

NomNom 3.7.0.24-alpha.24 Crash Report

Windows Version

Microsoft Windows 10 Pro 64-bit (Build 19044)

.NET Framework Version

4.8

Path

Save

Output

D:\Vortex Mods\nomanssky\NomNom.zip-1566-3-7-0-24-alpha-24-1641242059

Game Platform

Steam

Exception

Type

System.Windows.Markup.XamlParseException

Message

The invocation of the constructor on type 'NomNom.ViewModel.MainViewModel' that matches the specified binding constraints threw an exception.

Source

PresentationFramework

Stack Trace

at System.Windows.Markup.XamlReader.RewrapException(Exception e, IXamlLineInfo lineInfo, Uri baseUri)
at System.Windows.Markup.WpfXamlLoader.Load(XamlReader xamlReader, IXamlObjectWriterFactory writerFactory, Boolean skipJournaledProperties, Object rootObject, XamlObjectWriterSettings settings, Uri baseUri)
at System.Windows.Markup.WpfXamlLoader.LoadBaml(XamlReader xamlReader, Boolean skipJournaledProperties, Object rootObject, XamlAccessLevel accessLevel, Uri baseUri)
at System.Windows.Markup.XamlReader.LoadBaml(Stream stream, ParserContext parserContext, Object parent, Boolean closeStream)
at System.Windows.Application.LoadBamlStreamWithSyncInfo(Stream stream, ParserContext pc)
at System.Windows.Application.DoStartup()
at System.Windows.Application.<.ctor>b__1_0(Object unused)
at System.Windows.Threading.ExceptionWrapper.InternalRealCall(Delegate callback, Object args, Int32 numArgs)
at System.Windows.Threading.ExceptionWrapper.TryCatchWhen(Object source, Delegate callback, Object args, Int32 numArgs, Delegate catchHandler)

InnerException

Type

System.ArgumentNullException

Message

Value cannot be null. Parameter name: source

Source

System.Core

Stack Trace

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at System.Linq.Enumerable.Select[TSource,TResult](IEnumerable`1 source, Func`2 selector)
at NomNom.ViewModel.EditorFrigateViewModel.get_SelectedClass()
at NomNom.ViewModel.EditorFrigateViewModel.UpdateDisplayName()
at NomNom.ViewModel.EditorFrigateViewModel.SetLanguageProperties()
at NomNom.ViewModel.ManagerViewModel.OnArchiveChanged()
at NomNom.ViewModel.ManagerViewModel.set_Archive(SaveArchive value)
at NomNom.ViewModel.ManagerViewModel.OnSlotChanged()
at NomNom.ViewModel.ManagerViewModel.set_Slot(SaveSlot value)
at NomNom.ViewModel.ManagerViewModel.InitializeSlots()
at NomNom.ViewModel.ManagerViewModel.OnSavePathEvent(Boolean result)
at NomNom.ViewModel.ManagerViewModel..ctor()
at NomNom.ViewModel.MainViewModel..ctor()
```