# Solving the "set_attr: inv hObj: attr 116" error

Scope

This technical note applies to all V3.1 and later Music Ace products running on non-network Windows systems. For network versions of Music Ace products see TN1007n.

Overview

When playing the Music Ace games you may encounter the error message shown here to the right. Follow the procedure below to eliminate this error message.
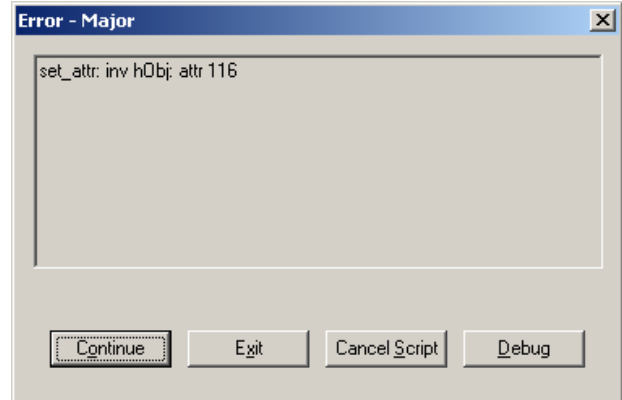
Procedure

1. Locate the Debug.cfg configuration file. If you have installed the product using the default settings it will be located at:

    for Music Ace:
    > c:\Program Files\Harmonic Vision\Music Ace\cfg\Debug.cfg

    for Music Ace 2:
    > c:\Program Files\Harmonic Vision\Music Ace 2\cfg\Debug.cfg

    for Music Ace Starter:
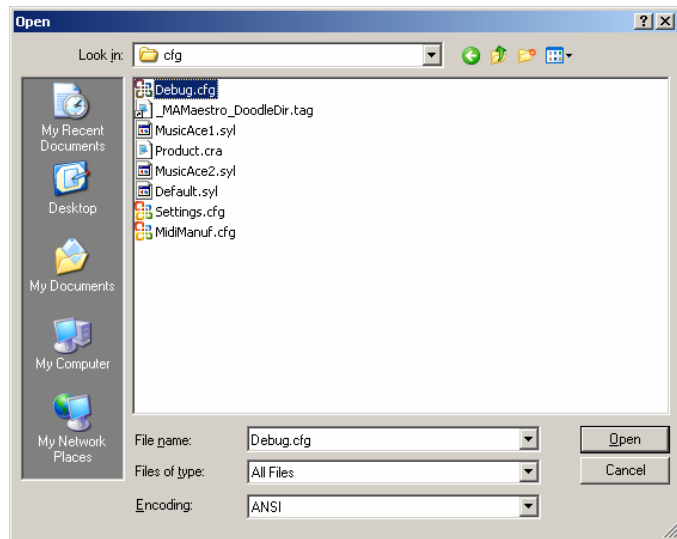   > c:\Program Files\Harmonic Vision\Music Ace Starter\cfg\Debug.cfg

    for Music Ace Deluxe:
    > c:\Program Files\Harmonic Vision\Music Ace Deluxe\cfg\Debug.cfg

    for Music Ace Maestro:
    > c:\Program Files\Harmonic Vision\Music Ace Maestro\cfg\Debug.cfg
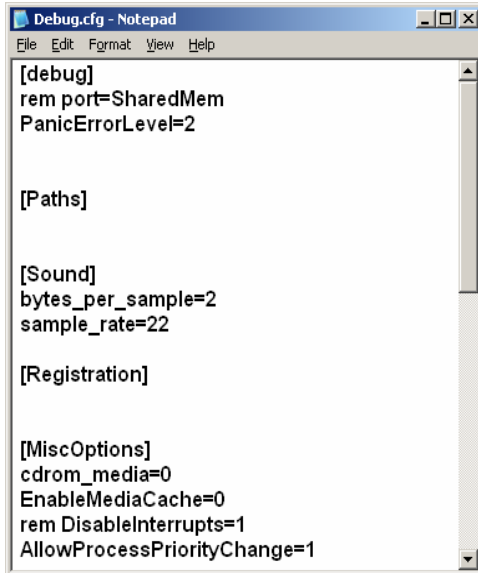
2. Open the Debug.cfg file using a text editor such as Windows Notepad. You may need to select "**All Files**" in the **Files of Type:** dropdown box.

3. The Debug.cfg file will look like the one shown here to the right.
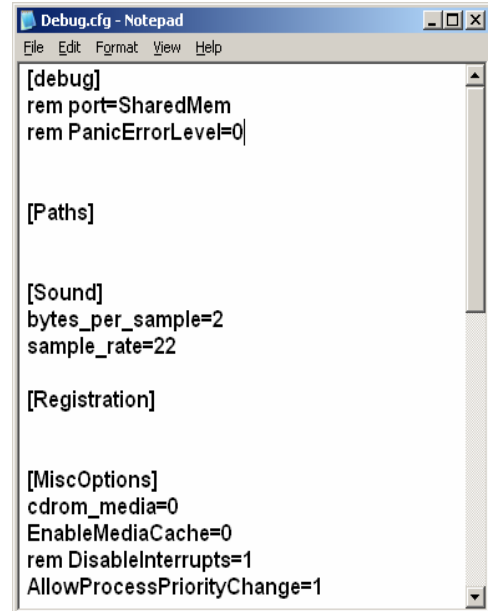
4. Change the line that reads **"rem PanicErrorLevel=0"** to read **"PanicErrorLevel=2"** as shown in the picture to the left.

5. Save the file.

6. Now when you run the Music Ace product you should no longer receive the "set_attr hObj: attr 116" error.

7. If you have a Lab Pack version of the Music Ace product you will need to make this same change on all workstations.