



# crash report

yCL version 4.5 beta 4 at 2024-06-14 16:07:00.9648288

If this file is empty, then your game didn't crash or something went so wrong even crash logger was useless! :snig:

Topmost stack module is NOT ALWAYS the crash reason! Exercise caution when speculating!  
Exception C0000005 caught!

Thread:

Memory:

Physical Usage: 1.22 GB

Virtual Usage: 1.29 GB

Calltrace:

```
0x18DADBA8 ==> FalloutNV (0x00440DA0) : EntryPoint+0xFFFFFFFF
0x18DADC08 ==> FalloutNV (0x006B92A5) : EntryPoint+0xFFFFFFFF
0x18DADC24 ==> FalloutNV (0x006B8F75) : EntryPoint+0xFFFFFFFF
0x18DADC50 ==> FalloutNV (0x006B8D6E) : EntryPoint+0xFFFFFFFF
0x18DAFDB8 ==> FalloutNV (0x006C9600) : EntryPoint+0xFFFFFFFF
0x18DAFDD4 ==> FalloutNV (0x006C8FB4) : EntryPoint+0xFFFFFFFF
0x18DAFDF8 ==> FalloutNV (0x006C8EE0) : EntryPoint+0xFFFFFFFF
0x18DAFE48 ==> FalloutNV (0x006D0B54) : EntryPoint+0xFFFFFFFF
0x18DAFE90 ==> FalloutNV (0x006D0970) : EntryPoint+0xFFFFFFFF
0x18DAFF38 ==> FalloutNV (0x006EA0B6) : EntryPoint+0xFFFFFFFF
0x18DAFF68 ==> FalloutNV (0x00B0258A) : EntryPoint+0xFFFFFFFF
0x18DAFF70 ==> FalloutNV (0x00B02403) : EntryPoint+0xFFFFFFFF
0x18DAFF80 ==> KERNEL32 (0x1001FCC9) : BaseThreadInitThunk+0x19
0x18DAFFDC ==> ntdll (0x100680CE) :
```

RtlGetAppContainerNamedObjectPath+0x11E

```
0x18DAFFEC ==> ntdll (0x1006809E) :
```

RtlGetAppContainerNamedObjectPath+0xEE

Registry:

REG | VALUE | DEREFERENCE INFO

eax | 0x00111510 |

ebp | 0x18DADBA8 |

ebx | 0x011F8270 | 0x010A4880 ==> Class: BSWin32TaskletManager

ecx | 0x00111510 |

edi | 0x00B023F0 |  
edx | 0x00000000 |  
eip | 0x00440DA0 |  
esi | 0x330EA900 | 0x0103195C ==> Class: TESWorldSpace: 0010BEEA - Name:  
"FreesideWorld" - Plugin: FalloutNV.esm, Last modified by: TheCollector.esp  
esp | 0x18DADA70 |

Stack:

#	VALUE	DEREFERENCE INFO
0	0x006B88C9	
1	0x00000000	
2	0x40000000	
3	0x409B8BD6	
4	0x211DD370	
5	0x2119FB10	
6	0x00000000	
7	0x00000002	
8	0x211A3710	
D	0x18DADD0C   0x0106C22C	==> Class: NavMeshInfoSearch
2F	0x0F08F6C4   0x01014618	==> Class: ExtraNavMeshPortal
31	0x291615D0   0x0102F55C	==> Class: TESObjectREFR: 0012DBDB - Name: "VFSBusDoorNorthREF" - , Baseform 00169596 - Name: "VFSNorthBusDoorEntrance" - Plugin: FalloutNV.esm
35	0x011F8270   0x010A4880	==> Class: BSWin32TaskletManager
38	0x330EAA00   0x0103195C	==> Class: TESWorldSpace: 000DA726 - Name: "WastelandNV" -
51	0x18DADBE4   0x0106C250	==> Unhandled: BSScrapArray<class AStarNode<class NavMeshInfo const *,class TESObjectREFR *> *,1024>
55	0x18DADD0C   0x0106C22C	==> Class: NavMeshInfoSearch
68	0x011F8270   0x010A4880	==> Class: BSWin32TaskletManager
69	0x18DADD0C   0x0106C22C	==> Class: NavMeshInfoSearch
6B	0x18DADD0C   0x0106C22C	==> Class: NavMeshInfoSearch
6F	0x18DADCD8   0x0106C968	==> Unhandled: BSScrapArray<class NavMeshInfo const *,1024>
70	0x18DADCF0   0x0106C97C	==> Unhandled: BSScrapArray<class TESObjectREFR *,1024>
73	0x18DADD0C   0x0106C22C	==> Class: NavMeshInfoSearch
7F	0x18DADCD8   0x0106C968	==> Unhandled: BSScrapArray<class NavMeshInfo const *,1024>

