

Running on 64 bit Windows 10.0.19045.0 with 65446 MB RAM

Game Version: v1.20.4 (Stable)

25/2/2025 23:34:16: Critical error occurred

Loaded Mods: aculinaryartillery@1.2.3, axleinblocks@1.20.1-rc.3, backpackpackStandardcontinuedSturdy@1.1.1, bedrespawn@1.1.0, scrapblocks@1.2.4, bettertraders@0.0.9, cellardoor@1.4.0, chiseltools@1.14.12, chocolate@1.0.2, combatoverhaul@0.1.27, landformoverhaul@1.0.1, craftablecompanion@1.2.1, decor@1.2.1, DiamondTools@2.0.6, firestarters@1.4.3, flourbags@1.1.0, caninae@1.0.29, capreolinae@1.2.4, sirenia@1.0.16, blackguardheavyd@1.2.2, istchests@0.0.4, indappledgroves@2.0.5, linearpower@0.3.4, long-term_food@0.2.1, meltingpp@1.0.4, millwright@1.1.8, molds@0.1.7, morebanners@1.2.1, morecalcinedflint@1.0.0, moremeadoptions@1.1.2, unnotoolochre@1.0.0, unochre@1.3.0, particlesplus@1.2.1, pipeleaf@1.10.0, plumpkins@1.0.3, primitivesurvival@3.7.5, rope-bridges@1.1.0, royalscurtains@0.0.1, ruggedrugs@0.0.4, smokychimneys@1.0.0, specificclutter@1.0.0, spyglass@0.5.2, translocatorengineeringredux@1.5.6, game@1.20.4, vsimgui@1.1.7, AgeOfConfession@2.1.4, apegrapes@1.2.6, armory@0.1.7, awearablelight@1.1.31, barreldough@2.0.0, betterruins@0.4.7, biggercellars@1.0.1, blacksmithgloves@1.0.7, butchering@1.8.1, carryon@1.8.0-pre.1, clothshelf@1.0.1, commonlib@2.6.1, composter@1.2.0, configlib@1.5.1, darkerdrifterspawns@1.1.0, kdynamictoolworkspeed@1.0.3, expandedfoods@1.7.4, fieldsofsalt@1.2.3, foodshelves@1.5.3, forlornheavyarmor@1.0.7, fromgoldencombs@1.8.11-rc.7, herbarium@1.4.0, hydrateordiedrate@1.9.2, kegrevivedagain@1.2.0, kevinsfurniture@1.6.3, knapster@2.14.0, liquidcontainers@1.3.1, maketea@0.3.1, maltiezcrossbows@0.6.5, maltiezfirearms@0.10.7, moreanimals@1.4.1, pewter@1.2.0, postsandbeams@1.3.2, powdermanufacturing@0.0.3, resmeltabeslight@1.1.0, rustboundmagic@2.3.2, scarecrow@1.6.5, slapalabelonit@1.0.0, smallspectacle@1.0.0, SoundOfConfession@1.0.4, stillnecessariesgrindstone@0.0.1, stonebakeoven@1.1.6, tabletopgames@2.9.0, tarmod@1.0.5, th3dungeon@0.4.1, tstools@2.3.0, creative@1.20.4, survival@1.20.4, wildfarmingrevival@1.3.6, woodenfortifications@2.0.5, tradercamps@1.1.5, combatativebelts@1.0.0, epxandedbloodbread@1.0.0, em@3.0.1, sleekdoorglass@1.0.0, pabrass@1.0.0, pagoldsilver@1.0.0, postsandbeams_recipe-fix@1.0.0, sandwich@1.2.7, sausages@0.0.8, shearlib@1.1.2, stainedbeams@1.2.1, stonequarry@3.4.3, tavernadditions@1.1.0, wildcraftfruit@1.3.0, zippysmoosetweaks@1.0.1, bricklayers@3.0.0-pre.3, tailorsdelight@1.9.2, wool@1.5.5, dressmakers@1.5.1

System.NullReferenceException: Object reference not set to an instance of an object.

at Vintagestory.API.Client.CompositeTexture.Bake(IAssetManager assetManager, CompositeTexture ct) in VintagestoryApi\Client\Texture\CompositeTexture.cs:line 341
at Vintagestory.GameContent.ContainerTextureSource..ctor(ICoreClientAPI capi, ItemStack forContents, CompositeTexture contentTexture) in VSSurvivalMod\System\Liquid\ContainerTextureSource.cs:line 41
at Vintagestory.GameContent.BlockBarrel.getContentTexture(ICoreClientAPI capi, ItemStack stack, Single& fillHeight) in VSSurvivalMod\System\Barrel\BlockBarrel.cs:line 290

at Vintagestory.GameContent.BlockBarrel.getContentMesh(ItemStack stack, BlockPos forBlockPos, AssetLocation shapefilepath) in VSSurvivalMod\System\Barrel\BlockBarrel.cs:line 241

at Vintagestory.GameContent.BlockBarrel.GenMesh(ItemStack contentStack, ItemStack liquidContentStack, Boolean issealed, BlockPos forBlockPos) in VSSurvivalMod\System\Barrel\BlockBarrel.cs:line 170

at Vintagestory.GameContent.BlockEntityBarrel.GenMesh() in VSSurvivalMod\System\Barrel\BEBarrel.cs:line 358

at Vintagestory.GameContent.BlockEntityBarrel.Inventory_SlotModified(Int32 slotId) in VSSurvivalMod\System\Barrel\BEBarrel.cs:line 121

at Vintagestory.API.Common.InventoryBase.DidModifyItemSlot(ItemSlot slot, ItemStack extractedStack) in VintagestoryApi\Common\Inventory\InventoryBase.cs:line 494

