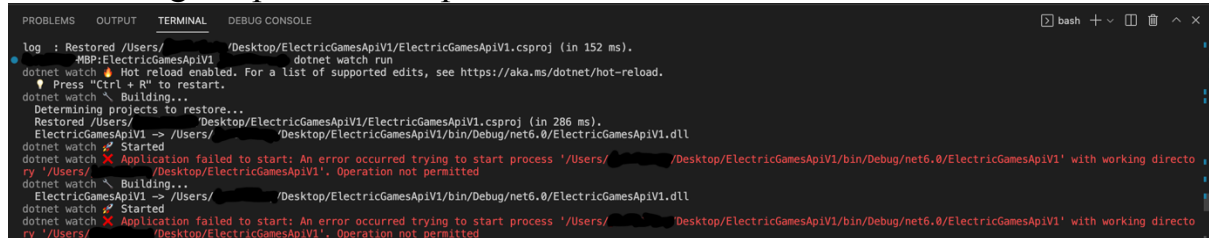


QUICK FIX for eventuell ERROR med å få kjørt «dotnet watch run» (MAC)

- Dette er et tilleggsdokument for sensorer om dere skulle oppleve en slik feilmelding, og måten man kan fikse problemet på om det skulle være nødvendig.

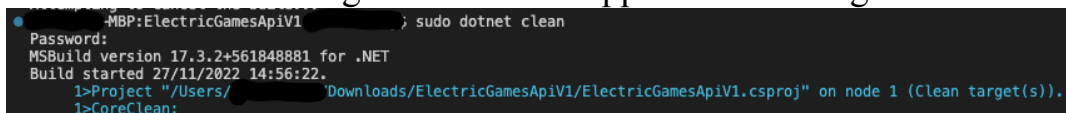
Feilmelding – Operation not permitted:



```
log : Restored /Users/[redacted]/Desktop/ElectricGamesApiV1/ElectricGamesApiV1.csproj (in 152 ms).
dotnet watch run
dotnet watch Hot reload enabled. For a list of supported edits, see https://aka.ms/dotnet/hot-reload.
Press "Ctrl + R" to restart.
dotnet watch Building...
Determining projects to restore...
Restored /Users/[redacted]/Desktop/ElectricGamesApiV1/ElectricGamesApiV1.csproj (in 286 ms).
ElectricGamesApiV1 -> /Users/[redacted]/Desktop/ElectricGamesApiV1/bin/Debug/net6.0/ElectricGamesApiV1.dll
dotnet watch Started
dotnet watch Application failed to start: An error occurred trying to start process '/Users/[redacted]/Desktop/ElectricGamesApiV1/bin/Debug/net6.0/ElectricGamesApiV1.dll' with working directory '/Users/[redacted]/Desktop/ElectricGamesApiV1'. Operation not permitted
dotnet watch Building...
ElectricGamesApiV1 -> /Users/[redacted]/Desktop/ElectricGamesApiV1/bin/Debug/net6.0/ElectricGamesApiV1.dll
dotnet watch Started
dotnet watch Application failed to start: An error occurred trying to start process '/Users/[redacted]/Desktop/ElectricGamesApiV1/bin/Debug/net6.0/ElectricGamesApiV1.dll' with working directory '/Users/[redacted]/Desktop/ElectricGamesApiV1'. Operation not permitted
```

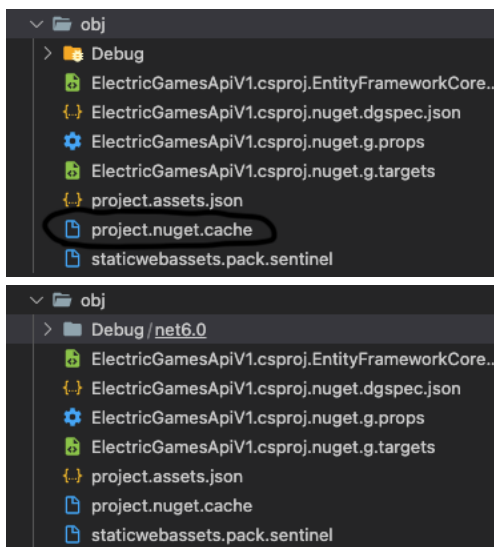
Løsning:

1. Kjør «sudo dotnet clean» kommandoen i terminal. Hvis denne kommandoen ikke fungerer kan man hoppe videre til steg 2.



```
MBP:ElectricGamesApiV1 [redacted] ; sudo dotnet clean
Password:
MSBuild version 17.3.2+561848881 for .NET
Build started 27/11/2022 14:56:22.
1>Project "/Users/[redacted]/Downloads/ElectricGamesApiV1/ElectricGamesApiV1.csproj" on node 1 (Clean target(s)).
1>CoreClean;
```

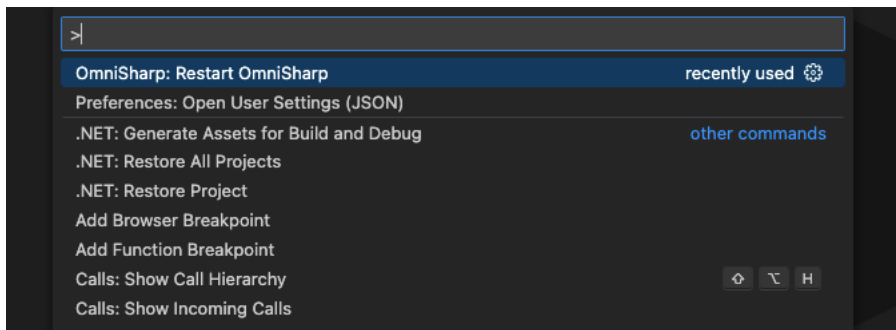
2. Naviger til «obj folder» og slett «project.nuget.cache» og slett net6.0 folderen som finnes under obj/Debug.



3. Kjør deretter «dotnet run» i terminal. Når den er ferdig med å bygge, trykk «control + c».

```
Time Elapsed 00:00:00.81
MBP:ElectricGamesApiV1 dotnet run
Building...
info: Microsoft.Hosting.Lifetime[14]
Now listening on: https://localhost:7226
info: Microsoft.Hosting.Lifetime[14]
Now listening on: http://localhost:5009
info: Microsoft.Hosting.Lifetime[0]
Application started. Press Ctrl+C to shut down.
info: Microsoft.Hosting.Lifetime[0]
Hosting environment: Development
info: Microsoft.Hosting.Lifetime[0]
Content root path: /Users/[redacted]Downloads/ElectricGamesApiV1/
^Cinfo: Microsoft.Hosting.Lifetime[0]
Application is shutting down...
```

4. Siste steg er å restarte OmniSharp med å trykke «command+shift+p» og skrive inn «Restart OmniSharp i feltet som dukker opp øverst på skjermen.



5. Siste steget er å gå tilbake til terminal og kjøre «dotnet watch run» i terminalen som vanlig.