

09-22 10:19:31.090: D/dalvikvm(634): GC_FOR_ALLOC freed 547K, 6% free 10306K/10951K, paused 122ms, total 149ms
09-22 10:19:34.000: D/dalvikvm(634): GC_FOR_ALLOC freed 378K, 8% free 10765K/11591K, paused 65ms, total 72ms
09-22 10:19:34.230: D/dalvikvm(634): GC_FOR_ALLOC freed 839K, 11% free 10835K/12167K, paused 69ms, total 71ms
09-22 10:19:34.770: D/dalvikvm(634): GC_FOR_ALLOC freed 1104K, 13% free 10929K/12551K, paused 77ms, total 83ms
09-22 10:19:34.972: W/EGL_emulation(634): eglSurfaceAttrib not implemented
09-22 10:20:07.180: I/Choreographer(634): Skipped 150 frames! The application may be doing too much work on its main thread.
09-22 10:20:13.200: D/dalvikvm(634): GC_FOR_ALLOC freed 747K, 10% free 11317K/12551K, paused 60ms, total 74ms
09-22 10:20:13.840: W/EGL_emulation(634): eglSurfaceAttrib not implemented
09-22 10:20:14.200: I/Choreographer(634): Skipped 45 frames! The application may be doing too much work on its main thread.
09-22 10:20:47.270: W/EGL_emulation(634): eglSurfaceAttrib not implemented
09-22 10:20:51.330: D/dalvikvm(634): GC_FOR_ALLOC freed 581K, 8% free 12132K/13063K, paused 70ms, total 84ms
09-22 10:20:51.610: D/dalvikvm(634): GC_FOR_ALLOC freed 1581K, 16% free 11460K/13639K, paused 81ms, total 86ms
09-22 10:20:52.180: I/Choreographer(634): Skipped 220 frames! The application may be doing too much work on its main thread.
09-22 10:20:52.340: W/EGL_emulation(634): eglSurfaceAttrib not implemented
09-22 10:20:54.201: W/EGL_emulation(634): eglSurfaceAttrib not implemented
09-22 10:20:55.130: D/dalvikvm(634): GC_CONCURRENT freed 1499K, 15% free 11705K/13639K, paused 25ms+13ms, total 126ms
09-22 10:20:55.130: D/dalvikvm(634): WAIT_FOR_CONCURRENT_GC blocked 58ms
09-22 10:20:58.610: D/dalvikvm(634): GC_FOR_ALLOC freed 1334K, 13% free 11931K/13639K, paused 69ms, total 82ms
09-22 10:20:58.610: I/dalvikvm-heap(634): Grow heap (frag case) to 12.351MB for 686016-byte allocation
09-22 10:20:58.710: D/dalvikvm(634): GC_FOR_ALLOC freed 30K, 13% free 12570K/14343K, paused 100ms, total 100ms
09-22 10:20:59.380: W/EGL_emulation(634): eglSurfaceAttrib not implemented
09-22 10:21:00.981: W/EGL_emulation(634): eglSurfaceAttrib not implemented
09-22 10:21:02.551: D/dalvikvm(634): GC_FOR_ALLOC freed 1804K, 17% free 12226K/14599K, paused 87ms, total 97ms
09-22 10:21:02.780: D/dalvikvm(634): GC_FOR_ALLOC freed 869K, 16% free 12265K/14599K, paused 101ms, total 102ms
09-22 10:21:03.333: W/EGL_emulation(634): eglSurfaceAttrib not implemented
09-22 10:21:04.840: D/dalvikvm(634): GC_CONCURRENT freed 1547K, 13% free 12717K/14599K, paused 16ms+45ms, total 219ms
09-22 10:21:06.330: W/EGL_emulation(634): eglSurfaceAttrib not implemented
09-22 10:21:08.870: D/dalvikvm(634): GC_CONCURRENT freed 1686K, 13% free 13057K/14855K, paused 21ms+25ms, total 169ms
09-22 10:21:08.880: D/dalvikvm(634): WAIT_FOR_CONCURRENT_GC blocked 95ms
09-22 10:21:08.980: D/dalvikvm(634): GC_FOR_ALLOC freed 251K, 14% free 12805K/14855K, paused 107ms, total 108ms

09-22 10:21:08.990: I/dalvikvm-heap(634): Grow heap (frag case) to 13.205MB for 686016-byte allocation
09-22 10:21:09.110: D/dalvikvm(634): GC_FOR_ALLOC freed 13K, 14% free 13461K/15559K, paused 117ms, total 117ms
09-22 10:21:09.740: W/EGL_emulation(634): eglSurfaceAttrib not implemented
09-22 10:21:11.582: W/EGL_emulation(634): eglSurfaceAttrib not implemented
09-22 10:21:13.820: D/dalvikvm(634): GC_FOR_ALLOC freed 2061K, 15% free 13237K/15559K, paused 101ms, total 119ms
09-22 10:21:14.340: D/dalvikvm(634): GC_FOR_ALLOC freed 1663K, 15% free 13247K/15559K, paused 89ms, total 92ms
09-22 10:21:14.653: W/EGL_emulation(634): eglSurfaceAttrib not implemented
09-22 10:21:16.221: W/EGL_emulation(634): eglSurfaceAttrib not implemented
