

See the end of this message for details on invoking
just-in-time (JIT) debugging instead of this dialog box.

***** Exception Text *****

System.NullReferenceException: Object reference not set to an instance of an object.

at _VL_Audio_.Audio.Sink.GetBuffer_HLSuzSaWCLgODBuZ9kxQ1E.Impl.Dispose_() in
C:\Users\Simon\AppData\Local\vvvv\gamma-preview\nugets\VL.Audio.0.2.23-
alpha\VL.Audio.vl.cs:line 389

at _VL_Audio_.Audio.Sink.GetBuffer_HLSuzSaWCLgODBuZ9kxQ1E.Proxy.Dispose_() in
C:\Users\Simon\AppData\Local\vvvv\gamma-preview\nugets\VL.Audio.0.2.23-
alpha\VL.Audio.vl.cs:line 405

at _VL_Audio_.Audio.Sink.GetBuffer_HLSuzSaWCLgODBuZ9kxQ1E.System.IDisposable.Dispose() in
C:\Users\Simon\AppData\Local\vvvv\gamma-preview\nugets\VL.Audio.0.2.23-
alpha\VL.Audio.vl.cs:line 412

at VL.Core.CompilationHelper.SafeDispose(Object obj)

at _VL_Audio_HDE_.Audio.HDE.ScopeWidget_View_C.Impl.Dispose_() in
C:\Users\Simon\AppData\Local\vvvv\gamma-preview\nugets\VL.Audio.0.2.23-
alpha\VL.Audio.HDE.vl.cs:line 184

at _VL_Audio_HDE_.Audio.HDE.ScopeWidget_View_C.Proxy.Dispose_() in
C:\Users\Simon\AppData\Local\vvvv\gamma-preview\nugets\VL.Audio.0.2.23-
alpha\VL.Audio.HDE.vl.cs:line 295

at _VL_Audio_HDE_.Audio.HDE.ScopeWidget_View_C.System.IDisposable.Dispose() in
C:\Users\Simon\AppData\Local\vvvv\gamma-preview\nugets\VL.Audio.0.2.23-
alpha\VL.Audio.HDE.vl.cs:line 304

at VL.Lib.Primitive.IDisposableUtils.TryDisposeInstance(Object input, Boolean& success)

at
_HDE_WidgetsAndViewers_.HDE.TooltipWidgets.ToWidgetViews.WidgetView_KwoR5Ez4aAvOnovW
VB9xeU.Impl.Dispose_()

at
_HDE_WidgetsAndViewers_.HDE.TooltipWidgets.ToWidgetViews.WidgetView_KwoR5Ez4aAvOnovW
VB9xeU.Proxy.Dispose_()

at
_HDE_WidgetsAndViewers_.HDE.TooltipWidgets.ToWidgetViews.WidgetView_KwoR5Ez4aAvOnovW
VB9xeU.System.IDisposable.Dispose()

at VL.Core.CompilationHelper.SafeDispose(Object obj)

at
_HDE_WidgetsAndViewers_.HDE.TooltipWidgets.ToWidgetViews_NA6B1acZ91LOvhnc8bA2M.Impl.
Synchronizer__VLObjectInput__1.System.IDisposable.Dispose()

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at VL.Lib.Control.SynchronizerVLObjectInput`3.Dispose()
at VL.Core.CompilationHelper.SafeDispose(Object obj)
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_HDE_WidgetsAndViewers_.HDE.TooltipWidgets.ToWidgetViews_NA6B1acZ91LOvhnca8bA2M.System.IDisposable.Dispose()
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_HDE_WidgetsAndViewers_.HDE.TooltipWidgets.LayoutBuilder_View_C.Impl.Cache_1.System.IDisposable.Dispose()
at VL.Core.CompilationHelper.SafeDispose(Object obj)
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at VL.Core.CompilationHelper.SafeDispose(Object obj)
at _HDE_WidgetsAndViewers_.HDE.TooltipWidgets.Flexible_View_C.System.IDisposable.Dispose()
at VL.Lib.Primitive.IDisposableUtils.TryDisposeInstance(Object input, Boolean& success)
at
_HDE_WidgetsAndViewers_.HDE.TooltipWidgets.ToWidgetViews.WidgetView_KwoR5Ez4aAvOnovWVB9xeU.Impl.Dispose_()
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_HDE_WidgetsAndViewers_.HDE.TooltipWidgets.DebugWidget_View_C.System.IDisposable.Dispose
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at _HDE_WidgetsAndViewers_.HDE.TooltipWidgets.LayoutBuilder_View_C.Impl.Dispose()

