

Troubleshooting Guide

IF GRADLE BUILD OUTPUT IS GREEN AND NOT RED, THEN EVERYTHING IS (mostly) FINE, EVEN IF THERE ARE ERRORS IN THE OUTPUT

DO NOT UPDATE GRADLE VERSIONS!

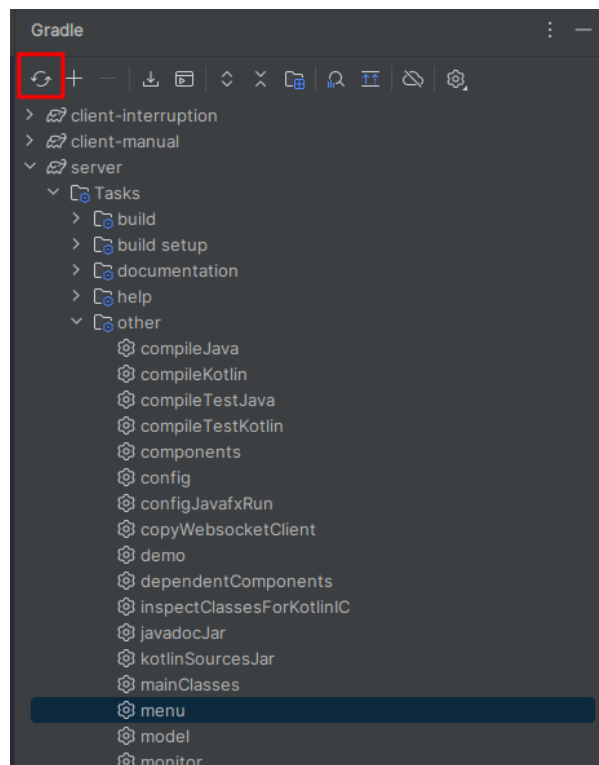
Installation Server

1. Install suggested Plugins (Android and TornadoFX)

Setup JDK

ERROR MESSAGE: **Error: Invalid Gradle JDK configuration found**

Check after every step if the error is gone. If not, continue with the next step. (Resync Gradle after every step)



- Setting up JAVA_HOME to Pathenvironment (Pfadvariablen, Googeln wie man JAVA_HOME als Pfadvariable in Windows/Mac setzt)
- File →Project Structure →Project Settings →Project →Project SDK: 11
- File →Project Structure →Project Settings →Modules →Sources →Language Level: 11
- File →Project Structure →Project Settings →Modules →Dependencies →Module SDK: 11

Setup Android SDK - needed for Tablet

ERROR MESSAGE: Could not find Android SDK OR
SDK location not found. Define a location by setting the `ANDROID_SDK_ROOT` environment variable or by setting the `sdk.dir` path in your project's `local.properties` file.

- Setting → Languages & Frameworks → Android SDK → Edit → Install Android SDK
- Install Android 6.0 ("Marshmallow"), API Level 23, rev 3 → Confirm changes
- May change the `local.properties` file in the project folder to the Android SDK Path (`sdk.dir=PathToAndroidSDK`)
- If still error: Setting up Pathenvironment `ANDROID_SDK_ROOT` to Android SDK Path

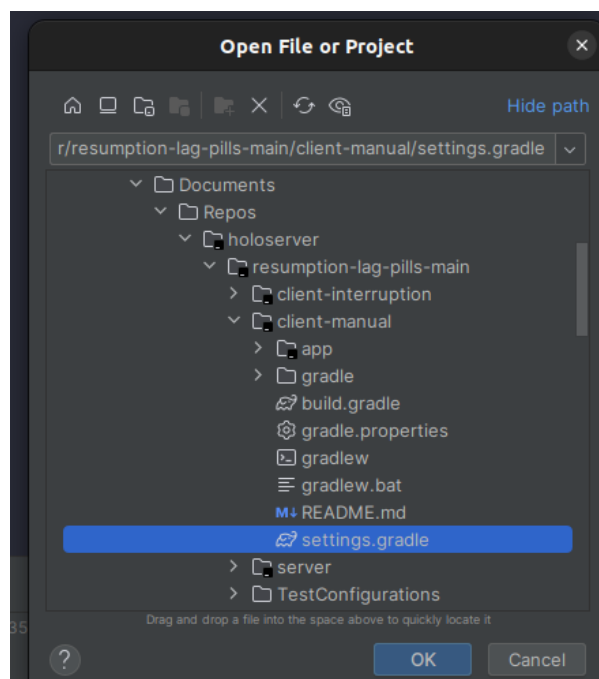
ERROR MESSAGE: Installed Build Tools revision 29.0.2 is corrupted. Remove and install again using the SDK Manager.

Follow this [Link](#)

Installation Tablet - not working for now

Open client-manual in other project:

File → Open → PathToProject/client-manual → OPEN THE `settings.gradle` FILE!



On the right, open Device Manager, select “+” and add Pixel Tablet with API 23 (may use tab “x68 Image” instead of recommended)

Installation Unity

Before opening project, make sure the folder Packages contains “com.ptc.vuforia.engine-xx.x.x.tgz” and the folder “MixedReality”. If not, get the Packages.zip File from GitLab and extract it into the Packages folder.

Open Folder “exp2_hl-main” inside the holosort folder as Unity Project (Install Unity version 2020.3.14f1) + install Build Support for your platform (Windows/ Mac/ Linux)

ERROR MESSAGE: DllNotFoundException: MicrosoftOpenXRPlugin OR

NullReferenceException: Object reference not set to an instance of an object

Ignore this, should work anyway.