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FileNotFoundException: "Could not load file or assembly 'glib-sharp, Version=3.0.0.0, Culture=neutral, PublicKeyToken=35e10195dab3c99f'. Das System kann die angegebene Datei nicht finden."

FileName: "glib-sharp, Version=3.0.0.0, Culture=neutral, PublicKeyToken=35e10195dab3c99f"

StackTrace:

```
System.ModuleHandle { private static void
ResolveType(System.Runtime.CompilerServices.QCallModule module, int typeToken,
System.IntPtr* typeInstArgs, int typeInstCount, System.IntPtr* methodInstArgs,
int methodInstCount, System.Runtime.CompilerServices.ObjectHandleOnStack type) {
... } }

System.ModuleHandle { public System.RuntimeTypeHandle
ResolveTypeHandle(int typeToken, System.RuntimeTypeHandle[]
typeInstantiationContext, System.RuntimeTypeHandle[] methodInstantiationContext)
{ ... } }

System.Reflection.RuntimeModule { public virtual
System.Type ResolveType(int metadataToken, System.Type[] genericTypeArguments,
System.Type[] genericMethodArguments) { ... } }

System.Reflection.CustomAttribute { private static bool
FilterCustomAttributeRecord(System.Reflection.MetadataToken caCtorToken,
System.Reflection.MetadataImport& scope, System.Reflection.RuntimeModule
decoratedModule, System.Reflection.MetadataToken decoratedToken,
System.RuntimeType attributeFilterType, bool mustBeInheritable,
System.ListBuilder<>& derivedAttributes, System.RuntimeType& attributeType,
System.IRuntimeMethodInfo& ctorWithParameters, System.Boolean& isVarArg) { ... }
}

System.Reflection.CustomAttribute { private static void
AddCustomAttributes(System.ListBuilder<>& attributes,
System.Reflection.RuntimeModule decoratedModule, int decoratedMetadataToken,
System.RuntimeType attributeFilterType, bool mustBeInheritable,
System.RuntimeType.ListBuilder<object> derivedAttributes) { ... } }

System.Reflection.CustomAttribute { internal static
object[] GetCustomAttributes(System.RuntimeType type, System.RuntimeType caType,
bool inherit) { ... } }

System.Attribute { public static System.Attribute[]
GetCustomAttributes(System.Reflection.MemberInfo element, System.Type
attributeType, bool inherit) { ... } }

System.Attribute { public static System.Attribute
GetCustomAttribute(System.Reflection.MemberInfo element, System.Type
attributeType, bool inherit) { ... } }

VL.AppServices.CompilerServices.ReflectionExtensions+<>c
{ internal VL.AppServices.CompilerServices.ElementAttribute
<GetElementAttribute>b__2_0(System.Reflection.MemberInfo key) { ... } }

System.Runtime.CompilerServices.ConditionalWeakTable`2 {
private TValue GetValueLocked(TKey key,
System.Runtime.CompilerServices.ConditionalWeakTable<, >.CreateValueCallback
createValueCallback) { ... } }

System.Runtime.CompilerServices.ConditionalWeakTable`2 {
public TValue GetValue(TKey key,
System.Runtime.CompilerServices.ConditionalWeakTable<, >.CreateValueCallback
createValueCallback) { ... } }

VL.AppServices.CompilerServices.ReflectionExtensions
{ public static bool TryGetUniqueId(System.Reflection.MemberInfo member,
VL.Core.UniqueId& id) { ... } }

VL.AppServices.CompilationHelper { public static
VL.AppServices.Hotswap.TypeTracker GetTypeTracker(System.Type type) { ... } }
VL.AppServices.CompilationHelper { public static bool
IsOutdated(System.Type type) { ... } }

