

Error: Unable to draw on canvas

<https://github.com/BenJeu/react-native-draw/issues/70#issuecomment-1279750444>

replace with file at [/node_modules/@luncheon/simplify-svg-path/index.min.js](#)
with the code at that link above.

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

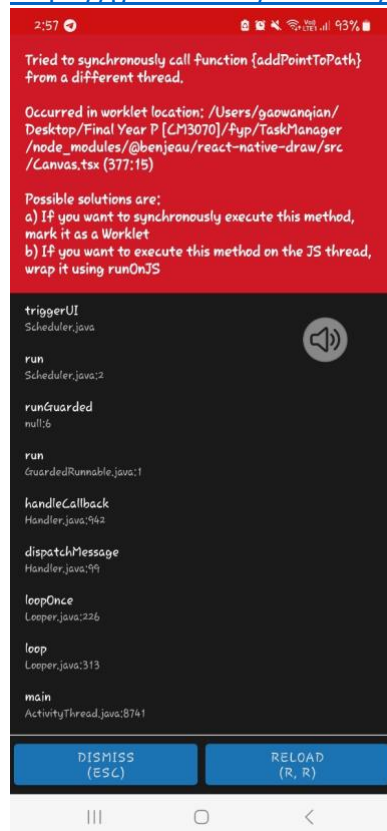
<https://stackoverflow.com/questions/74651911/invariant-violation-requirenativecomponent-rnsvgsvgviewandroid-was-not-found>

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

run npx expo install react-native-svg instead if error occurs on android

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

<https://github.com/BenJeu/react-native-draw/issues/59>



Add `.runOnJS(true)` at [/node_modules/@benjeau/react-native-draw/src/Canvas.tsx](#) on line 333, as shown below:

