

[03/22/2026 - 08:18:54PM] Papyrus log opened (PC)

[03/22/2026 - 08:18:54PM] Update budget: 1.200000ms (Extra tasklet budget: 1.200000ms, Load screen budget: 500.000000ms)

[03/22/2026 - 08:18:54PM] Memory page: 128 (min) 512 (max) 153600 (max total)

[03/22/2026 - 08:18:56PM] Cannot open store for class "fissinterface", missing file?

[03/22/2026 - 08:18:56PM] Cannot open store for class "UCCCP_ccstartafterchargenscript", missing file?

[03/22/2026 - 08:18:56PM] Error: Script UCCCP_ccstartafterchargenscript cannot be bound to ccBGSSSE025_QuestA (06000912) because the script does not exist or is not currently loaded

[03/22/2026 - 08:18:56PM] Cannot open store for class "aaEr_QF_aaErik_05005910", missing file?

[03/22/2026 - 08:18:56PM] Error: Script aaEr_QF_aaErik_05005910 cannot be bound to aaFaendal (FE02E810) because the script does not exist or is not currently loaded

[03/22/2026 - 08:18:56PM] Cannot open store for class "AAS_PlayerScript", missing file?

[03/22/2026 - 08:18:56PM] Cannot open store for class "arth_sf_storefrontquestsript", missing file?

[03/22/2026 - 08:19:04PM] Error: Script AAS_PlayerScript cannot be bound to alias PlayerRef on quest AlchemicalAppraisalServices (FE055800) because the script does not exist or is not currently loaded

[03/22/2026 - 08:19:04PM] warning: Property someTopic on script StuckOnScreenFixAliasScript attached to alias Player on quest StuckOnScreenFixQuest (FE0E9D62) cannot be initialized because the script no longer contains that property

[03/22/2026 - 08:19:04PM] warning: Property NazeemREF on script StuckOnScreenFixAliasScript attached to alias Player on quest StuckOnScreenFixQuest (FE0E9D62) cannot be initialized because the script no longer contains that property

[03/22/2026 - 08:19:04PM] Error: Property conds on script zzzTelekinesisTrapAliasScript attached to alias Player on quest zzzTelekinesisTrapQuest (FE102800) cannot be initialized because the value is the incorrect type

[03/22/2026 - 08:19:04PM] warning: Property PlayerRef on script eeeHorseWhistleMCMScript attached to eeeHorseWhistleMCMQuest (FE03380B) cannot be initialized because the script no longer contains that property

[03/22/2026 - 08:19:04PM] warning: Property sMenuNames on script B612_VirtualKeyboardScript attached to B612_VirtualKeyboard (FE044D70) cannot be initialized because the script no longer contains that property

[03/22/2026 - 08:19:04PM] warning: Property DLC2WerebearBeastRace on script DLC1SurgeryScript attached to DLC1Surgery (0200697C) cannot be initialized because the script no longer contains that property

[03/22/2026 - 08:19:04PM] warning: Property Alias_JailLocation on script QF_EscapeJailQuest_0010D9F4 attached to JailQuest (0010D9F4) cannot be initialized because the script no longer contains that property

[03/22/2026 - 08:19:04PM] warning: Property Alias_ContrabandAndStolenChest on script QF_EscapeJailQuest_0010D9F4 attached to JailQuest (0010D9F4) cannot be initialized because the script no longer contains that property

[03/22/2026 - 08:19:04PM] warning: Property IvarsteadKlimmekFaction on script aaUt_SF_aaUthgerdAelaConvM8Sc_0500FC30 attached to (FE03E92F) cannot be initialized because the script no longer contains that property

[03/22/2026 - 08:19:04PM] warning: Property Uthgerd on script aaUt_SF_aaUthgerdAelaConvM8Sc_0500FC30 attached to (FE03E92F) cannot be initialized because the script no longer contains that property

[03/22/2026 - 08:19:04PM] VM is freezing...

[03/22/2026 - 08:19:04PM] VM is frozen

[03/22/2026 - 08:19:04PM] Reverting game...

[03/22/2026 - 08:19:04PM] Error: Script aaEr_QF_aaErik_05005910 cannot be bound to aaFaendal (FE02E810) because the script does not exist or is not currently loaded

[03/22/2026 - 08:19:08PM] Loading game...

