

[WASM] wasm2.\_\_wbindgen\_start is not a function

help

travis May 2, 2025, 9:54pm 1

I'm generating WASM, and I get the following error:

[WASM] TypeError: wasm2.\_\_wbindgen\_start is not a function

This error is happening in the JavaScript interface code that's generated when I build my WASM. Here's the generated code:

```
import * as wasm from "./web_bg.wasm";
export * from "./web_bg.js";
import { __wbg_set_wasm } from "./web_bg.js";
__wbg_set_wasm(wasm);
wasm.__wbindgen_start(); /* here's the error */
```

The code loads just fine when I comment `wasm.__wbindgen_start();` out. This happens regardless of whether or not I add a `start` entry-point function to my Rust library. Here's my `start` function:

```
#[wasm_bindgen(start)]
fn start() {
    println!("Hello World, from Rust");
}
```

The code compiles fine, and I'm following the restrictions (no args, only `return ()` or `Result<(), etc>`).

What could this issue be? Also, is a `start` function required to be defined, or can it be optional?

I'm also not using a bundler. I'm using `bun` to manage dependencies for the web side, but all it does is spin up a basic HTTP server to serve my `index.html` file.

EDIT: I figured out the issue for anyone else running into this. I was using `wasm-pack build` to build my JavaScript interface, since that's what the [Game of Life](#) tutorial uses. It turns out, I needed to run `wasm-pack build --target web` instead. The trick was specifying the `web` target, which generates a much more intricate JavaScript interface in my `/pkg` directory. I'm running into further issues, but that's out of the scope of this post.

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