80 | 0x18DADCF0 | 0x0106C97C ==> Unhandled: BSScrapArray<class TESObjectREFR  
\*,1024>

Mods:

00 - FalloutNV.esm	by ipely
01 - DeadMoney.esm	by jfader
02 - HonestHearts.esm	by jfader
03 - OldWorldBlues.esm	by jfader
04 - LonesomeRoad.esm	by jfader
05 - GunRunnersArsenal.esm	by jfader
06 - ClassicPack.esm	by jfader
07 - MercenaryPack.esm	by jfader
08 - TribalPack.esm	by jfader
09 - CaravanPack.esm	by jfader
0A - YUP - Base Game + All DLC.esm	by Y yukichigai
0B - ClaimtheMojave.esm	by hman101
0C - FreesideOpen.esm	
0D - BraveNewWorld.esm	by The BNW Team
0E - Functional Post Game Ending.esm	by Kazopert
0F - IWR.esm	
10 - Freeside Redone.esm	
11 - TLD_Travelers.esm	by EIPascal
12 - Simple Open Strip.esm	
13 - NVBountyBoards.esm	
14 - ChainGang.esm	
15 - The New Bison Steve Hotel.esm	by Mike Hancho
16 - MBFNPCs.esp	
17 - Hardin and NCR Truce.esm	by AVeryUncreativeUsername
18 - SaltLakeStories.esm	
19 - ZionTrail.esm	by Hwiccian
1A - Th3OverseerCore.esm	
1B - SomeguySeries.esm	
1C - Functional Post Game Ending - YUP Patch.esm	by Kazopert
1D - YUP - NPC Fixes (Base Game + All DLC).esp	by Y yukichigai
1E - Vurt's WFO.esp	by Vurt & Printerkop
1F - Uncut Wasteland.esp	by sandbox6
20 - Uncut Extra Collection.esp	by sandbox6
21 - ZionTrailTweaks.esp	
22 - ZionTrail-NV.esp	by Hwiccian
23 - outsidebets.esp	by MoBurma

24 - YetAnotherZionTrailTweaks.esp by piber  
25 - FreesideOpenPatch.esp by MoBurma  
26 - Freeside Open - Freeside Redone Patch.esp  
27 - ClaimtheMojaveFPGE.esp  
28 - ClaimtheMojaveTLD.esp by VishVadeva50  
29 - BraveNewWorld-FPGE.esp by The BNW Team  
2A - populatedcasino.esp  
2B - BraveNewWorld-YUP.esp by The BNW Team  
2C - Functional Post Game Ending - Uncut Extra Collection Patch.esp by Kazopert  
  
2D - Alternative Start.esp by GribbleshniBit8  
2E - Redone-FPGE Patch.esp  
2F - IWR - Rebuilt.esp by urbex  
30 - Headhunting.esp  
31 - New Vegas Crime Capers.esp  
32 - Functional Post Game Ending - Outside Bets Patch.esp by Kazopert  
33 - Companion James.esp  
34 - BraveNewWorld-UncutExtraCollection.esp by The BNW Team  
35 - BraveNewWorld-OutsideBets.esp by The BNW Team  
36 - Franz - Bounties And Bribery.esp by Franz  
37 - Convenient Fast Travel Markers.esp  
38 - ClaimtheMojaveUncutWasteland.esp  
39 - The Strip Reborn.esp  
3A - NCR Embassy-Revamp.esp  
3B - NewVegasBounties.esp  
3C - NewVegasBountiesII.esp  
3D - NewVegasBountiesIII.esp  
3E - Mojave Outpost - Revamp.esp  
3F - HeadHuntingZionPatch.esp  
40 - More Perks v3.esp by Voidwalker  
41 - Shop No Vault Edition.esp  
42 - SD\_RadiantInfinium.esp by stealthDick  
43 - NewVegasBountiesFSOPatch.esp  
44 - Freeside NCR Guard Post - Revamp.esp  
45 - Integration - Couriers Stash.esp by The-Silenced  
46 - TheCollector.esp by Alexander J. Velicky  
47 - ZionTrail-FPGE.esp  
48 - BraveNewWorld-UncutWastelandNPCs.esp by The BNW Team  
49 - ArmedToTheTeethNV-Redux.esp by Quicksilver500

