Heroku: "No default language could be detected for this app" error thrown for node app

Asked 3 years, 8 months ago   Active 6 months ago   Viewed 58k times
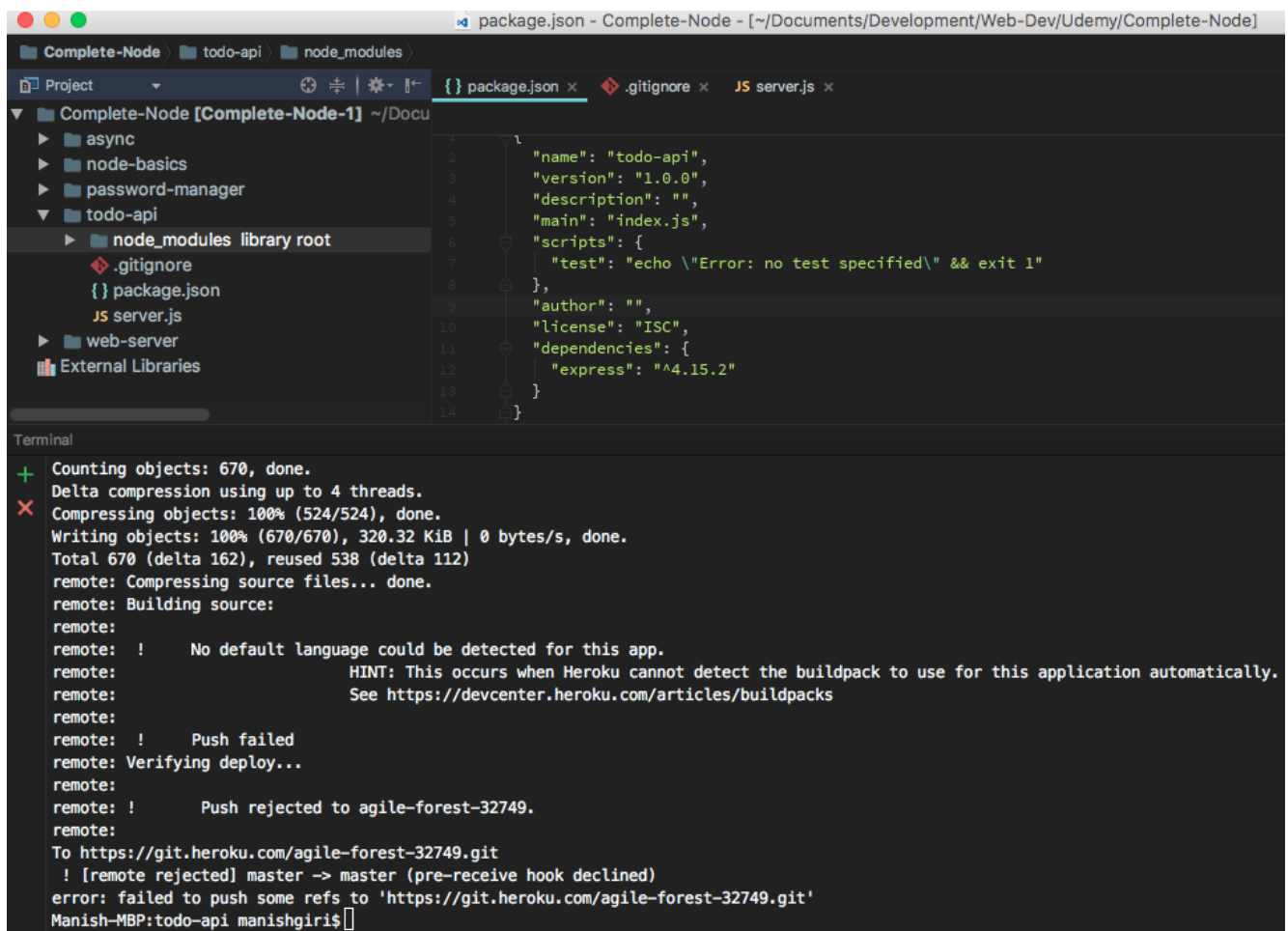
▲

22

▼

🔖

4

🕓

I am learning NodeJS and the course I'm following has several projects, arranged by sections. I have all the projects under one main folder, which is also a [git repository](#).

