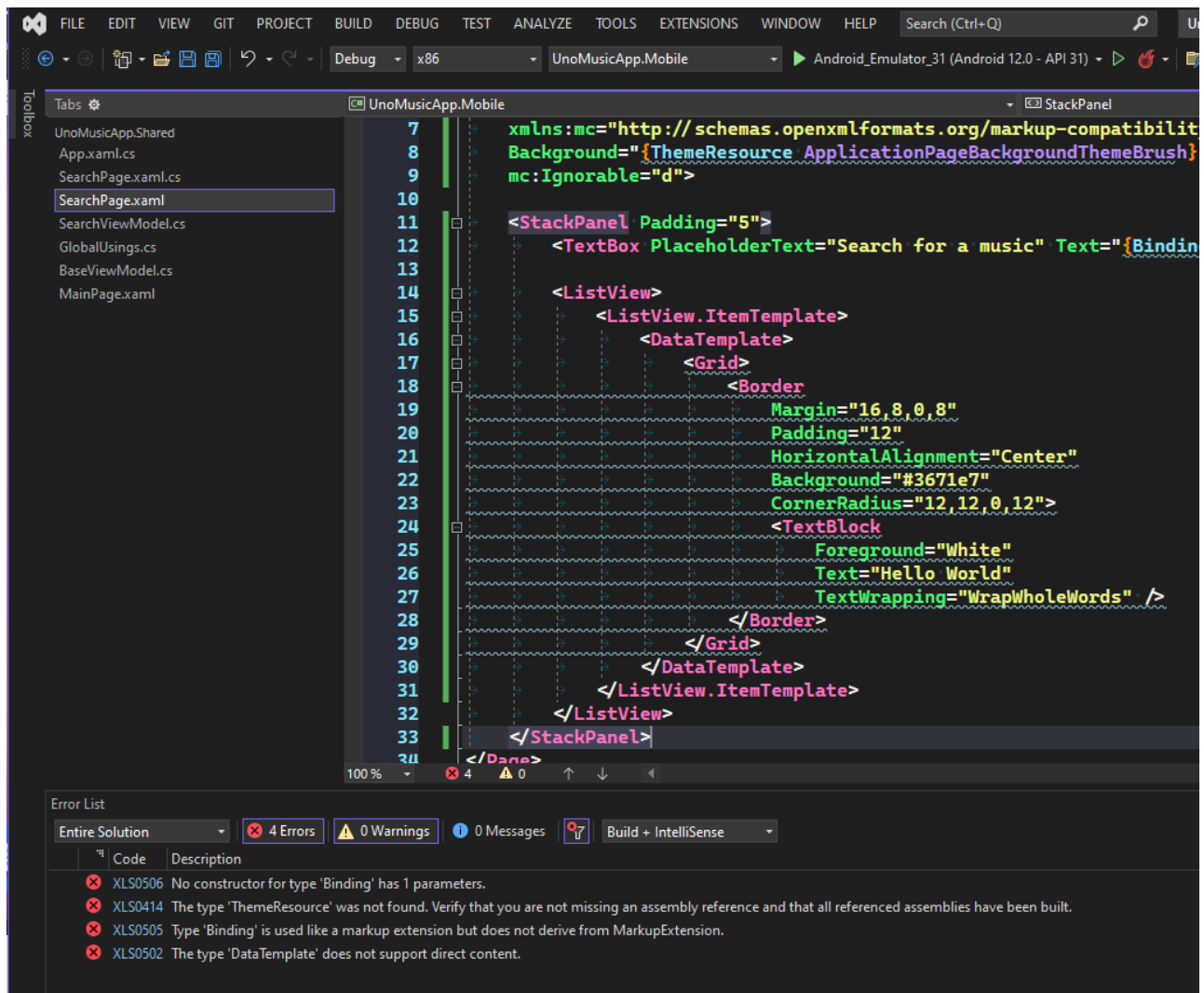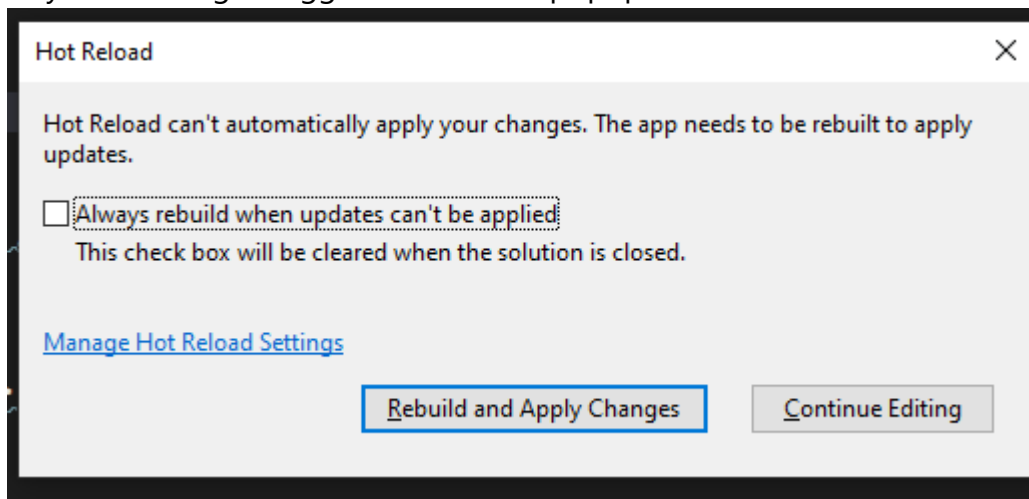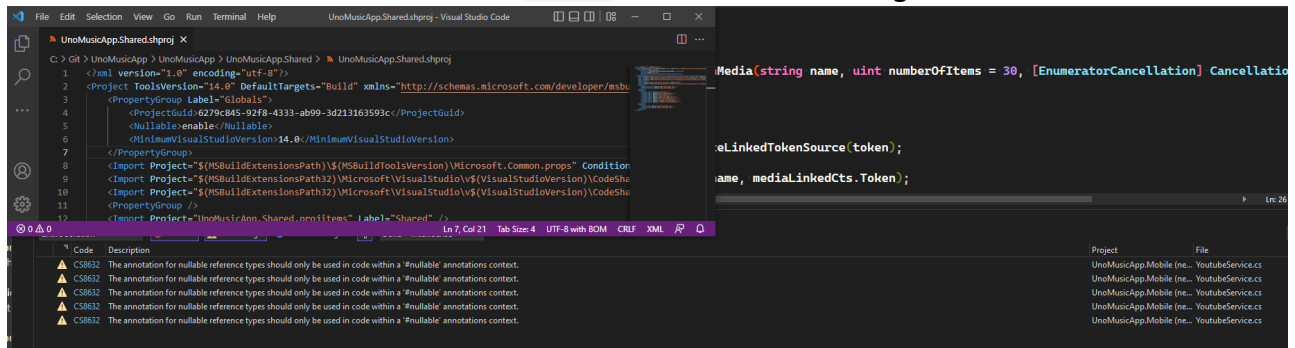- Some fake build errors in XAML
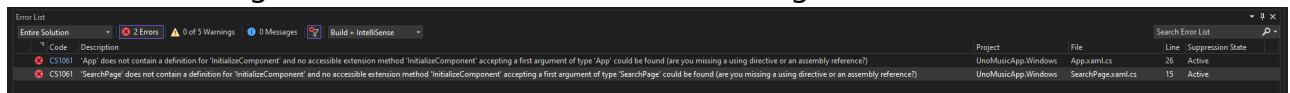