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at VL.Core.CompilationHelper.SafeDispose(Object obj)

at _HDE_WidgetsAndViewers_.HDE.TooltipWidgets.Row_View_C.Impl.Dispose()

at _HDE_WidgetsAndViewers_.HDE.TooltipWidgets.Row_View_C.System.IDisposable.Dispose()

at VL.Lib.Primitive.IDisposableUtils.TryDisposeInstance(Object input, Boolean& success)

at
_HDE_WidgetsAndViewers_.HDE.TooltipWidgets.ToWidgetViews.WidgetView_KwoR5Ez4aAvOnovWVB9xeU.Impl.Dispose_()

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at
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at VL.Core.CompilationHelper.SafeDispose(Object obj)

at _HDE_WidgetsAndViewers_.HDE.TooltipWidgets.PanelWidget_View_C.Impl.Dispose()

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at VL.Core.CompilationHelper.SafeDispose(Object obj)

at _HDE_WidgetsAndViewers_.HDE.TooltipWidgets.PanelWidget_View_C.Impl.Dispose()

at
_HDE_WidgetsAndViewers_.HDE.TooltipWidgets.PanelWidget_View_C.System.IDisposable.Dispose()

at VL.Lib.Primitive.IDisposableUtils.TryDisposeInstance(Object input, Boolean& success)

at
_HDE_WidgetsAndViewers_.HDE.TooltipWidgets.ToWidgetViews.WidgetView_KwoR5Ez4aAvOnovWVB9xeU.Impl.Dispose_()
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at
_HDE_WidgetsAndViewers_.HDE.TooltipWidgets.ToWidgetViews.WidgetView_KwoR5Ez4aAvOnovW
VB9xeU.Proxy.Dispose_()

at
_HDE_WidgetsAndViewers_.HDE.TooltipWidgets.ToWidgetViews.WidgetView_KwoR5Ez4aAvOnovW
VB9xeU.System.IDisposable.Dispose()

at VL.Core.CompilationHelper.SafeDispose(Object obj)

at
_HDE_WidgetsAndViewers_.HDE.TooltipWidgets.ToWidgetViews_NA6B1acZ91LOvhnca8bA2M.Impl.
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_HDE_WidgetsAndViewers_.HDE.TooltipWidgets.ToWidgetView_T4QNWp1WJsCLjuX2hSPg2F.Syste
m.IDisposable.Dispose()

at VL.Core.CompilationHelper.SafeDispose(Object obj)

at _HDE_ElementViewers_.HDE.ElementViewers.LiveDataHubViewer_C.Impl.Dispose()

at
_HDE_ElementViewers_.HDE.ElementViewers.LiveDataHubViewer_C.System.IDisposable.Dispose()

at VL.UI.Core.TooltipHelpers.<>c__DisplayClass1_2.<ShowTooltip>b__4()

at System.Reactive.Linq.ObservableImpl.Finally`1._.Dispose(Boolean disposing)

at System.Reactive.Sink`1.Dispose()

at System.Reactive.Disposables.Disposable.TryDispose(IDisposable& fieldRef)

at System.Reactive.TailRecursiveSink`1.Drain()

at System.Reactive.TailRecursiveSink`1.Dispose(Boolean disposing)

at System.Reactive.Sink`1.Dispose()

at System.Reactive.Disposables.Disposable.TrySetSerial(IDisposable& fieldRef, IDisposable value)

at VL.HDE.Tooltip.Hide()

