SPE Error Guide

1. In the case in which the application starts crashing, followed by the executable (executable location “plugin-GUI / Build / Release / open-ephys.exec”, assuming the proper installation steps were followed) failing to open, try rebuilding the main application, not the plugins, in Virtual Studio code. The version of VS code that is in use matters as there are problems that arise with older versions. We recommend VS code 2019 version.

If rebuilding the application in the VS code proves unsuccessful then uninstall Open Ephys and, following the installation guide steps, reinstall the application. It should now be working properly. If the problem persists the most likely cause is file “main.cpp” being edited. This error is detailed further in the document.

1. If there are errors about files related to the plugins failing to build, try rebuilding the solution in Vs code first (INSTALL option selected). In the case that the files continue to fail to build, delete the plugin and reinstall it. Make sure the INSTALL option is selected when building the solution.
2. Whenever “main.cpp” gets edited, it is possible to get an error with the code “C8251” (inconsistent annotation for ‘WinMain’) along two or more invisible errors.

We are still working on finding the cause for this error but the solution we have found most efficient is uninstalling the application, alongside with the plugins, and reinstalling it. During the installation process make sure to follow the steps in the installation guide.

This section will be updated as more information is discovered about this problem.

1. In case Open-Ephys crashes on start up the recoveryConfig.Xml file, in case it is blank then delete the file, the program will create a new one on start up.

The cause of this error is still undetermined, the instructions will be updated when the cause is discovered.

1. If an error appears when opening the application warning you about an audio part not being connected or the application not having access to it, go into your device’s settings and give the Open Ephys application permission to have access to your audio.

The app should now be functioning properly.

1. When trying to load the refactored code, if any issues arise with files not showing up, clear the solution for both the open-ephys-GUI.sln file (located in the plugin-GUI/Build folders) and the ALL\_BUILD.vcxproj file (located in OE-plugin-latency-tracker-student-dev/Build). After clearing the old solution rebuild solution for both files again, with the solution in open-ephys-GUI.sln being built first.

Also, make sure that you have moved the OE-plugin-latency-tracker-student-dev folder into a folder called OEPlugins. Now the refactored code should not be functioning properly.

However, if issues persist you will have to regenerate the build files using your OS-specific command. You can find more detailed instructions on how to do this in the installation instructions.

1. If a version mismatch warning pops up, click no. In case that makes the app either gets stuck or crash, delete the three xml files in plugin-GUI/Build/Debug (same location as the executable), they should be named lastConfig, windowState and recoveryConfig. After deleting the files try running the app again.

If the previous solution did not fix your issue delete and then reinstall both the main app and the plugins. The application should now open and function correctly.

The errors described above, and their respective fixes have mainly been tested on the debug version of this application. With the more limited testing we have done on the release version of the Open Ephys application we have discovered that the fixes for the same errors often work in both versions.

If, however, an issue you have in your release version cannot be fixed with any of the solutions described above please try the debug version of our application.