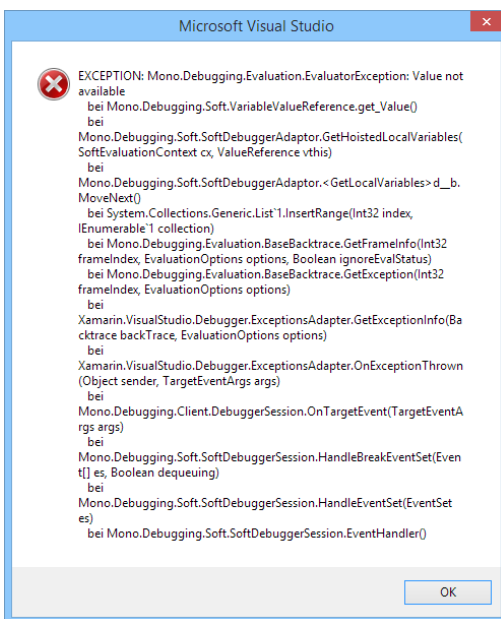
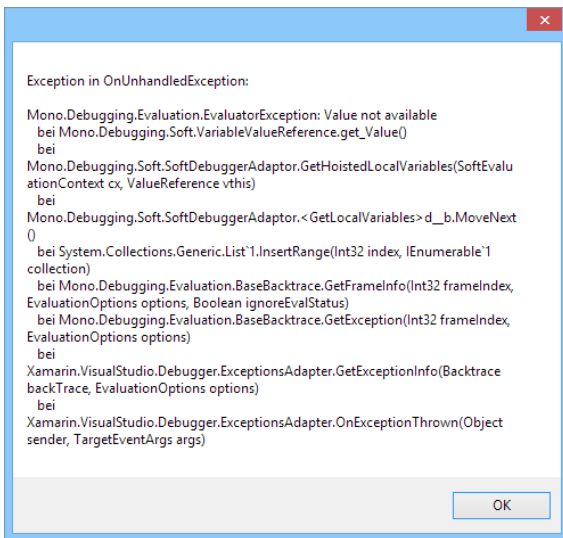


Crash, when I debug to iPhone5 (don't occurs, when I debug to iPad):



[05-Mär-2015 09:52:35]	Request handled in 1.778ms	Information	11	devenv	05.03.2015 09:52:35.9383090	Xamarin.VisualStudio.IOS.XamarinIOSPackage
[05-Mär-2015 09:52:37]	Request handled in 1.933ms	Information	20	devenv	05.03.2015 09:52:37.9230656	Xamarin.VisualStudio.IOS.XamarinIOSPackage
[05-Mär-2015 09:52:38]	Request handled in 1.694ms	Information	20	devenv	05.03.2015 09:52:38.9371528	Xamarin.VisualStudio.IOS.XamarinIOSPackage
[05-Mär-2015 09:52:40]	Request handled in 1.782ms	Information	42	devenv	05.03.2015 09:52:40.9494920	Xamarin.VisualStudio.IOS.XamarinIOSPackage

Name	Wert
Aktivitäts-ID	{00000000-0000-0000-0000-000000000000}
Zeit	2015-03-05 09:52:38.0636
Ebene	Error
Quelle	Xamarin.VisualStudio.Android.XamarinAndroidPackage
Prozess	devenv
Thread	53
Computer	MATSO10C-864

Anwendungsdaten

```

Mono.TouchDebuggerSession
Mono.Debugging.Evaluation.EvaluatorException: Value not available
  bei Mono.Debugging.Soft.VariableValueReference.get_Value()
  bei Mono.Debugging.Soft.SoftDebuggerAdaptor.GetHoistedLocalVariables(SoftEvaluationContext cx, ValueReference vthis)
  bei Mono.Debugging.Soft.SoftDebuggerAdaptor.<GetLocalVariables>d__b.MoveNext()
  bei System.Collections.Generic.List`1.InsertRange(Int32 index, IEnumerable`1 collection)
  bei Mono.Debugging.Evaluation.BaseBacktrace.GetFrameInfo(Int32 frameIndex, EvaluationOptions options, Boolean ignoreEvalStatus)
  bei Mono.Debugging.Evaluation.BaseBacktrace.GetException(Int32 frameIndex, EvaluationOptions options)
  bei Xamarin.VisualStudio.Debugger.ExceptionsAdapter.GetExceptionInfo(Backtrace backTrace, EvaluationOptions options)
    
```

If I have a look to the service trace Viewer, I see the Error, but it seems as it was triggered from the **Android.XamarinAndroidPackage** ??

➤ Does here something run completely wrong?