at VL.Lang.View.CanvasView.ToolTipMouseHandler.MouseLeave(View view, VMouseEventArgs
arg)

at VL.Lang.View.CanvasView.MouseEnterLeaveHandlerSingle.SetCurrentView(View view,
VMouseEventArgs arg)
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at VL.Lang.View.CanvasView.ToolTipMouseHandler.ViewsEnteredOrLeft(IEnumerable`1
enteredViews, IEnumerable`1 hoveredViews, IEnumerable`1 leftViews, VMouseEventArgs arg)
at
VL.Lang.View.CanvasView.CanvasDecisionMouseHandler.<>c__DisplayClass16_0.<ViewsEnteredOrLe
ft>b__4(IMouseEventHandler h)
at
VL.Lang.View.CanvasView.CanvasDecisionMouseHandler.CalculateEnterLeaveEvent(VMouseEventAr
gs arg)
at VL.Lang.View.CanvasView.CanvasDecisionMouseHandler.MouseMove(VMouseEventArgs arg)
at VL.Lang.View.CanvasView.HandleMouseMove(Object sender, VMouseEventArgs e)
at System.Windows.Forms.Control.WmMouseMove(Message& m)
at System.Windows.Forms.Control.WndProc(Message& m)
at System.Windows.Forms.UserControl.WndProc(Message& m)
at System.Windows.Forms.NativeWindow.Callback(IntPtr hWnd, Int32 msg, IntPtr wparam, IntPtr
lparam)
```

***** Loaded Assemblies *****

mscorlib

Assembly Version: 4.0.0.0

Win32 Version: 4.8.4400.0 built by: NET48REL1LAST_C

CodeBase: file:///C:/Windows/Microsoft.NET/Framework64/v4.0.30319/mscorlib.dll

vvvv

Assembly Version: 2021.4.0.0

Win32 Version: 2021.4.0.308

CodeBase: file:///C:/Program%20Files/vvvv/vvvv_gamma_2021.4.0-0308-g4728a49ae4/vvvv.exe

Stride.Core

Assembly Version: 4.0.1.1

Win32 Version: 4.0.1.1

CodeBase: file:///C:/Program%20Files/vvvv/vvvv_gamma_2021.4.0-0308-g4728a49ae4/lib/Stride.Core.DLL

netstandard

Assembly Version: 2.0.0.0

Win32 Version: 4.8.4084.0

CodeBase:

file:///C:/WINDOWS/Microsoft.Net/assembly/GAC_MSIL/netstandard/v4.0_2.0.0.0__cc7b13ffcd2dd51/netstandard.dll

System

Assembly Version: 4.0.0.0

Win32 Version: 4.8.4360.0 built by: NET48REL1LAST_C

CodeBase:

file:///C:/WINDOWS/Microsoft.Net/assembly/GAC_MSIL/System/v4.0_4.0.0.0__b77a5c561934e089/System.dll

ServiceWire

Assembly Version: 5.3.4.0

Win32 Version: 5.3.4.0

CodeBase: file:///C:/Program%20Files/vvvv/vvvv_gamma_2021.4.0-0308-g4728a49ae4/lib/ServiceWire.DLL

System.Core

Assembly Version: 4.0.0.0

Win32 Version: 4.8.4390.0 built by: NET48REL1LAST_C

CodeBase:

file:///C:/WINDOWS/Microsoft.Net/assembly/GAC_MSIL/System.Core/v4.0_4.0.0.0__b77a5c561934e089/System.Core.dll

VL.Core

Assembly Version: 2021.4.0.0

Win32 Version: 2021.4.0.308

CodeBase: file:///C:/Program%20Files/vvvv/vvvv_gamma_2021.4.0-0308-g4728a49ae4/lib/VL.Core.DLL

Stride.Core.Mathematics

Assembly Version: 4.0.1.1

Win32 Version: 4.0.1.1

CodeBase: file:///C:/Program%20Files/vvvv/vvvv_gamma_2021.4.0-0308-g4728a49ae4/lib/Stride.Core.Mathematics.DLL

VL.Stride

Assembly Version: 2021.4.0.0