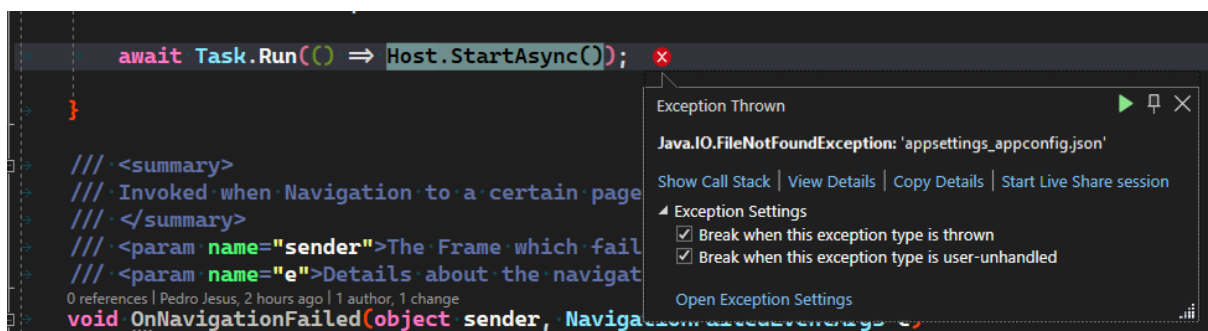
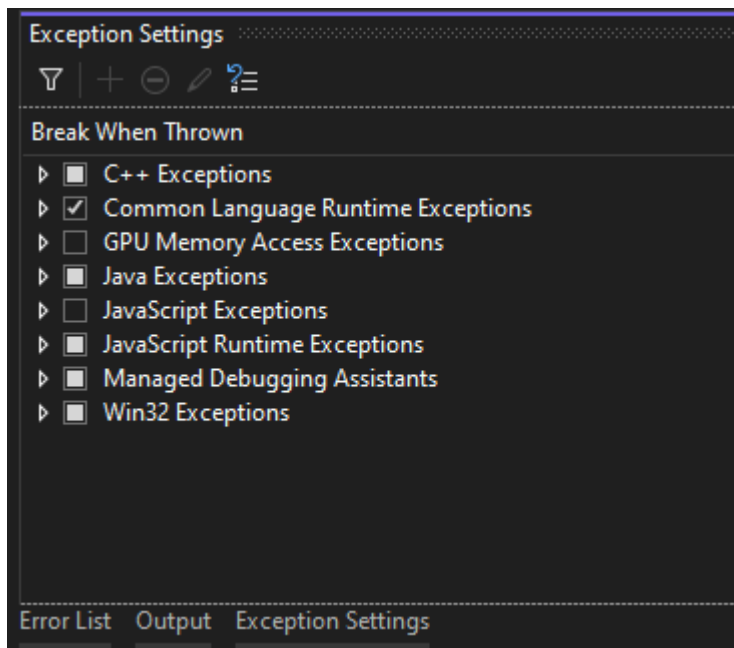


- Updating the project to Uno.Extensions, everytime that I run the `dotnet new unoapp-extensions --name UnoMusicApp` I get a different nuget packages situation on VS
- Creating a branding new app from the template and build it will cause failures. So devs need to update the packages, and I'm feeling this is a nightmare.
 - Looks like the WPF project the root of all evil
- Uno.Extensions causes a exception when running on Android (emulator at least), it doesn't crash the application, but it's anoying.
- You should check this box in order to see the error



Uno Extensions

- The uno extensions Source Generator(SG) generates wrong code for `async void`, if I have `public async void SearchQuery(){}` it will generate

```
new global::Uno.Extensions.Reactive.CommandConfig
{
```

```

        Execute = async (commandParameter, ct) => await vm.SearchQuery()
    }

```

and will fail with CS4008 Cannot wait `void`

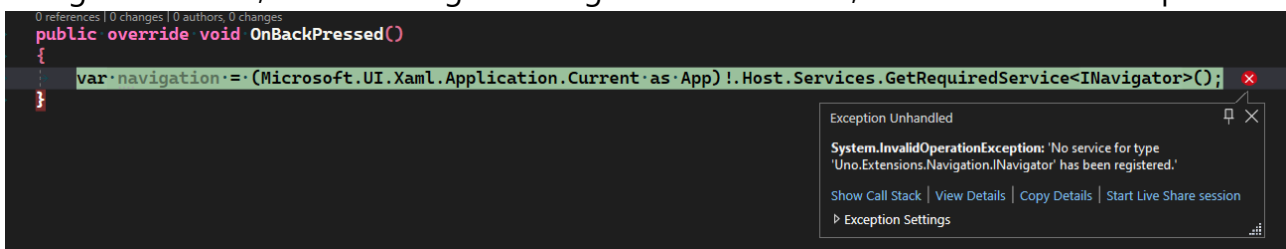
- If I have a `async Task` method, it will generate an `AsyncCommand`, but this command will execute outside of the MainThread, and if I want to populate a collection, for example, it will fail, here's a output log from android.

```

System.InvalidOperationException: Command 'SearchForQueryCommand' failed when
executing command with '-null-'.
---> Android.Util.AndroidRuntimeException: Only the original thread that
created a view hierarchy can touch its views.

```

- From the item 4 in the [navigation docs]([How-To: Navigate in Code \(platform.uno\)](#)) the ViewModel declared by the user will be the `DataContext`, but in reality this isn't true, the `DataContext` is the `ViewModel.BindableViewModel` property. Another down side of that is causing our VMs to be incompatible with another MVVM generators, like the `CommunityToolkit.MVVM`
- If my `ViewModel` inherit from my `BaseViewModel`, the SG doesn't generate the properties of that `BaseViewModel`. So image the scenario where I've the `IsBusy` property in the `BaseViewModel` the generation will not propagate
- If I create `private` methods, the SG will not generate the Command for them. End at the end I can't `Binding` those methods.
- Would be greate if the SG generate a `On{PropertyName}Changed` and `On{PropertyName}Changing` partial methods, to be hooked up and do stuffs when the value change or is changing, just like the `CommunityToolkit.MVVM` does
- If I have pages in the navigation stack, and I press the hardware back button, the application is backgrounded instead of navigate one page back.
- In order to override the back button behavior on Android, I want to grab the `NavigationService`, so I tried to get it using the Host resolver, but it throws an exception



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