VL.AppServices.VLFactory { public virtual void
RegisterService(System.Type forType, System.Type serviceType,
System.Func<object, object> createService) { ... } }
```

```

VL.AppServices.Serialization.SerializationServiceImpl+<c__DisplayClass8_0`2
{ internal object <RegisterSerializer>b__0(object t) { ... } }
    VL.AppServices.Serialization.SerializationServiceImpl
{ internal static VL.AppServices.Serialization.Serializer
GetSerializer(VL.Core.IVFactory factory, System.Type forType) { ... } }

VL.AppServices.Serialization.SerializationContextInternal { public virtual
object Serialize(string name, object value, System.Type staticType, bool
forceElement) { ... } }
    VL.AppServices.Serialization.SerializationServiceImpl
{ protected virtual object Serialize(VL.Core.NodeContext nodeContext, object
value, System.Type staticType, bool throwOnError, bool includeDefaults, bool
forceElement, bool pathsAreRelativeToDocument,
System.Collections.Generic.IReadOnlyList<> errorMessages) { ... } }
    VL.Core.SerializationService { public object
Serialize(VL.Core.NodeContext nodeContext, object value, System.Type staticType,
bool includeDefaults, bool forceElement, bool pathsAreRelativeToDocument,
System.Collections.Generic.IReadOnlyList<> errorMessages) { ... } }
    VL.Lang.Symbols.Values { public static object
Serialize(VL.Core.NodeContext context, object value, bool includeDefaults, bool
throwOnError, System.Type staticType) { ... } }
    VL.Model.CompileTimeValue { public static
VL.Model.CompileTimeValue From(object clrValue, VL.Core.UniqueId documentId,
System.Type staticType) { ... } }

VL.Lang.Platforms.Roslyn.ImportedParameterPinDefinitionSymbol { private
VL.Model.CompileTimeValue GetDefaultValue() { ... } }
    System.Lazy`1 { private void
ViaFactory(System.Threading.LazyThreadSafetyMode mode) { ... } }
    System.Lazy`1 { private void
ExecutionAndPublication(System.LazyHelper executionAndPublication, bool
useDefaultConstructor) { ... } }
    System.Lazy`1 { private T CreateValue() { ... } }

VL.Lang.Platforms.Roslyn.ImportedParameterPinDefinitionSymbol { public virtual
VL.Model.CompileTimeValue get_DefaultValue() { ... } }
    VL.Lang.Symbols.PatchedNodePinSymbol { public virtual
VL.Model.CompileTimeValue get_Value() { ... } }
    VL.Lang.Symbols.PatchedPatchPinSymbol { private bool
<.ctor>g__TryGetDefaultValue|6_1(VL.Lang.Symbols.IDataHubSymbol hub,
VL.Model.CompileTimeValue& value) { ... } }
    VL.Lang.Symbols.PatchedPatchPinSymbol { private
VL.Model.CompileTimeValue <.ctor>g__ComputeValue|6_0() { ... } }
    System.Lazy`1 { private void
ViaFactory(System.Threading.LazyThreadSafetyMode mode) { ... } }
    System.Lazy`1 { private void
ExecutionAndPublication(System.LazyHelper executionAndPublication, bool
useDefaultConstructor) { ... } }
    System.Lazy`1 { private T CreateValue() { ... } }
    VL.Lang.Symbols.PatchedPatchPinSymbol { public virtual
VL.Model.CompileTimeValue get_Value() { ... } }
    VL.Lang.Symbols.PatchedPatchPinSymbol { public
VL.Model.CompileTimeValue get_DefaultValue() { ... } }
    VL.Lang.Symbols.PatchedPinDefinitionSymbol { public
virtual VL.Model.CompileTimeValue get_DefaultValue() { ... } }
    VL.Lang.Platforms.Roslyn.ThreadNameSyntaxGenerator
