

crash-2025-03-08-05-14-41.log -> AUTOSCAN REPORT GENERATED BY CLASSIC v7.30.4  
# FOR BEST VIEWING EXPERIENCE OPEN THIS FILE IN NOTEPAD++ OR SIMILAR #  
# PLEASE READ EVERYTHING CAREFULLY AND BEWARE OF FALSE POSITIVES #

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Main Error: Unhandled exception "EXCEPTION\_ACCESS\_VIOLATION" at 0x7FF7CEFD3406  
Fallout4.exe+0C43406       mov eax, [rdx+0x1AC]  
  FUN\_140c43400\_C43406)  
Detected Buffout 4 Version: Buffout 4 v1.36.0 Oct 13 2024 01:09:30  
\* You have the latest version of Buffout 4! \*

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CHECKING IF LOG MATCHES ANY KNOWN CRASH SUSPECTS...

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# Checking for Script Crash..... SUSPECT FOUND! > Severity : 3 #

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# Checking for Mesh (NIF) Crash..... SUSPECT FOUND! > Severity : 4 #

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# Checking for Player Character Crash..... SUSPECT FOUND! > Severity : 3 #

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# Checking for \*[Looks Menu Crash]..... SUSPECT FOUND! > Severity : 1 #

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# Checking for \*[Camera Position Crash]..... SUSPECT FOUND! > Severity : 1 #

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\* FOR DETAILED DESCRIPTIONS AND POSSIBLE SOLUTIONS TO ANY ABOVE  
DETECTED CRASH SUSPECTS \*

\* SEE:

[https://docs.google.com/document/d/17FzeIMJ256xE85XdjoPvv\\_Zi3C5uHeSTQh6wOZugs4c](https://docs.google.com/document/d/17FzeIMJ256xE85XdjoPvv_Zi3C5uHeSTQh6wOZugs4c) \*

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CHECKING IF NECESSARY FILES/SETTINGS ARE CORRECT...

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\* NOTICE: FCX MODE IS DISABLED. YOU CAN ENABLE IT TO DETECT PROBLEMS IN  
YOUR MOD & GAME FILES \*

[ FCX Mode can be enabled in the exe or CLASSIC Settings.yaml located in your CLASSIC  
folder. ]

\* NOTICE : CreateTexture2D is disabled in your Buffout 4 settings, is this intentional? \*

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✓ Achievements parameter is correctly configured in your Buffout 4 settings!

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✓ Memory Manager parameter is correctly configured in your Buffout 4 settings!

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✓ F4EE (Looks Menu) parameter is correctly configured in your Buffout 4 settings!

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✘ FCX Mode is disabled, skipping game files check...  
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### CHECKING FOR MODS THAT CAN CAUSE FREQUENT CRASHES...

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[!] FOUND : [A5] Tactical Tablet

- Can cause flickering with certain scopes or crashes while browsing workbenches, most commonly with ECO.

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# [!] CAUTION : ANY ABOVE DETECTED MODS HAVE A MUCH HIGHER CHANCE TO CRASH YOUR GAME! #

\* YOU CAN DISABLE ANY / ALL OF THEM TEMPORARILY TO CONFIRM THEY CAUSED THIS CRASH. \*

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### CHECKING FOR MODS THAT CONFLICT WITH OTHER MODS...

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[!] CAUTION : Frost Survival Simulator ✘ CONFLICTS WITH : Previs Repair Pack

For precombine fixes, remove PRP and switch to FROST Cell Fixes (FCF).

FROST Cell Fixes: <https://www.nexusmods.com/fallout4/mods/59652?tab=files>

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# [!] CAUTION : FOUND MODS THAT ARE INCOMPATIBLE OR CONFLICT WITH YOUR OTHER MODS #

\* YOU SHOULD CHOOSE WHICH MOD TO KEEP AND DISABLE OR COMPLETELY REMOVE THE OTHER MOD \*

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### CHECKING FOR MODS WITH SOLUTIONS & COMMUNITY PATCHES

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[!] FOUND : [08] Armor And Weapons Keywords

- If you don't rely on AWKCR, consider switching to Equipment and Crafting Overhaul

Better Alternative: <https://www.nexusmods.com/fallout4/mods/67679?tab=files>

Patches to remove AWKCR: <https://www.nexusmods.com/fallout4/mods/40752?tab=files>

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[!] FOUND : [15] Homemaker

- Causes a crash while scrolling over Military / BoS fences in the Settlement Menu.

Advised Fix: Make sure you are using at least version 1.73 of this mod.

Alternate Fix: <https://www.nexusmods.com/fallout4/mods/41434?tab=files>

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[!] FOUND : [A6] Looks Menu Customization Compendium

- If you are getting broken hair colors, install this mod and make sure it loads after LMCC.

Mod Link: <https://www.nexusmods.com/fallout4/mods/18287?tab=files>

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[!] FOUND : [0F] Natural And Atmospheric Commonwealth

- If you notice weird looking skin tones with either NAC or NACX, install this patch.