[03/22/2026 - 08:19:08PM] Error: Script AAS_PlayerScript cannot be bound to alias PlayerRef on quest AlchemicalAppraisalServices (FE055800) because the script does not exist or is not currently loaded

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[03/22/2026 - 08:19:09PM] Error: Failed to find variable fCheckPlayerDistanceTime used in CritterSpawn.OnCellAttach()
[03/22/2026 - 08:19:09PM] warning: Function CritterSpawn..OnCellAttach in stack frame 0 in stack 172944 differs from the in-game resource files - using version from save
[03/22/2026 - 08:19:09PM] Error: Failed to find variable bPrintDebug used in CritterSpawn.OnCellAttach()
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[03/22/2026 - 08:19:09PM] Error: Failed to find variable fCheckPlayerDistanceTime used in CritterSpawn.OnCellAttach()
[03/22/2026 - 08:19:09PM] warning: Function CritterSpawn..OnCellAttach in stack frame 0 in stack 172946 differs from the in-game resource files - using version from save
[03/22/2026 - 08:19:09PM] Error: Failed to find variable bPrintDebug used in CritterSpawn.OnCellAttach()
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[03/22/2026 - 08:19:09PM] Error: Failed to find variable bPrintDebug used in CritterSpawn.OnCellAttach()
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[03/22/2026 - 08:19:09PM] Error: Failed to find variable fCheckPlayerDistanceTime used in CritterSpawn.OnCellAttach()
[03/22/2026 - 08:19:09PM] warning: Function CritterSpawn..OnCellAttach in stack frame 0 in stack 171656 differs from the in-game resource files - using version from save
[03/22/2026 - 08:19:09PM] Error: Failed to find variable bPrintDebug used in CritterSpawn.OnCellAttach()
[03/22/2026 - 08:19:09PM] Error: Failed to find variable recursions used in CritterSpawn.OnCellAttach()
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[03/22/2026 - 08:19:09PM] Error: Failed to find variable fCheckPlayerDistanceTime used in CritterSpawn.OnCellAttach()

[03/22/2026 - 08:19:09PM] warning: Function CritterSpawn..OnCellAttach in stack frame 0 in stack 171655 differs from the in-game resource files - using version from save
[03/22/2026 - 08:19:09PM] Error: Failed to find variable bPrintDebug used in CritterSpawn.OnCellAttach()
[03/22/2026 - 08:19:09PM] Error: Failed to find variable recursions used in CritterSpawn.OnCellAttach()
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[03/22/2026 - 08:19:09PM] Error: Failed to find variable recursions used in CritterSpawn.OnCellAttach()
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[03/22/2026 - 08:19:09PM] Error: Failed to find variable fCheckPlayerDistanceTime used in CritterSpawn.OnCellAttach()
[03/22/2026 - 08:19:09PM] warning: Function CritterSpawn..OnCellAttach in stack frame 0 in stack 172945 differs from the in-game resource files - using version from save
[03/22/2026 - 08:19:09PM] Error: Failed to find variable bPrintDebug used in CritterSpawn.OnCellAttach()
[03/22/2026 - 08:19:09PM] Error: Failed to find variable recursions used in CritterSpawn.OnCellAttach()
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[03/22/2026 - 08:19:09PM] Error: Failed to find variable fCheckPlayerDistanceTime used in CritterSpawn.OnCellAttach()
[03/22/2026 - 08:19:09PM] warning: Function CritterSpawn..OnCellAttach in stack frame 0 in stack 171657 differs from the in-game resource files - using version from save
[03/22/2026 - 08:19:09PM] VM is thawing...
[03/22/2026 - 08:19:09PM] [OMEAR] Survival_PlayerMagicHitInfo.OnPlayerLoadGame
[03/22/2026 - 08:19:09PM] [OMEAR] Survival_ResistDiseaseWatchScript.OnPlayerLoadGame
[03/22/2026 - 08:19:09PM] [OMEAR] Survival_HungerEatingDetection.OnPlayerLoadGame
[03/22/2026 - 08:19:09PM] Error: Argument variable "fCheckPlayerDistanceTime" was not successfully looked up
stack:
[(0514AF2E)].ccBGSSSE001_CritterSpawn.OnCellAttach() - "<savegame>" Line ?
[03/22/2026 - 08:19:09PM] Error: Unable to obtain function call information - returning None
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[03/22/2026 - 08:19:09PM] Error: Method shouldSpawn not found on ccBGSSSE001_CritterSpawn. Aborting call and returning None

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[03/22/2026 - 08:19:09PM] warning: Assigning None to a non-object variable named "::.temp0"

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