4A - Sorter - Combined.esp  
4B - RWD-NV v1.4 [Standard Version].esp by Wranks  
4C - Sprint Mod.esp by Lork  
4D - JustAssortedMods.esp by yvileapsis and others  
4E - NoMainStoryUltimatums.esp  
4F - LRN.esp  
50 - Clarity.esp  
51 - The Mod Configuration Menu.esp by Pelinor  
52 - NCR Rearmament v1.5.esp

Scptrunners:

"gr\_0KEYWORDS.txt"

"gr\_YetAnotherZionTrailTweaks.txt"

Module bases:

0x67450000 - 0x67471000 ==> CSERHelper, C:/Program Files  
(x86)/Steam/CSERHelper.dll  
0x65B30000 - 0x65C83000 ==> GameOverlayRenderer, C:/Program  
Files (x86)/Steam/GameOverlayRenderer.dll  
0x671B0000 - 0x672A8000 ==> steam, C:/Program Files  
(x86)/Steam/steam.dll  
0x67D50000 - 0x690C2000 ==> steamclient, C:/Program Files  
(x86)/Steam/steamclient.dll  
0x6F6A0000 - 0x6F738000 ==> tier0\_s, C:/Program Files  
(x86)/Steam/tier0\_s.dll  
0x6C810000 - 0x6C898000 ==> vstdlib\_s, C:/Program Files  
(x86)/Steam/vstdlib\_s.dll  
0xA7680000 - 0xA7808000 ==> nvse\_dbghelp,  
C:/Users/\*\*\*\*/AppData/Local/Temp/nvse\_dbghelp.dll  
0x67A60000 - 0x67B96000 ==> AUDIOSES,  
C:/Windows/SYSTEM32/AUDIOSES.DLL  
0x70B30000 - 0x70B3A000 ==> CRYPTBASE,  
C:/Windows/SYSTEM32/CRYPTBASE.DLL  
0x69C90000 - 0x69D2B000 ==> CoreMessaging,  
C:/Windows/SYSTEM32/CoreMessaging.dll  
0x69930000 - 0x69BAF000 ==> CoreUIComponents,  
C:/Windows/SYSTEM32/CoreUIComponents.dll  
0x6FA30000 - 0x6FA59000 ==> DEVOBJ,  
C:/Windows/SYSTEM32/DEVOBJ.dll  
0x74320000 - 0x74357000 ==> DINPUT8,

C:/Windows/SYSTEM32/DINPUT8.dll  
0x67C80000 - 0x67CFF000 ==> DSOUND,  
C:/Windows/SYSTEM32/DSOUND.dll  
0x74840000 - 0x7484A000 ==> HID,  
C:/Windows/SYSTEM32/HID.DLL  
0x708D0000 - 0x70902000 ==> IPHLPAPI,  
C:/Windows/SYSTEM32/IPHLPAPI.DLL  
0x67BD0000 - 0x67BE9000 ==> MSACM32,  
C:/Windows/SYSTEM32/MSACM32.DLL  
0x6FB80000 - 0x6FB8E000 ==> MSASN1,  
C:/Windows/SYSTEM32/MSASN1.dll  
0x6FA80000 - 0x6FAED000 ==> MSVCP140,  
C:/Windows/SYSTEM32/MSVCP140.dll  
0x70910000 - 0x70962000 ==> MSWSOCK,  
C:/Windows/SYSTEM32/MSWSOCK.dll  
0x700A0000 - 0x70162000 ==> PROPSYS,  
C:/Windows/SYSTEM32/PROPSYS.dll  
0x67BA0000 - 0x67BCA000 ==> RTWorkQ,  
C:/Windows/SYSTEM32/RTWorkQ.DLL  
0x74700000 - 0x7470A000 ==> Secur32,  
C:/Windows/SYSTEM32/Secur32.dll  
0x74810000 - 0x74831000 ==> SspiCli,  
C:/Windows/SYSTEM32/SspiCli.dll  
0x70970000 - 0x7097D000 ==> UMPDC,  
C:/Windows/SYSTEM32/UMPDC.dll  
0x6FA60000 - 0x6FA75000 ==> VCRUNTIME140,  
C:/Windows/SYSTEM32/VCRUNTIME140.dll  
0x751E0000 - 0x751E8000 ==> VERSION,  
C:/Windows/SYSTEM32/VERSION.dll  
0x74890000 - 0x748B8000 ==> WINMM,  
C:/Windows/SYSTEM32/WINMM.dll  
0x748C0000 - 0x748C8000 ==> WSOCK32,  
C:/Windows/SYSTEM32/WSOCK32.dll  
0x72850000 - 0x72875000 ==> Wldp,  
C:/Windows/SYSTEM32/Wldp.dll  
0x01780000 - 0x01796000 ==> XINPUT1\_3,  
C:/Windows/SYSTEM32/XINPUT1\_3.dll  
0x674B0000 - 0x6754F000 ==> apphelp,  
C:/Windows/SYSTEM32/apphelp.dll