Patch Link: <https://www.nexusmods.com/fallout4/mods/57052?tab=files>

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[!] FOUND : [FE] South Of The Sea

- Very unstable mod that consistently and frequently causes strange problems and crashes.

Updated Version: <https://www.nexusmods.com/fallout4/mods/63152?tab=files>

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[!] FOUND : [1A] Tactical Reload

- Can cause weapon and combat related crashes. TR Expansion For ECO is highly recommended.

TR Expansion For ECO Link: <https://www.nexusmods.com/fallout4/mods/67716?tab=files>

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# [!] CAUTION : FOUND PROBLEMATIC MODS WITH SOLUTIONS AND COMMUNITY PATCHES #

[Due to limitations, CLASSIC will show warnings for some mods even if fixes or patches are already installed.]

[To hide these warnings, you can add their plugin names to the CLASSIC Ignore.yaml file. ONE PLUGIN PER LINE.]

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CHECKING FOR MODS PATCHED THROUGH OPC INSTALLER...

[!] FOUND : [68] Dogmeat And Strong Armor

[!] FOUND : [28] Mutilated Dead Bodies

\* FOR PATCH REPOSITORY THAT PREVENTS CRASHES AND FIXES PROBLEMS IN THESE AND OTHER MODS,\*

\* VISIT OPTIMIZATION PATCHES COLLECTION:  
<https://www.nexusmods.com/fallout4/mods/54872> \*

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CHECKING IF IMPORTANT PATCHES & FIXES ARE INSTALLED

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✓ Canary Save File Monitor is installed!

✓ High FPS Physics Fix is installed!

✓ Previs Repair Pack (PRP) is installed!

✓ Unofficial Fallout 4 Patch is installed!

✗ Nvidia Weapon Debris Fix is not installed!

This is a mandatory patch / fix required for almost all Nvidia GPUs.

Link: <https://www.nexusmods.com/fallout4/mods/48078?tab=files>

✘ Nvidia Reflex Support is not installed!

This is a highly recommended mod that can improve performance on Nvidia GPUs.

Link: <https://www.nexusmods.com/fallout4/mods/64459?tab=files>

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SCANNING THE LOG FOR SPECIFIC (POSSIBLE) SUSPECTS...

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✘ WARNING : Crash logs for the current game version do not report plugin indexes correctly!  
The plugin limit check will be disabled for this scan.

#### # LIST OF (POSSIBLE) PLUGIN SUSPECTS #

- uniqueplayer.esp | 1

[Last number counts how many times each Plugin Suspect shows up in the crash log.]  
These Plugins were caught by Buffout 4 and some of them might be responsible for this crash.  
You can try disabling these plugins and check if the game still crashes, though this method can be unreliable.

#### # LIST OF (POSSIBLE) FORM ID SUSPECTS #

- FormID: 00000007 | [Fallout4.esm] | 1  
- FormID: 00000014 | [Fallout4.esm] | 2  
- FormID: 001978D3 | [Fallout4.esm] | 2  
- FormID: 001A8A17 | [Fallout4.esm] | 1

[Last number counts how many times each Form ID shows up in the crash log.]  
These Form IDs were caught by Buffout 4 and some of them might be related to this crash.  
You can try searching any listed Form IDs in xEdit and see if they lead to relevant records.

#### # LIST OF DETECTED (NAMED) RECORDS #

- Function: "Kill" | 2  
- Name: "32" | 3  
- Name: "Actor" | 4  
- Name: "LODRoot" | 2  
- Name: "Land" | 2  
- Name: "LandAndObjectLOD" | 2  
- Name: "WorldRoot Camera" | 6  
- Name: "WorldRoot CameraNode" | 3  
- Name: "WorldRoot Node" | 5  
- Name: "ZombieWalkers:ZW\_Quest\_Replacements\_Check" | 1  
- Name: "chunk" | 2  
- Name: "shadow scene node" | 2  
- RTTIName: "BSClearZNode" | 2

- RTTIName: "BSMultiBoundNode" | 1
- RTTIName: "NiCamera" | 3
- RTTIName: "NiNode" | 9
- RTTIName: "SceneGraph" | 5
- RTTIName: "ShadowSceneNode" | 2

[Last number counts how many times each Named Record shows up in the crash log.]  
These records were caught by Buffout 4 and some of them might be related to this crash.  
Named records should give extra info on involved game objects, record types or mod files.

FOR FULL LIST OF MODS THAT CAUSE PROBLEMS, THEIR ALTERNATIVES AND  
DETAILED SOLUTIONS

VISIT THE BUFFOUT 4 CRASH ARTICLE: <https://www.nexusmods.com/fallout4/articles/3115>

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FO4 CLASSIC | <https://www.nexusmods.com/fallout4/mods/56255>  
CLASSIC v7.30.4 | 25.01.07 | END OF AUTOSCAN