at Vintagestory.API.Common.ItemSlot.OnItemSlotModified(ItemStack sinkStack) in VintagestoryApi\Common\Inventory\ItemSlot.cs:line 423

at Vintagestory.API.Common.ItemSlotBarrelInput.OnItemSlotModified(ItemStack stack) in VSSurvivalMod\Inventory\ItemSlotBarrelInput.cs:line 22

at Vintagestory.API.Common.ItemSlot.ActivateSlotRightClick(ItemSlot sourceSlot, ItemStackMoveOperation& op) in VintagestoryApi\Common\Inventory\ItemSlot.cs:line 394

at Vintagestory.API.Common.ItemSlotBarrelInput.ActivateSlotRightClick(ItemSlot sourceSlot, ItemStackMoveOperation& op) in VSSurvivalMod\Inventory\ItemSlotBarrelInput.cs:line 120

at Vintagestory.API.Common.ItemSlot.ActivateSlot(ItemSlot sourceSlot, ItemStackMoveOperation& op) in VintagestoryApi\Common\Inventory\ItemSlot.cs:line 298

at Vintagestory.API.Common.ItemSlotBarrelInput.ActivateSlot(ItemSlot sourceSlot, ItemStackMoveOperation& op) in VSSurvivalMod\Inventory\ItemSlotBarrelInput.cs:line 17

at Vintagestory.API.Common.InventoryBase.ActivateSlot(Int32 slotId, ItemSlot sourceSlot, ItemStackMoveOperation& op) in VintagestoryApi\Common\Inventory\InventoryBase.cs:line 459

at Vintagestory.API.Client.GuiElementItemSlotGridBase.SlotClick(ICoreClientAPI api, Int32 slotId, EnumMouseButton mouseButton, Boolean shiftPressed, Boolean ctrlPressed, Boolean altPressed) in VintagestoryApi\Client\UI\Elements\Impl\Interactive\Inventory\GuiElementItemSlotGridBase.cs:line 983

at Vintagestory.API.Client.GuiElementItemSlotGridBase.OnMouseDownOnElement(ICoreClientAPI api, MouseEventArgs) in VintagestoryApi\Client\UI\Elements\Impl\Interactive\Inventory\GuiElementItemSlotGridBase.cs:line 781

at Vintagestory.API.Client.GuiComposer.OnMouseDown(MouseEventArgs) in VintagestoryApi\Client\UI\GuiComposer.cs:line 459

at Vintagestory.API.Client.GuiDialog.OnMouseDown(MouseEventArgs) in VintagestoryApi\Client\UI\Dialog\GuiDialog.cs:line 559

at Vintagestory.Client.NoObf.GuiManager.OnMouseDown(MouseEventArgs) in VintagestoryLib\Client\System\Gui\GuiManager.cs:line 390

at Vintagestory.Client.NoObf.ClientMain.UpdateMouseButtonState(EnumMouseButton button, Boolean down) in VintagestoryLib\Client\ClientMain.cs:line 1930

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    at Vintagestory.Client.HotkeyManager.TriggerHotKey(KeyEvent keyEventargs,
IWorldAccessor world, IPlayer player, Boolean allowCharacterControls, Boolean isGlobal,
Boolean fallBack, Boolean keyup) in VintagestoryLib\Client\HotkeyManager.cs:line 431
    at
Vintagestory.Client.NoObf.ClientPlatformWindows.Mouse_ButtonDown(MouseButtonEventArgs
e) in VintagestoryLib\Client\ClientPlatform\Input.cs:line 198
    at OpenTK.Windowing.Desktop.NativeWindow.MouseButtonCallback(Window* window,
MouseButton button, InputAction action, KeyModifiers mods)
--- End of stack trace from previous location ---
    at OpenTK.Windowing.Desktop.NativeWindow.RethrowCallbackExceptionsIfNeeded()
    at OpenTK.Windowing.Desktop.GameWindow.Run()
    at Vintagestory.Client.ClientProgram.Start(ClientProgramArgs args, String[] rawArgs) in
VintagestoryLib\Client\ClientProgram.cs:line 334
    at Vintagestory.Client.ClientProgram.<>c__DisplayClass10_0.<.ctor>b__1() in
VintagestoryLib\Client\ClientProgram.cs:line 130
    at Vintagestory.ClientNative.CrashReporter.Start(ThreadStart start) in
VintagestoryLib\Client\ClientPlatform\ClientNative\CrashReporter.cs:line 93

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Event Log entries for Vintagestory.exe, the latest 1

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{ TimeGenerated = 25/2/2025 16:41:54, Site = , Source = Application Error, Message = Nombre
de la aplicación con errores: Vintagestory.exe, versión: 1.20.4.0, marca de tiempo: 0x66470000
Nombre del módulo con errores: atio6axx.dll, versión: 32.0.12019.1028, marca de tiempo:
0x6704a4fe
Código de excepción: 0xc0000005
Desplazamiento de errores: 0x0000000000cf60a6
Identificador del proceso con errores: 0x2754
Hora de inicio de la aplicación con errores: 0x01db87b005f26bd4
Ruta de acceso de la aplicación con errores: D:\Games\Vintagestory\Vintagestory.exe
Ruta de acceso del módulo con errores:
C:\Windows\System32\DriverStore\FileRepository\u0409016.inf_amd64_2b8774c9217183cc\B4
08421\atio6axx.dll
Identificador del informe: ff8eb6e0-2eec-4956-a92b-6dfd4f2b401
Nombre completo del paquete con errores:
Identificador de aplicación relativa del paquete con errores: }

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