0x698F0000 - 0x698F8000 ==> avrt,  
C:/Windows/SYSTEM32/avrt.dll  
0x70B70000 - 0x70B83000 ==> cryptsp,  
C:/Windows/SYSTEM32/cryptsp.dll  
0x66560000 - 0x666EF000 ==> d3d9,  
C:/Windows/SYSTEM32/d3d9.dll  
0x65C90000 - 0x65E8F000 ==> d3dx9\_43,  
C:/Windows/SYSTEM32/d3dx9\_43.dll  
0x67480000 - 0x674AB000 ==> dbgcore,  
C:/Windows/SYSTEM32/dbgcore.DLL  
0x66000000 - 0x66188000 ==> dbghelp,  
C:/Windows/SYSTEM32/dbghelp.dll  
0x6C740000 - 0x6C766000 ==> dwmapi,  
C:/Windows/SYSTEM32/dwmapi.dll  
0x666F0000 - 0x6671C000 ==> dxcore,  
C:/Windows/SYSTEM32/dxcore.dll  
0x67A50000 - 0x67A5A000 ==> imaadp32,  
C:/Windows/SYSTEM32/imaadp32.acm  
0x69D30000 - 0x69E1D000 ==> inputhost,  
C:/Windows/SYSTEM32/inputhost.dll  
0x75140000 - 0x7514F000 ==> kernel.appcore,  
C:/Windows/SYSTEM32/kernel.appcore.dll  
0x707C0000 - 0x707C7000 ==> ksuser,  
C:/Windows/SYSTEM32/ks\*\*\*\*.dll  
0x6BEE0000 - 0x6C059000 ==> mfplat,  
C:/Windows/SYSTEM32/mfplat.DLL  
0x69920000 - 0x69928000 ==> midimap,  
C:/Windows/SYSTEM32/midimap.dll  
0x69910000 - 0x6991A000 ==> msacm32,  
C:/Windows/SYSTEM32/msacm32.driv  
0x690E0000 - 0x690E9000 ==> msadp32,  
C:/Windows/SYSTEM32/msadp32.acm  
0x67440000 - 0x67449000 ==> msdmo,  
C:/Windows/SYSTEM32/msdmo.dll  
0x69860000 - 0x69868000 ==> msg711,  
C:/Windows/SYSTEM32/msg711.acm  
0x69880000 - 0x6988B000 ==> msgsm32,  
C:/Windows/SYSTEM32/msgsm32.acm  
0x773D0000 - 0x77574000 ==> ntdll,

