Error: Unable to draw on canvas

https://github.com/BenJeau/react-native-draw/issues/70#issuecomment-1279750444

replace with file at modules/@luncheon/simplify-svg-path/index.min.js with the code at that link above.

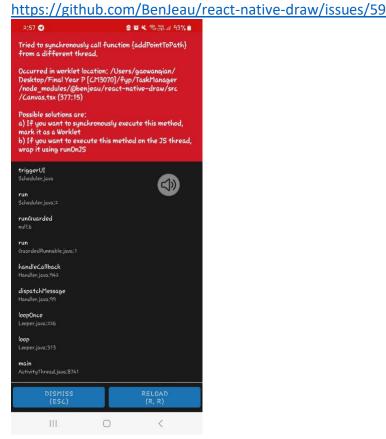
Error: Invariant Violation: requireNativeComponent: "RNSVGSvgViewAndroid" was not found in the UIManager

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



Add .runOnJS(true) at n line 333, as shown below:

```
. .
                                                          Canvas.tsx — TaskManager
       EXPLORER
                       ··· } package.json M
                                              TS Canvas.tsx 9+ X JS rightHeaderButtons.js U
                                                                                            JS AddTask.js U
∨ TASKMANAGER
                            node_modules > @benjeau > react-native-draw > src > TS Canvas.tsx > Ø Canvas > 分 forwardRef() cal
        JS rightHeaderB... U
                                         addPath,
                                         getSvg,
        JS subtask.js
        JS taskTitleInput.js U

✓ node_modules

                                       useEffect(
                                        () => onPathsChange && onPathsChange(paths),
                                          [paths, onPathsChange]
        > @babel

✓ @benjeau

         v react-native...
                                       const panGesture = Gesture.Pan().runOnJS(true)
          > lib
                                          .onChange((\{x, y\}) \Rightarrow {
          ∨ src
                                            switch (tool)
•=
                                              case DrawingTool.Brush:
                                                addPointToPath(x, y);
break;
                                              case DrawingTool.Eraser:
                                                setPaths((prevPaths) =>
                                                  prevPaths.reduce((acc: PathType[], p) => {
                                                     const filteredDataPaths = p.data.reduce(
         {} package.json
                             343
                                                         acc2: { data: PathDataType[]; path: string[] },
                                                         data,
```