{ public Microsoft.CodeAnalysis.CSharp.Syntax.ParameterSyntax
GetParameter(VL.Lang.Symbols.IPinDefinitionSymbol pin, bool attachAttributes)
{ ... } }
    VL.Lang.Platforms.Roslyn.ThreadNameSyntaxGenerator
{ public Microsoft.CodeAnalysis.CSharp.Syntax.MethodDeclarationSyntax
GetMethodDeclaration(VL.Lang.Symbols.IOperationDefinitionSymbol operation,
string methodName, Microsoft.CodeAnalysis.Editing.DeclarationModifiers

```

```
modifiers, string tracerParameterName, string selfParameterName,
Microsoft.CodeAnalysis.CSharp.Syntax.TypeSyntax selfType,
System.Collections.Generic.IEnumerable<Microsoft.CodeAnalysis.CSharp.Syntax.Stat
ementSyntax> statements, Microsoft.CodeAnalysis.CSharp.Syntax.ExpressionSyntax
arrowExpression, bool attachAttributes) { ... } }
```

```
VL.Lang.Platforms.Roslyn.TargetCompilation+<>c__DisplayClass60_3 { internal
Microsoft.CodeAnalysis.CSharp.Syntax.MethodDeclarationSyntax
<CreateSyntaxTrees>g__GetMethod|89(VL.Lang.Symbols.IOperationDefinitionSymbol
operation, VL.Lang.Symbols.IPatchSymbol patch, bool methodTracingEnabled, bool
isTraceMethod, uint topLevelPatchId, bool createSubContexts, bool isOverride,
VL.Lang.Platforms.Roslyn.<>c__DisplayClass60_21& ) { ... } }
```

```
VL.Lang.Platforms.Roslyn.TargetCompilation+<>c__DisplayClass60_3 { internal void
<CreateSyntaxTrees>g__ProduceMethodPair|
88(VL.Lang.Symbols.IOperationDefinitionSymbol operation,
VL.Lang.Platforms.Roslyn.<>c__DisplayClass60_21& ) { ... } }
```

```
VL.Lang.Platforms.Roslyn.TargetCompilation+<>c__DisplayClass60_3+<<CreateSyntaxT
rees>g__GenerateMembers|37>d { private virtual bool MoveNext() { ... } }
```

```
VL.Lang.Platforms.Roslyn.TargetCompilation+<>c__DisplayClass60_20+<<CreateSyntax
Trees>g__GetMembers|87>d { private virtual bool MoveNext() { ... } }
System.Linq.Enumerable { public static bool
Any(System.Collections.Generic.IEnumerable<> source) { ... } }
System.Collections.Generic.EnumerableExtensions { public
static bool None(System.Collections.Generic.IEnumerable<> collection) { ... } }
VL.Lang.Platforms.Roslyn.SyntaxFactoryUtils { public
static Microsoft.CodeAnalysis.CSharp.Syntax.ClassDeclarationSyntax
ClassDeclaration(string name, System.Collections.Generic.IEnumerable<string>
typeParameters, Microsoft.CodeAnalysis.Accessibility accessibility,
Microsoft.CodeAnalysis.Editing.DeclarationModifiers modifiers,
System.Collections.Generic.IEnumerable<Microsoft.CodeAnalysis.CSharp.Syntax.Type
Syntax> baseTypes,
System.Collections.Generic.IEnumerable<Microsoft.CodeAnalysis.CSharp.Syntax.Memb
erDeclarationSyntax> members,
System.Collections.Generic.IEnumerable<Microsoft.CodeAnalysis.CSharp.Syntax.Attr
ibuteListSyntax> attributes,
System.Collections.Generic.IEnumerable<Microsoft.CodeAnalysis.CSharp.Syntax.Type
ParameterConstraintClauseSyntax> constraintClauses) { ... } }
```

```
VL.Lang.Platforms.Roslyn.TargetCompilation+<>c__DisplayClass60_3 { internal
Microsoft.CodeAnalysis.CSharp.Syntax.ClassDeclarationSyntax
<CreateSyntaxTrees>g__CreateStaticTypeDeclaration|
33(VL.Lang.Symbols.IConcreteTypeSymbol type, int declIndent) { ... } }
```

```
VL.Lang.Platforms.Roslyn.TargetCompilation+<>c__DisplayClass60_1 { internal
System.Collections.Immutable.ImmutableArray<Microsoft.CodeAnalysis.CSharp.Syntax
.MemberDeclarationSyntax> <CreateSyntaxTrees>g__GetNamespaceMembers|
5(VL.Lang.Platforms.Roslyn.ThreadNameSyntaxGenerator nameGenerator,
System.Collections.Generic.IEnumerable<VL.Lang.Platforms.Roslyn.DefinitionBuildR
equest> definitions, int indent) { ... } }
```

```
VL.Lang.Platforms.Roslyn.TargetCompilation+<>c__DisplayClass60_2 { internal
VL.Lang.Platforms.Roslyn.ThreadNameSyntaxGenerator <CreateSyntaxTrees>b__8(int
i, System.Threading.Tasks.ParallelLoopState pls,
VL.Lang.Platforms.Roslyn.ThreadNameSyntaxGenerator nameGenerator) { ... } }
System.Threading.Tasks.Parallel+<>c__DisplayClass19_0`1
{ internal void <ForWorker>b__1(System.Threading.Tasks.RangeWorker&
currentWorker, int timeout, System.Boolean&
replicationDelegateYieldedBeforeCompletion) { ... } }
System.Runtime.ExceptionServices.ExceptionDispatchInfo {
public void Throw() { ... } }
System.Runtime.ExceptionServices.ExceptionDispatchInfo {
```

```

public static void Throw(System.Exception source) { ... } }
    System.Threading.Tasks.Parallel+<>c__DisplayClass19_0`1
{ internal void <ForWorker>b__1(System.Threading.Tasks.RangeWorker&
currentWorker, int timeout, System.Boolean&
replicationDelegateYieldedBeforeCompletion) { ... } }
    System.Threading.Tasks.TaskReplicator+Replica { public
void Execute() { ... } }

AggregateException: "One or more errors occurred. (Could not load
file or assembly 'glib-sharp, Version=3.0.0.0, Culture=neutral,
PublicKeyToken=35e10195dab3c99f'. Das System kann die angegebene Datei nicht
finden.)"
    InnerExceptions: "1"
    StackTrace:
    System.Threading.Tasks.TaskReplicator { public static void
Run(System.Threading.Tasks.TaskReplicator.ReplicatableUserAction<> action,
System.Threading.Tasks.ParallelOptions options, bool stopOnFirstFailure) { ... }
}
    System.Threading.Tasks.Parallel { private static
System.Threading.Tasks.ParallelLoopResult ForWorker(int fromInclusive, int
toExclusive, System.Threading.Tasks.ParallelOptions parallelOptions,
System.Action<int> body, System.Action<int,
System.Threading.Tasks.ParallelLoopState> bodyWithState, System.Func<, , , >
bodyWithLocal, System.Func<> localInit, System.Action<> localFinally) { ... } }
    System.Runtime.ExceptionServices.ExceptionDispatchInfo
{ public void Throw() { ... } }
    System.Runtime.ExceptionServices.ExceptionDispatchInfo
{ public static void Throw(System.Exception source) { ... } }
    System.Threading.Tasks.Parallel { private static void
ThrowSingleCancellationExceptionOrOtherException(System.Collections.ICollection
exceptions, System.Threading.CancellationToken cancelToken, System.Exception
otherException) { ... } }
    System.Threading.Tasks.Parallel { private static
System.Threading.Tasks.ParallelLoopResult ForWorker(int fromInclusive, int
toExclusive, System.Threading.Tasks.ParallelOptions parallelOptions,
System.Action<int> body, System.Action<int,
System.Threading.Tasks.ParallelLoopState> bodyWithState, System.Func<, , , >
bodyWithLocal, System.Func<> localInit, System.Action<> localFinally) { ... } }
    System.Threading.Tasks.Parallel { public static
System.Threading.Tasks.ParallelLoopResult For(int fromInclusive, int
toExclusive, System.Threading.Tasks.ParallelOptions parallelOptions,
System.Func<> localInit, System.Func<, , , > body, System.Action<> localFinally)
{ ... } }

