

## Replicant - Issue #1910

### Unfortunately, Shattered Pixel Dungeon has stopped.

02/12/2019 09:45 AM - G S

<b>Status:</b>	New	<b>Start date:</b>	02/12/2019
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	Graphics	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Replicant 6.0	<b>Spent time:</b>	0.00 hour
<b>Resolution:</b>		<b>Device:</b>	
<b>Description</b>			
Unable to launch latest version of Shattered Pixel Dungeon from F-Droid - get the subject error message.			
Shattered Pixel Dungeon is version 0.7.1d (323) - Added on 2019-01-27 <a href="https://f-droid.org/en/packages/com.shatteredpixel.shatteredpixeldungeon/">https://f-droid.org/en/packages/com.shatteredpixel.shatteredpixeldungeon/</a>			
Replicant is 6.0 0003 Android running on two tablets: Galaxy Tab 2 7.0 and Galaxy Tab 2 10.0			
Sent crash logs to Shattered Pixel Dungeon developer - he thinks it's problem on Replicant side: <a href="https://github.com/00-Evan/shattered-pixel-dungeon/issues/285">https://github.com/00-Evan/shattered-pixel-dungeon/issues/285</a>			

## History

### #1 - 02/18/2019 09:09 PM - Fil Bergamo

Hi, thank you for reporting this issue.

Quoting [00-Evan on the Shattered Pixel Dungeon tracker](#):

so it's likely that shattered is doing something specific which is exposing an error in Replicant's EGL behavior.

This is probably related to the EGL implementation used by Replicant being incomplete (see Issue [#705](#)).

Replicant cannot make use of hardware acceleration, because of the lack of readily available free implementations for the supported devices ([there is some progress going on in this field. though](#))

You could try [Enabling llvmpipe as software renderer](#) to see if the app works. This would only help debugging the cause. It would be uselessly slow to play games while using LLVMpipe rendering, but at least it can help us understand if the cause of the crash is in the graphics.

You can follow instructions, and find general information [on the wiki page about graphics](#)

### #2 - 02/21/2019 07:50 PM - G S

After applying the llvmpipe software rendering command and re-booting my tablet is no longer boots.

Factory reset does not help.

I shall report more when/if I re-install the whole system and applications.

### #3 - 02/21/2019 09:24 PM - Joonas Kylmä

You could try running the software renderer command again (<https://redmine.replicant.us/projects/replicant/wiki/Graphics>) if you can connect to the device with adb. That should get you back to the default software renderer.

### #4 - 02/21/2019 09:34 PM - G S

Device was not booting after the

```
adb shell "grep -q "ro.libagl=1" /system/build.prop && sed "s/ro.libagl=1/ro.libagl=0/" -i /system/build.prop  
|| sed "s/ro.libagl=0/ro.libagl=1/" -i /system/build.prop"
```

so no ADB or whatever.

Now re-installed vanilla empty Replicant and somehow not immediately willing to re-try.