C:/Windows/SYSTEM32/ntdll.dll  
0x72820000 - 0x72849000 ==> ntmarta,  
C:/Windows/SYSTEM32/ntmarta.dll  
0x67D00000 - 0x67D44000 ==> powrprof,  
C:/Windows/SYSTEM32/powrprof.dll  
0x671A0000 - 0x671AF000 ==> resourcepolicyclient,  
C:/Windows/SYSTEM32/resourcepolicyclient.dll  
0x65A70000 - 0x65B29000 ==> textinputframework,  
C:/Windows/SYSTEM32/textinputframework.dll  
0x69100000 - 0x69291000 ==> twinapi.appcore,  
C:/Windows/SYSTEM32/twinapi.appcore.dll  
0x6C140000 - 0x6C17A000 ==> wdmaud,  
C:/Windows/SYSTEM32/wdmaud.driv  
0x72880000 - 0x72E94000 ==> windows.storage,  
C:/Windows/SYSTEM32/windows.storage.dll  
0x67C60000 - 0x67C7D000 ==> winmmbase,  
C:/Windows/SYSTEM32/winmmbase.dll  
0x69BB0000 - 0x69C8D000 ==> wintypes,  
C:/Windows/SYSTEM32/wintypes.dll  
0x755F0000 - 0x7566D000 ==> ADVAPI32,  
C:/Windows/System32/ADVAPI32.dll  
0x771A0000 - 0x772A0000 ==> CRYPT32,  
C:/Windows/System32/CRYPT32.dll  
0x69E20000 - 0x6ACFE000 ==> igc32,  
C:/Windows/System32/DriverStore/FileRepository/igdlh64.inf\_amd64\_60d4859a890d55c0/igc  
32.dll  
0x60340000 - 0x65A19000 ==> igdumdim32,  
C:/Windows/System32/DriverStore/FileRepository/igdlh64.inf\_amd64\_60d4859a890d55c0/igd  
umdim32.dll  
0x763C0000 - 0x763E3000 ==> GDI32,  
C:/Windows/System32/GDI32.dll  
0x75280000 - 0x752A5000 ==> IMM32,  
C:/Windows/System32/IMM32.DLL  
0x76C30000 - 0x76D20000 ==> KERNEL32,  
C:/Windows/System32/KERNEL32.DLL  
0x75BA0000 - 0x75DDA000 ==> KERNELBASE,  
C:/Windows/System32/KERNELBASE.dll  
0x67BF0000 - 0x67C5B000 ==> MMDevApi,  
C:/Windows/System32/MMDevApi.dll

0x76D20000 - 0x76DF3000 ==> MSCTF,  
C:/Windows/System32/MSCTF.dll

0x772A0000 - 0x77336000 ==> OLEAUT32,  
C:/Windows/System32/OLEAUT32.dll

0x76820000 - 0x768DC000 ==> RPCRT4,  
C:/Windows/System32/RPCRT4.dll

0x756F0000 - 0x75B28000 ==> SETUPAPI,  
C:/Windows/System32/SETUPAPI.dll

0x75DE0000 - 0x763B7000 ==> SHELL32,  
C:/Windows/System32/SHELL32.dll

0x753F0000 - 0x7558D000 ==> USER32,  
C:/Windows/System32/USER32.dll

0x76AF0000 - 0x76B3D000 ==> WINTRUST,  
C:/Windows/System32/WINTRUST.dll

0x67A10000 - 0x67A4D000 ==> WMASF,  
C:/Windows/System32/WMASF.DLL

0x6BCD0000 - 0x6BEDD000 ==> WMVCore,  
C:/Windows/System32/WMVCore.DLL

0x76A80000 - 0x76AE3000 ==> WS2\_32,  
C:/Windows/System32/WS2\_32.dll

0x67100000 - 0x67173000 ==> WindowManagementAPI,  
C:/Windows/System32/WindowManagementAPI.dll

0x60240000 - 0x60333000 ==> Windows.UI,  
C:/Windows/System32/Windows.UI.dll

0x76E00000 - 0x76E19000 ==> bcrypt,  
C:/Windows/System32/bcrypt.dll

0x75B30000 - 0x75B8F000 ==> bcryptPrimitives,  
C:/Windows/System32/bcryptPrimitives.dll

