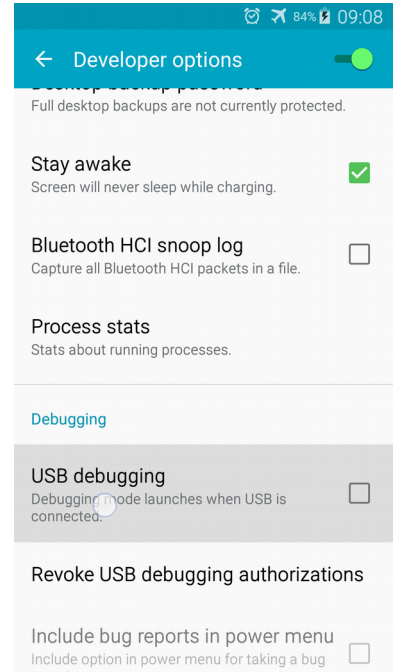
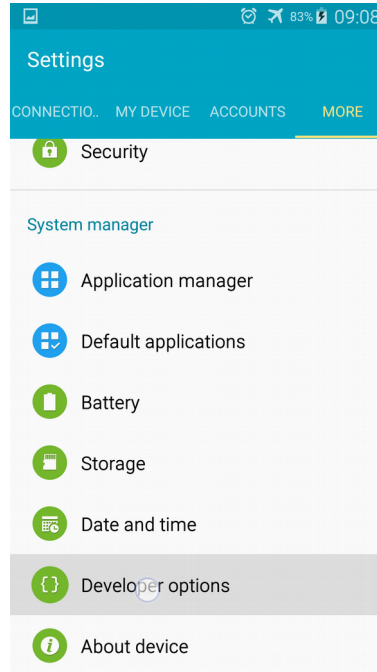
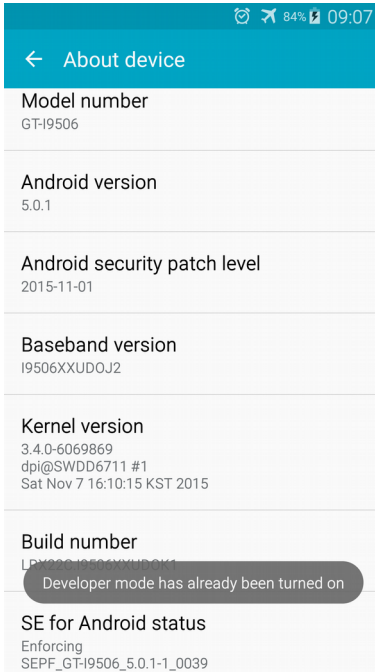


1. Enabling USB debugging

Go into device settings, open About device and click 10 times on Build number, this will add Developer options into settings. In developer options check USB debugging.



2. Download and install ADT on your PC

linux 64 bit: http://dl.google.com/android/adt/adt-bundle-linux-x86_64-20140702.zip

linux 32 bit: <http://dl.google.com/android/adt/adt-bundle-linux-x86-20140702.zip>