VL.Lang.Platforms.Roslyn.TargetCompilation+<>c__DisplayClass60_1 { internal void
<CreateSyntaxTrees>g__CreateDeclarations|
4(System.Collections.Generic.List<Microsoft.CodeAnalysis.CSharp.Syntax.MemberDec
larationSyntax> decls) { ... } }

VL.Lang.Platforms.Roslyn.TargetCompilation+<>c__DisplayClass60_0 { internal
Microsoft.CodeAnalysis.SyntaxTree <CreateSyntaxTrees>g__GetSyntaxTree|
2(VL.Lang.Platforms.Roslyn.DocumentBuildRequest buildRequest) { ... } }

VL.Lang.Platforms.Roslyn.TargetCompilation+<>c__DisplayClass60_0 { internal void
<CreateSyntaxTrees>b__0(int i) { ... } }
    System.Threading.Tasks.Parallel+<>c__DisplayClass19_0`1
{ internal void <ForWorker>b__1(System.Threading.Tasks.RangeWorker&
currentWorker, int timeout, System.Boolean&
replicationDelegateYieldedBeforeCompletion) { ... } }
    System.Runtime.ExceptionServices.ExceptionDispatchInfo
{ public void Throw() { ... } }
    System.Runtime.ExceptionServices.ExceptionDispatchInfo
{ public static void Throw(System.Exception source) { ... } }
    System.Threading.Tasks.Parallel+<>c__DisplayClass19_0`1

```

```

{ internal void <ForWorker>b__1(System.Threading.Tasks.RangeWorker&
currentWorker, int timeout, System.Boolean&
replicationDelegateYieldedBeforeCompletion) { ... } }
System.Threading.Tasks.TaskReplicator+Replica { public void
Execute() { ... } }

AggregateException: "One or more errors occurred. (One or more errors
occurred. (Could not load file or assembly 'glib-sharp, Version=3.0.0.0,
Culture=neutral, PublicKeyToken=35e10195dab3c99f'. Das System kann die
angegebene Datei nicht finden.))"
InnerExceptions: "1"
StackTrace:
System.Threading.Tasks.TaskReplicator { public static void
Run(System.Threading.Tasks.TaskReplicator.ReplicatableUserAction<> action,
System.Threading.Tasks.ParallelOptions options, bool stopOnFirstFailure) { ... }
}
System.Threading.Tasks.Parallel { private static
System.Threading.Tasks.ParallelLoopResult ForWorker(int fromInclusive, int
toExclusive, System.Threading.Tasks.ParallelOptions parallelOptions,
System.Action<int> body, System.Action<int,
System.Threading.Tasks.ParallelLoopState> bodyWithState, System.Func<, , , >
bodyWithLocal, System.Func<> localInit, System.Action<> localFinally) { ... } }
System.Runtime.ExceptionServices.ExceptionDispatchInfo { public
void Throw() { ... } }
System.Runtime.ExceptionServices.ExceptionDispatchInfo { public
static void Throw(System.Exception source) { ... } }
System.Threading.Tasks.Parallel { private static void
ThrowSingleCancellationExceptionOrOtherException(System.Collections.ICollection
exceptions, System.Threading.CancellationToken cancelToken, System.Exception
otherException) { ... } }
System.Threading.Tasks.Parallel { private static
System.Threading.Tasks.ParallelLoopResult ForWorker(int fromInclusive, int
toExclusive, System.Threading.Tasks.ParallelOptions parallelOptions,
System.Action<int> body, System.Action<int,
System.Threading.Tasks.ParallelLoopState> bodyWithState, System.Func<, , , >
bodyWithLocal, System.Func<> localInit, System.Action<> localFinally) { ... } }
System.Threading.Tasks.Parallel { public static
System.Threading.Tasks.ParallelLoopResult For(int fromInclusive, int
toExclusive, System.Threading.Tasks.ParallelOptions parallelOptions,
System.Action<int> body) { ... } }