0x77160000 - 0x7719B000 ==> cfgmgr32,  
C:/Windows/System32/cfgmgr32.dll

0x75670000 - 0x756EE000 ==> clbcatq,  
C:/Windows/System32/clbcatq.dll

0x76E20000 - 0x770A0000 ==> combase,  
C:/Windows/System32/combase.dll

0x66190000 - 0x66558000 ==> d3dx9\_38,  
C:/Windows/System32/d3dx9\_38.DLL

0x66720000 - 0x66738000 ==> devenum,  
C:/Windows/System32/devenum.dll

0x76570000 - 0x76656000 ==> gdi32full,

C:/Windows/System32/gdi32full.dll  
0x75250000 - 0x75269000 ==> imagehlp,  
C:/Windows/System32/imagehlp.dll  
0x698A0000 - 0x698B5000 ==> l3codeca,  
C:/Windows/System32/l3codeca.acm  
0x69750000 - 0x69856000 ==> mfperfhelpr,  
C:/Windows/System32/mfperfhelpr.dll  
0x67180000 - 0x67197000 ==> mp3dmod,  
C:/Windows/System32/mp3dmod.dll  
0x6C060000 - 0x6C134000 ==> msmpeg2adec,  
C:/Windows/System32/msmpeg2adec.dll  
0x77340000 - 0x773BB000 ==> msvcp\_win,  
C:/Windows/System32/msvcp\_win.dll  
0x770A0000 - 0x7715F000 ==> msvcrt,  
C:/Windows/System32/msvcrt.dll  
0x76990000 - 0x76A73000 ==> ole32,  
C:/Windows/System32/ole32.dll  
0x76560000 - 0x76566000 ==> psapi,  
C:/Windows/System32/psapi.dll  
0x672F0000 - 0x67312000 ==> qasf,  
C:/Windows/System32/qasf.dll  
0x694B0000 - 0x6964A000 ==> quartz,  
C:/Windows/System32/quartz.dll  
0x76660000 - 0x766D8000 ==> sechost,  
C:/Windows/System32/sechost.dll  
0x766E0000 - 0x76767000 ==> shcore,  
C:/Windows/System32/shcore.dll  
0x76940000 - 0x76985000 ==> shlwapi,  
C:/Windows/System32/shlwapi.dll  
0x752D0000 - 0x753F0000 ==> ucrtbase,  
C:/Windows/System32/ucrtbase.dll  
0x752B0000 - 0x752C8000 ==> win32u,  
C:/Windows/System32/win32u.dll  
0x673B0000 - 0x6743D000 ==> COMCTL32,  
C:/Windows/WinSxS/x86\_microsoft.windows.common-  
controls\_6595b64144ccf1df\_5.82.19041.4355\_none\_c0dc01d438beab35/COMCTL32.dll  
0x65E90000 - 0x65FF8000 ==> gdiplus,  
C:/Windows/WinSxS/x86\_microsoft.windows.gdiplus\_6595b64144ccf1df\_1.1.19041.4355\_non  
e\_d950e3a7e104d0ea/gdiplus.dll

0x66740000 - 0x66793000 ==> Oleacc,  
C:/Windows/system32/Oleacc.dll

0x74630000 - 0x746A4000 ==> uxtheme,  
C:/Windows/system32/uxtheme.dll

0x67380000 - 0x67394000 ==> nvhr\_avx2,  
D:/SteamLibrary/steamapps/common/Fallout New Vegas/Data/NVHR/nvhr\_avx2.dll

0x18F70000 - 0x18F87000 ==> ActorCauseSaveBloatFix, NVSE plugin version: 1,  
D:/SteamLibrary/steamapps/common/Fallout New Vegas/Data/NVSE/Plugins/ActorCauseSaveBloatFix.dll

0x3B350000 - 0x3B3C9000 ==> CrashLogger, NVSE plugin version: 454,  
D:/SteamLibrary/steamapps/common/Fallout New Vegas/Data/NVSE/Plugins/CrashLogger.dll

0x18FB0000 - 0x18FC9000 ==> EngineOptimizations, NVSE plugin version: 100,  
D:/SteamLibrary/steamapps/common/Fallout New Vegas/Data/NVSE/Plugins/EngineOptimizations.dll

0x18FE0000 - 0x18FF6000 ==> HDPIPboy, NVSE plugin version: 1,  
D:/SteamLibrary/steamapps/common/Fallout New Vegas/Data/NVSE/Plugins/HDPIPboy.dll

0x3B590000 - 0x3B59B000 ==> LOD Fixes, NVSE plugin version: 129,  
D:/SteamLibrary/steamapps/common/Fallout New Vegas/Data/NVSE/Plugins/LOD Fixes.dll

0x3B5B0000 - 0x3B5E2000 ==> MCM, NVSE plugin version: 1,  
D:/SteamLibrary/steamapps/common/Fallout New Vegas/Data/NVSE/Plugins/MCM.dll