Each of these subfolders in the main folder is a node project by itself, complete with `package.json` and related dependencies in `node_modules` . The problem is when I tried to push the node app in one such folder(`todo-api`) to heroku, I get the following error -

```
remote: Compressing source files... done.
remote: Building source:
remote:
remote:  !     No default language could be detected for this app.
remote:                       HINT: This occurs when Heroku cannot detect the
buildpack to use for this application automatically.
remote:                       See
https://devcenter.heroku.com/articles/buildpacks
remote:
remote:  !     Push failed
remote: Verifying deploy...
remote:
remote: !       Push rejected to agile-forest-32749.
remote:
To https://git.heroku.com/agile-forest-32749.git
 ! [remote rejected] master -> master (pre-receive hook declined)
error: failed to push some refs to 'https://git.heroku.com/agile-forest-
32749.git'
```

This is the directory structure for the project -

```
                    1  {
                    2    "name": "todo-api",
                    3    "version": "1.0.0",
                    4    "description": "",
                    5    "main": "index.js",
                    6    "scripts": {
                    7      "test": "echo \"Error: no test specified\" && exit 1"
                    8    },
                    9    "author": "",
                   10    "license": "ISC",
                   11    "dependencies": {
                   12      "express": "^4.15.2"
                   13    }
                   14  }
```

```
Counting objects: 670, done.
Delta compression using up to 4 threads.
Compressing objects: 100% (524/524), done.
Writing objects: 100% (670/670), 320.32 KiB | 0 bytes/s, done.
Total 670 (delta 162), reused 538 (delta 112)
remote: Compressing source files... done.
remote: Building source:
remote:
remote:  !     No default language could be detected for this app.
remote:                      HINT: This occurs when Heroku cannot detect the buildpack to use for this application automatically.
remote:                      See https://devcenter.heroku.com/articles/buildpacks
remote:
remote:  !     Push failed
remote: Verifying deploy...
remote:
remote: !       Push rejected to agile-forest-32749.
remote:
To https://git.heroku.com/agile-forest-32749.git
 ! [remote rejected] master -> master (pre-receive hook declined)
error: failed to push some refs to 'https://git.heroku.com/agile-forest-32749.git'
Manish-MBP:todo-api manishgiri$
```

I decided to refactor out the `todo-api` subfolder into a new project all by itself, and this time the push to Heroku works just fine -

I don't understand why I get the "no default language" error, especially when the node app is exactly the same in both places. Any thoughts?

javascript   node.js   git   heroku

asked Apr 12 '17 at 6:34

Manish Giri
2,759 ● 5 ● 35 ● 64

5 Answers

Active   Oldest   Votes

▲

19

▼

Heroku has a set of default buildpacks, used when it needs to detect the language of your app. In order to do that detection, it runs the `bin/detect` command of each of those default buildpacks, until one of them returns a 0 exit code.

This is the command for the node buildpack.
As you can see, it requires a `package.json` to be located at the root of your app, not in a subfolder.

▲

8

▼

⟳

In my case, I hadn't Heroku set up in the root folder, because my GitHub repository was split up into *frontend/* and *backend/* folders. Each of them had a *package.json*. Since Heroku needs the *package.json* file in the root folder of the repository, it cannot detect the language.

In my case, I had to initialize a secondary GitHub repository in the *backend/* folder. After the backend project was pushed to GitHub as separate project, `git push heroku master` worked.

1   can you elaborate more on this `After the backend project was pushed to GitHub as separate project` ? Did you create a separate repository for the back end? – x7R5fQ Sep 22 '19 at 22:49

▲

8

▼

⟳

In my case I had pending files needs to be committed to github :)

I was thinking it was just my package.json containing only "{}" but it was because my package.json was not committed. Thanks! – twitchdotcom slash KANJICODER Jul 4 at 12:04

▲

1

▼

⟳

I got the same message

! No default language could be detected for this app.

I was on a different branch than master when deploying. That's why it didn't work.

[enter image description here](#)

I changed branch to master and it worked.

Don't forget to put "start" : "node app.js" in the scripts of package.json

Otherwise you will get H10 code error. [enter image description here](#)

The app then worked. [enter image description here](#)

1

You need to set a language for the project. Without using the terminal, go to Heroku project. Click on settings, scroll down Build Backbacks and add a language (nodejs, etc).