: adev_create_audio_patch: Playback patch from mix handle 29 to device 80
05-31 16:56:52.889 807 28192 D audio_hw_primary: update_patch: enter
05-31 16:56:52.889 807 28192 D audio_hw_primary: route_output_stream: enter: usecase(0: deep-buffer-playback) devices 80
05-31 16:56:52.889 807 28192 E audio_hw_primary: route_output_stream: A2DP profile is not ready,ignoring routing request
好，忽略了路由请求
05-31 16:56:52.889 807 28192 D audio_hw_primary: adev_create_audio_patch: Added a new patch with handle 9
05-31 16:56:52.899 807 5969 D audio_hw_primary: out_standby: enter: stream (0xe4d8a7e0) usecase(0: deep-buffer-playback)
05-31 16:56:52.900 807 5969 D audio_hw_primary: out_standby: exit

A2DP配置文件没有准备

下一步：

查看该问题是否是蓝牙导致。

#3 - 2023-06-06 15:32 - 短距组_SSRDCNJ 蒋俊杰

05-31 16:56:52.841 31484 31550 E HeadsetStateMachine: returning mCurrentState as AudioOn
05-31 16:56:52.841 31484 31550 D HeadsetService: isAudioOn: The number of audio connected devices 1
05-31 16:56:52.841 31484 31550 D HeadsetService: isScoOrCallActive(): Call Active:trueCall is Ringing:trueSCO is Active:true
05-31 16:56:52.841 31484 31550 E HeadsetStateMachine: returning mCurrentState as AudioOn
05-31 16:56:52.841 31484 31550 D HeadsetService: isAudioOn: The number of audio connected devices 1
05-31 16:56:52.841 31484 31550 D HeadsetService: isScoOrCallActive(): Call Active:trueCall is Ringing:trueSCO is Active:true
05-31 16:56:52.889 807 28192 E audio_hw_primary: route_output_stream: A2DP profile is not ready,ignoring routing request
05-31 16:56:52.905 31484 31550 W Avcrcp_ext: isMusicActive: true getBluetoothPlayState: 1 A2dp State: 11 mAudioPlaybackIsActive: true
05-31 16:56:52.916 31484 31550 D HeadsetService: getHeadsetService(): returning com.android.bluetooth.hfp.HeadsetService@b7e599a
05-31 16:56:52.916 31484 31550 E HeadsetStateMachine: returning mCurrentState as AudioOn
05-31 16:56:52.916 31484 31550 D HeadsetService: isAudioOn: The number of audio connected devices 1
05-31 16:56:52.916 31484 31550 D HeadsetService: isScoOrCallActive(): Call Active:trueCall is Ringing:trueSCO is Active:true
05-31 16:56:52.916 31484 31550 E HeadsetStateMachine: returning mCurrentState as AudioOn

【结论】：当时处于audio on的状态，所以a2dp无法使用。查找日志，未找到蓝牙startBluetoothSco的日志信息。

【下一步计划】：audio分析audio on原因

#4 - 2023-06-13 11:04 - Multimedia组-RD3_TSCD 梁卿山

- Status changed from ASSIGNED to NEED_INFO

- Assignee changed from Multimedia组-RD3_TSCD 梁卿山 to CD TEST-方永红

Hi 永红

该问题经过分析，怀疑是应用通话时，调用startBluetoothSco启动了蓝牙耳机后，没有调用stopBluetoothSco，导致蓝牙处于audio on的状态，导致后续播放音乐无法打开蓝牙设备。

下一步：
尝试复现，获取到第一次发生问题时的日志，需要查看通话结束是否调用了stopBluetoothSco。

#5 - 2023-08-24 16:43 - CDTS_TEST 王成
- Assignee changed from CD TEST-方永红 to 物联网测试组_TSCD 王维

#6 - 2023-09-11 16:33 - 物联网测试组_TSCD 王维
- Status changed from NEED_INFO to RESOLVED

已在下列版本中验证通过
01.00.0138
01.00.0140
01.00.0142

#7 - 2023-09-11 16:33 - 物联网测试组_TSCD 王维
- Status changed from RESOLVED to VERIFIED

#8 - 2023-09-11 16:33 - 物联网测试组_TSCD 王维
- Status changed from VERIFIED to CLOSED

Files			
1656.txt	6.47 MB	2023-05-31	CD TEST-方永红
tlog_647bd251_000061_0529174819.tar.gz	4.78 MB	2023-05-31	CD TEST-方永红