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Did you forget to inherit a required

If you found the above error titled in your IDE, you probably face the most common error for every GWT beginner. The fact is that in GWT you are limited to using only some of the Java classes from the entire JAVA API. You cannot simply use all classes available in Java with GWT. Considering that GWT compiles Java code to JavaScript there are several reasons and limitations from JavaScript to limit most of Java's features. So GWT is very difficult with java API classes and you will need to use these classes only. With GWT it is not possible to convert all Java classes to JavaScript because there are some functional differences with Java and JavaScript. It is not quite possible to achieve all the functional benefits of Java to JavaScript. For example, let's see two functional differences, why it is not possible to use these Java classes in Javascript. Instance 1: java.io.File You cannot use/perform IO operations in Javascript because HTML and Javascript cannot access the file system. This is why GWT restricts io classes of Java to use. Instance 2: java.lang.Thread You cannot use/do multi threading in Javascript because it is a single thread pattern. This is why GWT restrict thread-related classes to use. Like the above instances, there are other instances to restrict the use of many classes from Java. Again, coming to the solution part, we can't do anything about the restriction and we have to stick to the available classes. You don't have to remember all those classes. Below is the complete list of the subset that GWT can emulate. Below are support packages in GWT from JRE. java.lang java.lang.java.math java.io java.sql.util logging. Even from the above packages you can not use all classes. Just go through the link below for the full list of GWT support classes from the Java Library. When you stumble with the error titled just go through this list and verify that you are using white listed Java classes in GWT or not. If you don't use some other classes/classes that aren't listed white, you'll end up with the exception/error post recently: Why does GWT loads slowly and tips to load the GWT app faster Tagged Posts you forgot to inherit a necessary module? In a GWT application, you must use RPC calls using entities that are packaged in the external jar archives. With Eclipse, no error occurs; however, when you build the project with Maven2, you will get this message: [INFO] [ERROR] Errors in the file:/C:/eclipse/workspace/myGwtProject/src/java/com/lalou/jonathan/web/gwt/client/component/JonathanPanel.java (...) [INFO] [ERROR] Line 24: No available no source code for type com.lalou.jonathan.domain.MyEntity: Did you forget to inherit a necessary module? (...) [INFO] Find The Entry Point Classes Fix In The Linked Jar in the Project to which MyEntity MyEntity to (here: my/depended/project): create a com/lalou/jonathan/MyDependEdProject.gwt.xml file, with content: <module>& <source path=& & includes name=**/MyEntity.java& </includes& </source& </modules& In pom.xml: Add myEntity.java source to the built jar. In this way, the Java file itself will be considered as a resource, it would be an XML file or property. To do this, the fastest way is to add the following block to pom.xml: <resources& <resource& <directory& \${basedir}/src/java& </directory& </includes& </includes& **/MyEntity.java& </includes& </includes& </resource& </resources& Add a <include& **/*.gwt.xml.& </include& so that it has to file MyDependedProject.gwt.xml in the built jar. In the *.gwt.xml file, add dependency: <inherits name=com.lalou.jonathan.MyDependentProject& </inherits& Attention! All these operations must be carried out on all dependencies -either direct or indirect-. Therefore, possibly, you may have a huge amount of code to be taken. Another problem occurs when you use a jar from which you do not have the source code, such as in the case of API levels, for example. 15 Sep 2008, 09:27 #1 I am convinced that this is due to me being new to Eclipse, Java programming, etc. So I have a GWT sample working very well, typical hello world stuff. Then I decide that I would like to add a form from the following: my looks like public class LoginCompositeWidget expands LayoutContainer { ... the same source as in the formpanel example. } I copy the exact source code and eclipse says that I have to errors. I imported all the right things, etc. I gxt.jar referred to as an external JAR. I can't even make a new one from my loginmanager already working::onModuleLoad() LoginCompositeWidget lcw = new LoginCompositeWidget(); I get these [Error] Line 26: No source code is available for com.extjs.gxt.ui.client.widget.LayoutContainer; Did you forget to inherit a necessary module? I hope this is a newbie thing. 15 Sep 2008, 09:53 #2 gxi.jar must be both on the project and launch of the config classpath. Did you add gxt.jar to the config classpath launch? 3 Mar 2011, 1:06 #3 What do you mean by adding the jar to the launch of the config classpath? to do that? I get a similar error when I call the BIRT code in my GWT app. No source code is available for org.eclipse.birt.report.engine.api.EngineException; Did you forget to inherit a necessary module? Well, it looks like you need to invest more time on the basic GWT. You cannot use 3rd party libraries that are not ready GWT... It's you. You're trying to use our server-side libraries (com.isomorphic namespace) in the GWT UI. It's not going to work. They are server-side libraries and GWT cannot translate them into JavaScript. There are client-side login features in the com.smartgwt namespace, see this overview of different services and troubleshooting approaches. You cannot perform this action at this time. You are connected to another tab or window. Reload to refresh the session. You have disconnected in another tab or window. Reload to refresh the session. We use optional third-party analytics cookies to understand how you use GitHub.com so we can build better products. learn more. We use optional third-party analytics cookies to understand how you use GitHub.com so we can build better products. You can also change your cookie preferences. For more information, see our Privacy Statement. We use essential cookies to perform essential functions of the website, for example, they are used to sign in. Learn more Always active We use analytics