0x3B740000 - 0x3B74C000 ==> NVTF, NVSE plugin version: 10,  
D:/SteamLibrary/steamapps/common/Fallout New Vegas/Data/NVSE/Plugins/NVTF.dll

0x67320000 - 0x67350000 ==> OneTweak, NVSE plugin version: 4,  
D:/SteamLibrary/steamapps/common/Fallout New Vegas/Data/NVSE/Plugins/OneTweak.dll

0x3BB20000 - 0x3BC66000 ==> ShowOffNVSE, NVSE plugin version: 180,  
D:/SteamLibrary/steamapps/common/Fallout New Vegas/Data/NVSE/Plugins/ShowOffNVSE.dll

0x3B420000 - 0x3B4A0000 ==> jip\_nvse, NVSE plugin version: 5730,  
D:/SteamLibrary/steamapps/common/Fallout New Vegas/Data/NVSE/Plugins/jip\_nvse.dll

0x3B4A0000 - 0x3B4F7000 ==> johnnyguitar, NVSE plugin version: 508,  
D:/SteamLibrary/steamapps/common/Fallout New Vegas/Data/NVSE/Plugins/johnnyguitar.dll

0x3B500000 - 0x3B579000 ==> kNVSE, NVSE plugin version: 20,  
D:/SteamLibrary/steamapps/common/Fallout New Vegas/Data/NVSE/Plugins/kNVSE.dll

0x3B610000 - 0x3B617000 ==> mlf,  
D:/SteamLibrary/steamapps/common/Fallout New Vegas/Data/NVSE/Plugins/mlf.dll

0x3B630000 - 0x3B728000 ==> nvse\_stewie\_tweaks, NVSE plugin version: 921,  
D:/SteamLibrary/steamapps/common/Fallout New Vegas/Data/NVSE/Plugins/nvse\_stewie\_tweaks.dll

0x3B790000 - 0x3B79B000 ==> ui\_organizer, NVSE plugin version: 230,

D:/SteamLibrary/steamapps/common/Fallout New Vegas/Data/NVSE/Plugins/ui\_organizer.dll

0x3B7B0000 - 0x3B7B6000 ==> weapon\_lag\_fix,

D:/SteamLibrary/steamapps/common/Fallout New Vegas/Data/NVSE/Plugins/weapon\_lag\_fix.dll

0x3BD00000 - 0x3BD0C000 ==> zlibUpdate,

D:/SteamLibrary/steamapps/common/Fallout New Vegas/Data/NVSE/Plugins/zlibUpdate.dll

0x00400000 - 0x0147B000 ==> FalloutNV,

D:/SteamLibrary/steamapps/common/Fallout New Vegas/FalloutNV.exe

0x18000000 - 0x18068000 ==> binkw32,

D:/SteamLibrary/steamapps/common/Fallout New Vegas/binkw32.dll

0x673A0000 - 0x673AE000 ==> d3dx9\_38,

D:/SteamLibrary/steamapps/common/Fallout New Vegas/d3dx9\_38.dll

0x01BA0000 - 0x01CD3000 ==> libvorbis,

D:/SteamLibrary/steamapps/common/Fallout New Vegas/libvorbis.dll

0x10000000 - 0x1001E000 ==> libvorbisfile,

D:/SteamLibrary/steamapps/common/Fallout New Vegas/libvorbisfile.dll

0x3B200000 - 0x3B350000 ==> nvse\_1\_4,

D:/SteamLibrary/steamapps/common/Fallout New Vegas/nvse\_1\_4.dll

0x67350000 - 0x6737D000 ==> nvse\_steam\_loader,

D:/SteamLibrary/steamapps/common/Fallout New Vegas/nvse\_steam\_loader.dll

0x3B400000 - 0x3B41D000 ==> steam\_api,

D:/SteamLibrary/steamapps/common/Fallout New Vegas/steam\_api.dll

GAME CRASHED AT INSTRUCTION Base+0x00040DA0 IN MODULE:

D:\SteamLibrary\steamapps\common\Fallout New Vegas\FalloutNV.exe

Please note that this does not automatically mean that that module is responsible. It may have been supplied bad data or

program state as the result of an issue in the base game or a different DLL.