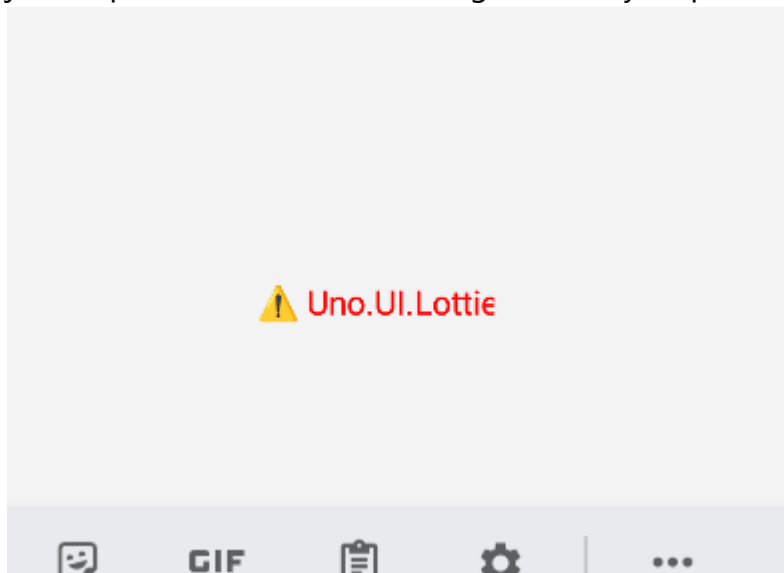- Any xaml changes triggers the rebuild popup, even when isn't needed

-

- Even if I have the Nullable enable in `shproj` the VS emit warning CS8632

- Time from time I get the error CS1061 on some xaml Pages.

- When I try to use the ProgressRing I see this on my app screen. A warning with `Uno.UI.Lottie is missing` shouldn't that be in the project template already? Wasn't clear as well which project should I add this package, when I added it to the `Windows` project it just stops to work and the message isn't very helpful.

- Creating an app with the Uno template the app name isn't the same name of my solution/project, it gets the same name for all projects created by template. UnoQuickStart