

# Common Errors & Warnings

Here is a List of common STDOUT errors. These errors may differ a little from the exact errors in your STDOUT

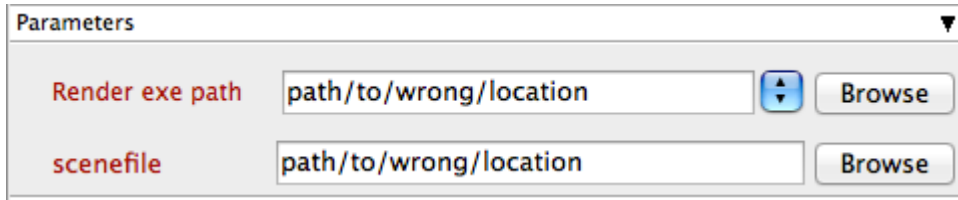
## Files & Executables

Below are some examples of Warnings/Errors based around incorrect file/executable locations

```
-sh: path/to/wrong/location: No such file or directory
ERROR: exit status: 127
```

This is a very common error that usually means that the file or directory cannot be found on the workers

This relates to any element of the submission UI that has a **path** set IE:

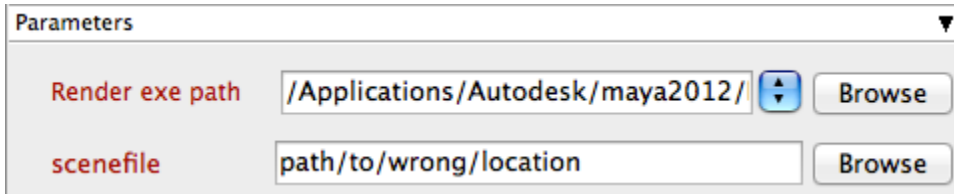


The screenshot shows a 'Parameters' form with two rows. The first row is labeled 'Render exe path' and has a text input field containing 'path/to/wrong/location' and a 'Browse' button. The second row is labeled 'scenefile' and has a text input field containing 'path/to/wrong/location' and a 'Browse' button.

This can also occur when the worker does not have the correct mounted/mapped drives or correct permissions to access files

```
Error: File not found.:
Error: Cannot load scene "path/to/wrong/location". Please check the scene name.
// Maya exited with status 209
ERROR: exit status: 211
```

This error is the same as the above with one difference "Render exe path" is correct



The screenshot shows a 'Parameters' form with two rows. The first row is labeled 'Render exe path' and has a text input field containing '/Applications/Autodesk/maya2012/' and a 'Browse' button. The second row is labeled 'scenefile' and has a text input field containing 'path/to/wrong/location' and a 'Browse' button.

This error is not just limited to Maya it can be for any application (the output may differ slightly)

### Solutions:

- Check your job submission to ensure correct locations are set
- Check that the path to set locations are available and have correct permissions on the workers

## Dependent Files

Below are some examples of Warnings/Errors based around incorrect file locations referenced in the scene file

| Maya   |
|--|
| <pre><b>Warning:</b> (Mayatomr.Shader) : file1: referenced texture file "/incorect/texture/location/qube.jpg" doesn't exist, ignored</pre> |
| Cinema 4d  |
| <pre><b>ERROR:</b> Rendering failed: Asset missing</pre>   |
| After Effects  |
| <pre>aerender <b>Error:</b> After Effects <b>error:</b> Unable to Render: File Not Found /incorrect/file/location/qube.mov</pre>           |

These type of warnings mean that a texture/dependant file in this job could not be found

Commonly this is because the user has dependant files on there local machine IE: "C:\My Documents" or "/Users/USERNAME/Documents"

#### Solutions:

- Check your scene/project files to ensure all required media are on shared storage

## Fonts

Below are some examples of Warnings/Errors based around fonts

## Plugins

Below are some examples of Warnings/Errors based around plugins

## Licensing

Below are some examples of Warnings/Errors based around incorrect licensing

| Maya   |
|--|
| <b>Error:</b> (Mayatomr) : could not get a license |

## Python & Perl

Below are some examples of Warnings/Errors based around python and perl

### Perl

Below are some examples of errors that may occur with perl

Incorrect versions Click to expand

#### ▼ [STDOUT 64b Qube! to 32b Perl](#)

```
This is perl, v5.8.9 built for MSWin32-x86-multi-thread
(with 12 registered patches, see perl -V for more detail)
Copyright 1987-2008, Larry Wall

Binary build 827 [291969] provided by ActiveState
http://www.ActiveState.com
Built Jan 26 2010 21:15:51

Perl may be copied only under the terms of either the Artistic License
or the
GNU General Public License, which may be found in the Perl 5 source kit.
Complete documentation for Perl, including FAQ lists, should be found on
this system using "man perl" or "perldoc perl". If you have access to the
Internet, point your browser at http://www.perl.org/, the Perl Home
Page.

INFO: loaded qb module and setup assignment.
```

#### ▼ [STDERR 64b Qube! to 32b Perl](#)

```
Can't load 'C:\Program Files\pfx\qube\api\perl\58\qb.dll' for module qb:
load_file:%1 is not a valid Win32 application at
C:/Perl/lib/DynaLoader.pm line 226.

at C:/Perl/lib/DynaLoader.pm line 0
```

Compilation failed in require at C:\Program Files\pfx\qube\api\perl\qb.pm line 66.

BEGIN failed--compilation aborted at C:\Program Files\pfx\qube\api\perl\qb.pm line 66.

Compilation failed in require at C:\WINDOWS\Temp\job\0\253\253\_0.pm line 6.

BEGIN failed--compilation aborted at C:\WINDOWS\Temp\job\0\253\253\_0.pm line 6.

- ✓ [STDOUT Incorrect version of perl marker](#)
- ✓ [STDERR Incorrect version of perl marker](#)

## Python

Below are some examples of errors that may occur with python

Incorrect versions [Click to expand](#)

- ✓ [STDOUT 64b Qube! to 32b Python marker](#)
- ✓ [STDERR 64b Qube! to 32b Python marker](#)
- ✓ [STDOUT Incorrect version of python marker](#)
- ✓ [STDERR Incorrect version of python marker](#)

## Solutions:

- Make sure all the workers have the correct versions of perl and python
- Make sure that Qube! and versions match if either 64b or 32b

## Misc