VL.Lang.Platforms.Roslyn.TargetCompilation { public static
System.Collections.Immutable.ImmutableArray<Microsoft.CodeAnalysis.SyntaxTree>
CreateSyntaxTrees(VL.Lang.Platforms.Roslyn.ProjectNameSyntaxGenerator
projectNameGenerator, VL.Lang.Platforms.Roslyn.ProjectBuildRequest
projectBuildRequest, System.Threading.CancellationToken token,
VL.Lang.Platforms.Roslyn.VLObjectFlavour vLObjectFlavour,
VL.Lang.Symbols.IProcessDefinitionSymbol appClient,
VL.Lang.Symbols.IConcreteTypeSymbol appHost, string hash) { ... } }
VL.Lang.Platforms.Roslyn.TargetCompilation { public static
System.Collections.Immutable.ImmutableArray<Microsoft.CodeAnalysis.SyntaxTree>
CreateSyntaxTrees(VL.Lang.Platforms.Roslyn.ProjectNameSyntaxGenerator
projectNameGenerator, VL.Lang.Symbols.IProjectSymbol project,
System.Threading.CancellationToken token,
VL.Lang.Platforms.Roslyn.VLObjectFlavour vLObjectFlavour, bool
tracingForProjectEnabled, VL.Lang.Symbols.IProcessDefinitionSymbol appClient,
VL.Lang.Symbols.IConcreteTypeSymbol appHost, string hash) { ... } }
VL.Lang.Packages.PackageCompiler+<>c__DisplayClass31_1
{ internal
System.Collections.Immutable.ImmutableArray<Microsoft.CodeAnalysis.SyntaxTree>
<CompileCoreAsync>b__4() { ... } }
System.Threading.Tasks.Task`1 { internal virtual void
InnerInvoke() { ... } }
System.Threading.ExecutionContext { internal static void
RunFromThreadPoolDispatchLoop(System.Threading.Thread threadPoolThread,

```

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System.Threading.ExecutionContext executionContext,
System.Threading.ContextCallback callback, object state) { ... } }
    System.Runtime.ExceptionServices.ExceptionDispatchInfo { public
void Throw() { ... } }
    System.Threading.Tasks.Task { private void
ExecuteWithThreadLocal(System.Threading.Tasks.Task& currentTaskSlot,
System.Threading.Thread threadPoolThread) { ... } }
    System.Runtime.ExceptionServices.ExceptionDispatchInfo { public
void Throw() { ... } }
    System.Runtime.CompilerServices.TaskAwaiter { private static
void ThrowForNonSuccess(System.Threading.Tasks.Task task) { ... } }
    System.Runtime.CompilerServices.TaskAwaiter { private static
void HandleNonSuccessAndDebuggerNotification(System.Threading.Tasks.Task task) {
... } }
    VL.Lang.Packages.PackageCompiler+<CompileCoreAsync>d__31
{ private virtual void MoveNext() { ... } }
    System.Runtime.ExceptionServices.ExceptionDispatchInfo { public
void Throw() { ... } }
    System.Runtime.CompilerServices.TaskAwaiter { private static
void ThrowForNonSuccess(System.Threading.Tasks.Task task) { ... } }
    System.Runtime.CompilerServices.TaskAwaiter { private static
void HandleNonSuccessAndDebuggerNotification(System.Threading.Tasks.Task task) {
... } }
    System.Runtime.CompilerServices.TaskAwaiter`1 { public TResult
GetResult() { ... } }
    VL.Lang.Packages.PackageCompiler+<CompileAsync>d__29 { private
virtual void MoveNext() { ... } }
    System.Runtime.ExceptionServices.ExceptionDispatchInfo { public
void Throw() { ... } }
    System.Runtime.CompilerServices.TaskAwaiter { private static
void ThrowForNonSuccess(System.Threading.Tasks.Task task) { ... } }
    System.Runtime.CompilerServices.TaskAwaiter { private static
void HandleNonSuccessAndDebuggerNotification(System.Threading.Tasks.Task task) {
