## How to trouble-shoot possible error messages:

Error: "Unable to draw on canvas"

Refer to <a href="https://github.com/BenJeau/react-native-draw/issues/70#issuecomment-1279750444">https://github.com/BenJeau/react-native-draw/issues/70#issuecomment-1279750444</a> replace with file at <a href="mailto://node\_modules/@luncheon/simplify-svg-path/index.min.js">/node\_modules/@luncheon/simplify-svg-path/index.min.js</a> with the code at that link above.

Error: for error during (npm install @benjeau/react-native-draw react-native-gesture-handler react-native-svq)

Run npx expo install react-native-svg instead if the error occurs with Android operating system.

Error: "Invariant Violation: requireNativeComponent: "RNSVGSvgViewAndroid" was not found in the UIManager"

Refer to <a href="https://stackoverflow.com/questions/74651911/invariant-violation-requirenativecomponent-rnsvgsvgviewandroid-was-not-found">https://stackoverflow.com/questions/74651911/invariant-violation-requirenativecomponent-rnsvgsvgviewandroid-was-not-found</a>.

Error: Tried to synchronously call function {addPointToPath} from a different thread

Refer to <a href="https://github.com/BenJeau/react-native-draw/issues/59">https://github.com/BenJeau/react-native-draw/issues/59</a>.

Add in .runOnJS(true) at /node\_modules/@benjeau/react-native-draw/src/Canvas.tsx on line 333, as shown in the screenshot below:

```
. .
                                                                                                                                                                                                 Canvas.tsx — TaskManager
                                                                                                                                                   TS Canvas.tsx 9+ X JS rightHeaderButtons.js U
                                                                         ··· } package.json M
                                                                                                                                                                                                                                                                                                               JS AddTask.js U
                       EXPLORER
                                                                                               node\_modules > @benjeau > react-native-draw > src > \ ^{\text{TS}} \ Canvas.tsx > \ \textcircled{e} \ Canvas > \ \textcircled{forwardRef()} \ calculates > \ (a) \ Canvas > \ (b) \ Canvas > \ (c) \ Can
                  ∨ TASKMANAGER
                          JS rightHeaderB... U
                                                                                                                                         addPath,
                          JS sketchCompo... U
                                                                                                                                        getSvg,
                          JS subtask.js
                          JS taskTitleInput.js U
                                                                                                                                   useEffect(
                                                                                                                                      () => onPathsChange && onPathsChange(paths),
                                                                                                                                          [paths, onPathsChange]

✓ react-native... 

■
                                                                                          333 const panGesture = Gesture.Pan().runOnJS(true)
                                                                                                                                      .onChange(({ x, y }) \Rightarrow {
                                                                                                                                                 switch (tool) {
 case DrawingTool.Brush:
                                                                                                                                                             addPointToPath(x, y);
  break:
                                                                                                                                                        case DrawingTool.Eraser:
                                                                                                                                                                setPaths((prevPaths) =>
                                                                                                                                                                       prevPaths.reduce((acc: PathType[], p) => {
                                   TS utils.ts
                                                                                                                                                                               const filteredDataPaths = p.data.reduce(
                                {} package.json

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                                                                                                                                                                                             acc2: { data: PathDataType[]; path: string[] },
                               > react-native-draw...
                            > @callstack
```