MacOS X: http://dl.google.com/android/adt/adt-bundle-mac-x86_64-20140702.zip

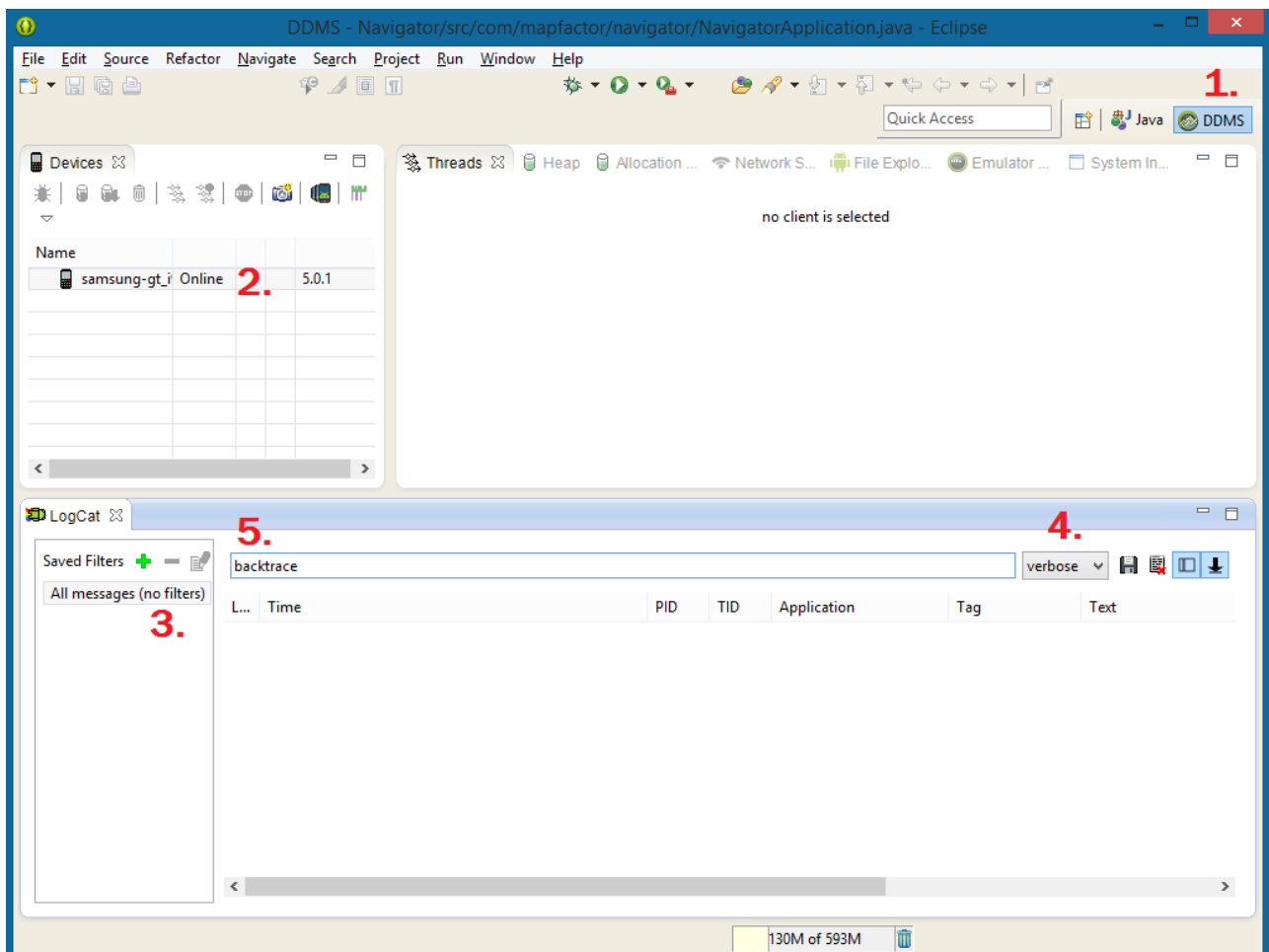
Win32: <http://dl.google.com/android/adt/adt-bundle-windows-x86-20140702.zip>

Win64: http://dl.google.com/android/adt/adt-bundle-windows-x86_64-20140702.zip

3. Getting logcat access

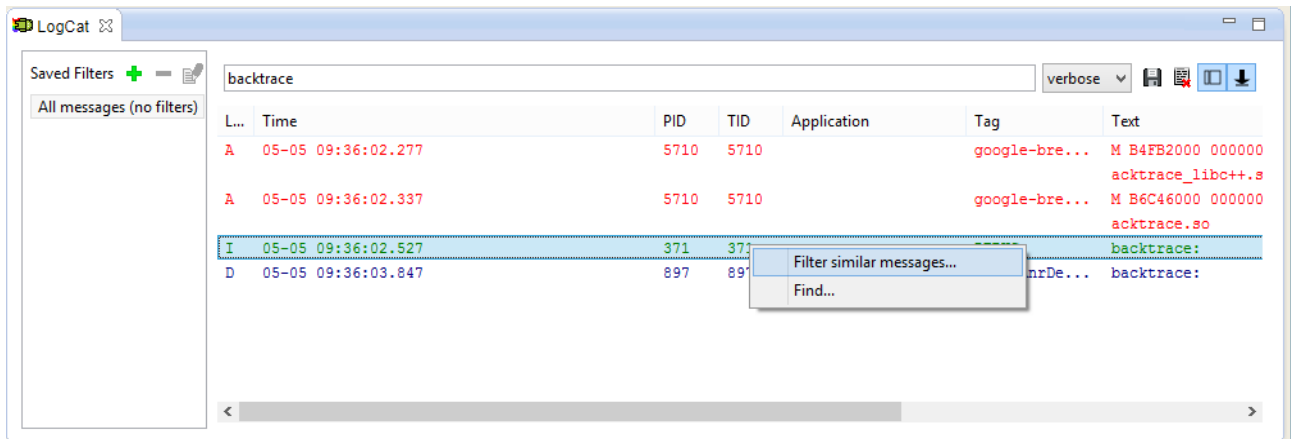
Open Eclipse (it is part of ADT) and do following steps:

1. Choose DDMS
2. Select your device
3. Choose all message
4. Select verbose mode
5. Type message filter "backtrace"



4. Getting C++ stack trace

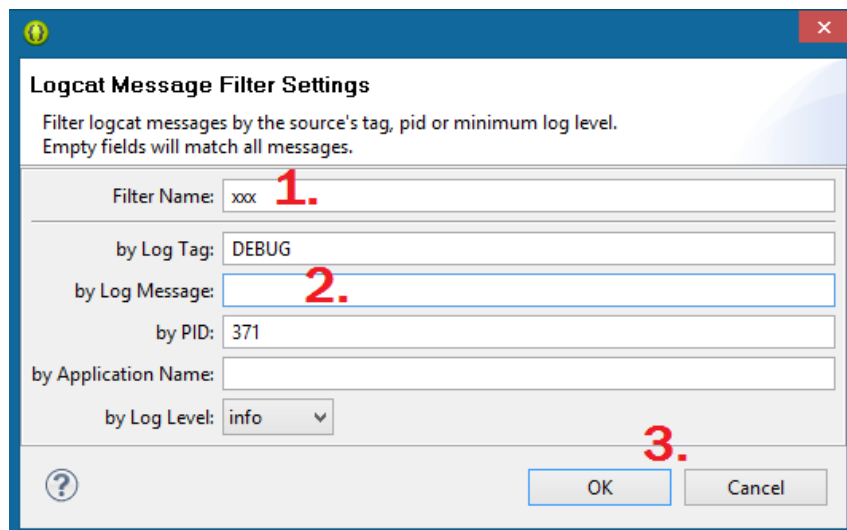
Repeat problem on your device and if it is problem with C++ library then following message will show (in other case it is enough to send us logs using Navigator settings):



Click on green message by right mouse button and select „Filter similar messages“

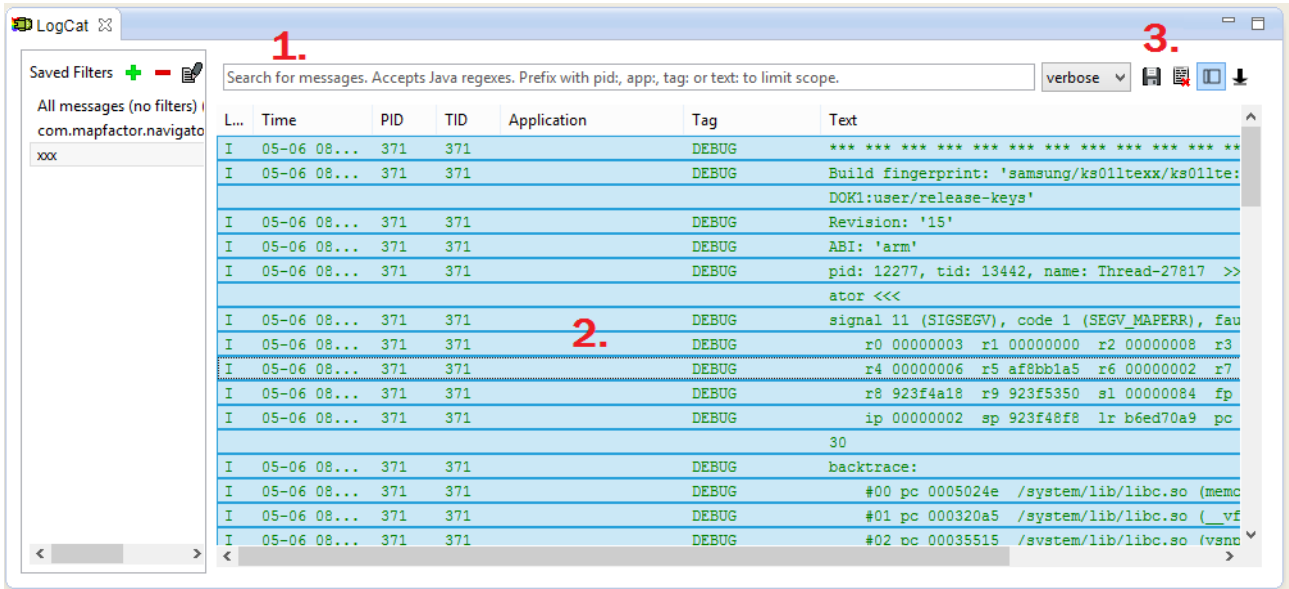
On next dialog do following steps:

- 1.Type filter name (it does not matter how you name it)
- 2.Delete backtrace from "by Log Message"
- 3.Press OK



Stack will roll away quite fast (in minute or more), to save it do following:

- 1.Remove "backtrace" text filter
- 2.Click into logcat and select all (by Ctrl+A)
- 3.Click on save icon and save it



Be sure that your bug report will include Navigator version number.