... } }
    VL.Lang.Packages.PackageCompiler+<CompilePackagesAsync>d__28
{ private virtual void MoveNext() { ... } }
    System.Runtime.ExceptionServices.ExceptionDispatchInfo { public
void Throw() { ... } }
    System.Runtime.CompilerServices.TaskAwaiter { private static
void ThrowForNonSuccess(System.Threading.Tasks.Task task) { ... } }
    System.Runtime.CompilerServices.TaskAwaiter { private static
void HandleNonSuccessAndDebuggerNotification(System.Threading.Tasks.Task task) {
... } }
    VL.Model.Internal.Solution+<RestoreAsync>d__13 { private virtual
void MoveNext() { ... } }
    System.Runtime.ExceptionServices.ExceptionDispatchInfo { public
void Throw() { ... } }
    System.Runtime.CompilerServices.TaskAwaiter { private static
void ThrowForNonSuccess(System.Threading.Tasks.Task task) { ... } }
    System.Runtime.CompilerServices.TaskAwaiter { private static
void HandleNonSuccessAndDebuggerNotification(System.Threading.Tasks.Task task) {
... } }
    System.Runtime.CompilerServices.TaskAwaiter`1 { public TResult
GetResult() { ... } }
    VL.Model.Internal.Solution+<LoadDocumentAsync>d__10 { private
virtual void MoveNext() { ... } }
    System.Runtime.ExceptionServices.ExceptionDispatchInfo { public
void Throw() { ... } }
    System.Runtime.CompilerServices.TaskAwaiter { private static
void ThrowForNonSuccess(System.Threading.Tasks.Task task) { ... } }
    System.Runtime.CompilerServices.TaskAwaiter { private static
void HandleNonSuccessAndDebuggerNotification(System.Threading.Tasks.Task task) {
... } }
    System.Runtime.CompilerServices.TaskAwaiter`1 { public TResult

```

```

getResult() { ... } }
VL.Model.Solution+<LoadDocumentAsync>d__53 { private virtual
void MoveNext() { ... } }
System.Runtime.ExceptionServices.ExceptionDispatchInfo { public
void Throw() { ... } }
System.Runtime.CompilerServices.TaskAwaiter { private static
void ThrowForNonSuccess(System.Threading.Tasks.Task task) { ... } }
System.Runtime.CompilerServices.TaskAwaiter { private static
void HandleNonSuccessAndDebuggerNotification(System.Threading.Tasks.Task task) {
... } }

```

```

VL.HDE.PatchEditor.NavigationMenuProvider+<DoOpenDocumentsAsync>d__50 { private
virtual void MoveNext() { ... } }

```

AggregateException: "One or more errors occurred. (One or more errors occurred. (One or more errors occurred. (Could not load file or assembly 'glib-sharp, Version=3.0.0.0, Culture=neutral, PublicKeyToken=35e10195dab3c99f'. Das System kann die angegebene Datei nicht finden.)))"

InnerExceptions: "1"

StackTrace:

```

VL.HDE.PatchEditor.NavigationMenuProvider+<DoOpenDocumentsAsync>d__50
{ private virtual void MoveNext() { ... } }
System.Runtime.ExceptionServices.ExceptionDispatchInfo { public void
Throw() { ... } }
System.Runtime.CompilerServices.TaskAwaiter { private static void
ThrowForNonSuccess(System.Threading.Tasks.Task task) { ... } }
System.Runtime.CompilerServices.TaskAwaiter { private static void
HandleNonSuccessAndDebuggerNotification(System.Threading.Tasks.Task task)
{ ... } }
System.Runtime.CompilerServices.TaskAwaiter { public void getResult()
{ ... } }
VL.Model.VLSession+<c__DisplayClass184_0+<<RunAndForget>b__0>d
{ private virtual void MoveNext() { ... } }

```

Starting elementa_testApplication_HEyFeR2o5aWPowKPiUmLZq