cookies to understand how you use our websites so that we can make them better, for example, they are used to collect information about the pages you visit and how many clicks you need to complete a task. Learn more Follow 21 Star 108 Fork 51 You can't do this right now. You are connected to another tab or window. Reload to refresh the session. You have disconnected in another tab or window. Reload to refresh the session. We use optional third-party analytics cookies to understand how you use GitHub.com so we can build better products. You can also change your cookie preferences. For more information, see our Privacy Statement. We use essential cookies to perform essential functions of the website, for example, they are used to sign in. Learn more Always active We use analytics cookies to understand how you use our websites so that we can make them better, for example, they are used to collect information about the pages you visit and how many clicks you need to complete a task. Learn more Line 64: No source code is available for the type Did you forget to inherit a necessary module? Now that the Enum class is in an object module called BaseUtil, which I have an addition to the IDEA module inspector. Not only that, but I also added the GWT module associated with: <inherits name=com.mycompany.util.TransactionLogging& </inherits& compiler log even indicates that GWT is finding, and loading the module: Loading inherited module com.mycompany.util.TransactionLogging Location Mode: file:ROOT_DIR/myclient/build/classes/production/BaseUtil/com/mycompany/util/TransactionLogging.gwt.xml And file correct source path references: <module& <source path=transactionlogging& </source& </modules& In other words, I think I hooked everything up correctly, but I still get a GWT compiler error. Interestingly, my main GWT module is located at this source path: file:ROOT_DIR/GWT/com/myclient/gwt/transaction/TransactionViewer.gwt.xml and the dependent module is: tabs:ROOT_DIR/BaseUtil/com/mycompany/util/TransactionLogging.gwt.xml Note are in different src paths. One is GWT/com/myclient/..., and the other is BaseUtil/com/mycompany (GWT vs BaseUtil, and myclient vs mycompany). I don't think any of this should matter because I've re-referenced everything correctly in the additives of the way the same thing and the GWT module inherits. If anyone has any ideas on this please let me know. Please sign in to leave a comment. I have a strange problem when I try to compile my game in HTML. (I've searched other topics and refer to people who import illegal packages, which I'm not.) So basically every class named in my main one and outside my main package throw stun me this error. These classes are all implemented by me and they don't import anything illegal (no reflection, no I/O, just selfmade classes and jbox2d). Looks like he's ignoring the import or something. To test this, I created an empty class called Test. when it was in my main package I didn't receive any error, while when I moved it outside, I received: [INFO] [ERROR] Line 73: No source code is available for the type progetto.saga.map.Test ; Did you forget to inherit a necessary module? on line 73, I just do not test = new test () <module rename-to='theknowledgetower'& </inherits name='playn.PlayN'& </inherits& </inherits name='TheKnowledgeTowersAssets'& </inherits& <source path='core'& </source& <source path='html'& </source& <public path=resources& </public& <entry-point class=progetto.saga.html.TheKnowledgeTowersHtml'& & </module& this is my .gwt.xml file: I won't have any idea? Edit: this is the error I get (I get it for every custom class in my main class outside my main package) [INFO] [ERROR] Line 53: No source code is available for the progetto.saga.navigable.navigable type; Did you forget to inherit a necessary module? [INFO] [ERROR] Line 59: No source code is available for the type progetto.saga.entity.dynamicentity.Player; Did you forget to inherit a necessary module? [INFO] [ERROR] Line 110: No source code is available for the type progetto.saga.navigable.button.Button; Did you forget to inherit a necessary module? [INFO] [ERROR] Line 114: No source code is available for the type Did you forget to inherit a necessary module? [INFO] [ERROR] Line 115: No source code is available for the type progetto.saga.navigable.GameLoop; Did you forget to inherit a necessary module? [INFO] [ERROR] Line 116: No source is available for the type progetto.saga.navigable.menu.CreationMenu; Did you forget to inherit a necessary module? [INFO] [ERROR] Line 117: No source code is available for the type progetto.saga.navigable.LoadingScreen; Did you forget to inherit a necessary module? [INFO] [ERROR] Line 152: No source code is available for the type progetto.saga.navigable.menu.GameMenu; Did you forget to inherit a necessary module? [INFO] [ERROR] Line 153: No source code is available for the type progetto.saga.map.cell.TowerFloor; Did you forget to inherit a necessary module? [INFO] [ERROR] Line 154: No source code is available for the type progetto.saga.map.cell.TowerWall; Did you forget to inherit a necessary module? [INFO] [ERROR] Line 155: No source code is available for the type progetto.saga.map.cell.TowerDecoration; Did you forget to inherit a necessary module? [INFO] [ERROR] Line 156: No source code is available for the type progetto.saga.entity.dynamicentity.enemy.Enemy; Did you forget to inherit a necessary module? [INFO] [ERROR] Line 157: No source code is available for the type progetto.saga.gui.Bar; Did you forget to inherit a necessary module? [INFO] [ERROR] Line 158: No source code is available for the type progetto.saga.entity.dynamicentity.equip.equip; Did you forget to inherit a necessary module? [INFO] [ERROR] Line 159: No source code is available for the type progetto.saga.entity.dynamicentity.equip.Shield; Did you forget to inherit a necessary module? [INFO] [ERROR] Line 160: No source code is available for the type progetto.saga.entity.dynamicentity.spell.Spell; Did you forget to inherit a necessary module? [INFO] [ERROR] Line 161: No source code is available for the type progetto.saga.entity.staticentity.StorableDrop; Did you forget to inherit a necessary module? [INFO] [ERROR] Line 162: No source code is available for the type progetto.saga.entity.staticentity.Item; Did you forget to inherit a necessary module? Module?

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