09-22 10:21:17.840: D/dalvikvm(634): GC_FOR_ALLOC freed 1093K, 13% free 13606K/15559K, paused 100ms, total 113ms
09-22 10:21:18.080: D/dalvikvm(634): GC_FOR_ALLOC freed 898K, 13% free 13616K/15559K, paused 93ms, total 96ms
09-22 10:21:18.090: I/dalvikvm-heap(634): Grow heap (frag case) to 13.998MB for 686016-byte allocation
09-22 10:21:18.210: D/dalvikvm(634): GC_FOR_ALLOC freed 1K, 13% free 14285K/16263K, paused 117ms, total 117ms
09-22 10:21:18.660: I/Choreographer(634): Skipped 71 frames! The application may be doing too much work on its main thread.
09-22 10:21:18.801: W/EGL_emulation(634): eglSurfaceAttrib not implemented
09-22 10:21:21.541: W/EGL_emulation(634): eglSurfaceAttrib not implemented
09-22 10:21:25.281: D/dalvikvm(634): GC_CONCURRENT freed 2194K, 14% free 14082K/16327K, paused 20ms+49ms, total 297ms
09-22 10:21:25.670: D/dalvikvm(634): GC_FOR_ALLOC freed 1299K, 14% free 14086K/16327K, paused 116ms, total 117ms
09-22 10:21:25.670: I/dalvikvm-heap(634): Forcing collection of SoftReferences for 686016-byte allocation
09-22 10:21:25.830: D/dalvikvm(634): GC_BEFORE_OOM freed 15K, 14% free 14071K/16327K, paused 157ms, total 158ms
09-22 10:21:25.830: E/dalvikvm-heap(634): Out of memory on a 686016-byte allocation.
09-22 10:21:25.840: I/dalvikvm(634): "main" prio=5 tid=1 RUNNABLE
09-22 10:21:25.840: I/dalvikvm(634): | group="main" sCount=0 dsCount=0 obj=0x40a14568 self=0x2a00b9e0
09-22 10:21:25.840: I/dalvikvm(634): | sysTid=634 nice=0 sched=0/0 cgrp=apps handle=1073870640
09-22 10:21:25.850: I/dalvikvm(634): | schedstat=(27423919415 14860744195 9625) utm=2178 stm=564 core=0
09-22 10:21:25.850: I/dalvikvm(634): at android.graphics.BitmapFactory.nativeDecodeStream(Native Method)
09-22 10:21:25.850: I/dalvikvm(634): at android.graphics.BitmapFactory.decodeStream(BitmapFactory.java:527)
09-22 10:21:25.850: I/dalvikvm(634): at android.graphics.BitmapFactory.decodeStream(BitmapFactory.java:599)
09-22 10:21:25.860: I/dalvikvm(634): at com.webing.webingprosefpos.frm_otomasyon.UrunGrupGetir(frm_otomasyon.java:300)
09-22 10:21:25.860: I/dalvikvm(634): at com.webing.webingprosefpos.frm_otomasyon.onCreate(frm_otomasyon.java:85)

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09-22 10:21:25.860: I/dalvikvm(634): at
android.app.Activity.performCreate(Activity.java:5008)
09-22 10:21:25.860: I/dalvikvm(634): at
android.app.Instrumentation.callActivityOnCreate(Instrumentation.java:107
9)
09-22 10:21:25.860: I/dalvikvm(634): at
android.app.ActivityThread.performLaunchActivity(ActivityThread.java:2023
)
09-22 10:21:25.870: I/dalvikvm(634): at
android.app.ActivityThread.handleLaunchActivity(ActivityThread.java:2084)
09-22 10:21:25.870: I/dalvikvm(634): at
android.app.ActivityThread.access$600(ActivityThread.java:130)
09-22 10:21:25.870: I/dalvikvm(634): at
android.app.ActivityThread$H.handleMessage(ActivityThread.java:1195)
09-22 10:21:25.880: I/dalvikvm(634): at
android.os.Handler.dispatchMessage(Handler.java:99)
09-22 10:21:25.880: I/dalvikvm(634): at
android.os.Looper.loop(Looper.java:137)
09-22 10:21:25.880: I/dalvikvm(634): at
android.app.ActivityThread.main(ActivityThread.java:4745)
09-22 10:21:25.880: I/dalvikvm(634): at
java.lang.reflect.Method.invokeNative(Native Method)
09-22 10:21:25.890: I/dalvikvm(634): at
java.lang.reflect.Method.invoke(Method.java:511)
09-22 10:21:25.890: I/dalvikvm(634): at
com.android.internal.os.ZygoteInit$MethodAndArgsCaller.run(ZygoteInit.jav
a:786)
09-22 10:21:25.890: I/dalvikvm(634): at
com.android.internal.os.ZygoteInit.main(ZygoteInit.java:553)
09-22 10:21:25.900: I/dalvikvm(634): at
dalvik.system.NativeStart.main(Native Method)
09-22 10:21:25.911: W/SQLiteConnectionPool(634): A SQLiteConnection
object for database
'/data/data/com.webing.webingprosefpos/databases/webing' was leaked!
Please fix your application to end transactions in progress properly and
to close the database when it is no longer needed.
09-22 10:21:25.920: D/skia(634): --- decoder->decode returned false
09-22 10:21:25.920: D/AndroidRuntime(634): Shutting down VM
09-22 10:21:25.920: W/dalvikvm(634): threadid=1: thread exiting with
uncaught exception (group=0x40a13300)
09-22 10:21:25.950: E/AndroidRuntime(634): FATAL EXCEPTION: main
09-22 10:21:25.950: E/AndroidRuntime(634): java.lang.OutOfMemoryError
09-22 10:21:25.950: E/AndroidRuntime(634): at
android.graphics.BitmapFactory.nativeDecodeStream(Native Method)
09-22 10:21:25.950: E/AndroidRuntime(634): at
android.graphics.BitmapFactory.decodeStream(BitmapFactory.java:527)
09-22 10:21:25.950: E/AndroidRuntime(634): at
android.graphics.BitmapFactory.decodeStream(BitmapFactory.java:599)
09-22 10:21:25.950: E/AndroidRuntime(634): at
com.webing.webingprosefpos.frm_otomasyon.UrunGrupGetir(frm_otomasyon.java
:300)
09-22 10:21:25.950: E/AndroidRuntime(634): at
com.webing.webingprosefpos.frm_otomasyon.onCreate(frm_otomasyon.java:85)
09-22 10:21:25.950: E/AndroidRuntime(634): at
android.app.Activity.performCreate(Activity.java:5008)
09-22 10:21:25.950: E/AndroidRuntime(634): at
android.app.Instrumentation.callActivityOnCreate(Instrumentation.java:107
9)
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09-22 10:21:25.950: E/AndroidRuntime(634): at
android.app.ActivityThread.performLaunchActivity(ActivityThread.java:2023
)
09-22 10:21:25.950: E/AndroidRuntime(634): at
android.app.ActivityThread.handleLaunchActivity(ActivityThread.java:2084)
09-22 10:21:25.950: E/AndroidRuntime(634): at
android.app.ActivityThread.access$600(ActivityThread.java:130)
09-22 10:21:25.950: E/AndroidRuntime(634): at
android.app.ActivityThread$H.handleMessage(ActivityThread.java:1195)
09-22 10:21:25.950: E/AndroidRuntime(634): at
android.os.Handler.dispatchMessage(Handler.java:99)
09-22 10:21:25.950: E/AndroidRuntime(634): at
android.os.Looper.loop(Looper.java:137)
09-22 10:21:25.950: E/AndroidRuntime(634): at
android.app.ActivityThread.main(ActivityThread.java:4745)
09-22 10:21:25.950: E/AndroidRuntime(634): at
java.lang.reflect.Method.invokeNative(Native Method)
09-22 10:21:25.950: E/AndroidRuntime(634): at
java.lang.reflect.Method.invoke(Method.java:511)
09-22 10:21:25.950: E/AndroidRuntime(634): at
com.android.internal.os.ZygoteInit$MethodAndArgsCaller.run(ZygoteInit.jav
a:786)
09-22 10:21:25.950: E/AndroidRuntime(634): at
com.android.internal.os.ZygoteInit.main(ZygoteInit.java:553)
09-22 10:21:25.950: E/AndroidRuntime(634): at
dalvik.system.NativeStart.main(Native Method)
09-22 10:24:27.521: I/Process(634): Sending signal. PID: 634 SIG: 9
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