
If you are asking others for assistance / help, ALWAYS provide the crashlog as well!

#####

Crashlog Tool: CrashLoggerSSE v1-15-0-0 Oct 12 2024 11:33:37
Game Version: 1.6.1170
Script Extender: 1.6.1170

#####

####

RAM

#####

####

RAM Total: 31.94 GB
RAM Used: 13.24 GB
RAM Free: 18.7 GB

Analysis RAM (all good):

It is absolute unlikely that the crash was due to RAM.

#####

####

Mod Count:

#####

####

Light: 253 Regular: 132 Total: 385

#####

####

Header indicators:

#####

####

Memory: 0x7FF92642950D count: (2)
File: po3_KeywordItemDistributor.dll count: (12)
Address: 004950D count: (2)
Assembler: mov eax, [rcx+0x10] |
D:\a\Keyword-Item-Distributor\Keyword-Item-Distributor\src\LookupFilters.cpp:403 int (mangled:

?HasStringFilter@Data@Item@@AEBA_NAEBV?\$basic_string@DU?\$char_traits@D@std@@V?\$allocator@D@2@@@std@@@Z)) count: (1)

[0] 0x7FF92642950D po3_KeywordItemDistributor.dll+004950D mov eax, [rcx+0x10] |
D:\a\Keyword-Item-Distributor\Keyword-Item-Distributor\src\LookupFilters.cpp:403 int (mangled:
?HasStringFilter@Data@Item@@AEBA_NAEBV?\$basic_string@DU?\$char_traits@D@std@@V?\$allocator@D@2@@@std@@@Z) -/- count: (1)

[1] 0x7FF92642802D po3_KeywordItemDistributor.dll+004802D test al, al |
D:\a\Keyword-Item-Distributor\Keyword-Item-Distributor\src\LookupFilters.cpp:75
Item::Data::sedFilters const volatile (mangled:
?PassedFilters@Data@Item@@QEAA_NPEAVBGSKkeyword@RE@@AEBU1Filter@@@Z)
-/- count: (1)

[2] 0x7FF9263F0D42 po3_KeywordItemDistributor.dll+0010D42 test al, al |
D:\a\Keyword-Item-Distributor\Keyword-Item-Distributor\include\Distribute.h:17
??\$distribute@VTESAmmo@RE@@@Distribute@@YAXPEAVTESAmmo@RE@@AEAV?\$vector@UData@Keyword@@V?\$allocator@UData@Keyword@@@std@@@std@@@Z -/-
count: (1)

[RSP+8] 0x7FF92642A17D (void* -> po3_KeywordItemDistributor.dll+004A17D add
rsp, 0x38 |
D:\a\Keyword-Item-Distributor\Keyword-Item-Distributor\buildae\vcpkg_installed\x64-windows-static\include\ankerl\unordered_dense.h:1565
??\$emplace@AEAPEAVBGSKkeyword@RE@@@?\$stable@PEAVBGSKkeyword@RE@@@XU?\$hash@PEAVBGSKkeyword@RE@@@X@v4_4_0@unordered_dense@ankerl@@U?\$equal_to@PEAVBGSKkeyword@RE@@@std@@V?\$allocator@PEAVBGSKkeyword@RE@@@8@Ustandard@bucket_type@456@\$0A@@@detail@v4_4_0@unordered_dense@ankerl@@QEAA?AU?\$pair@V?\$_Vector_const_iterator@V?\$_Vector_val@U?\$_Simple_types@PEAVBGSKkeyword@RE@@@std@@@std@@@std@@@_N@std@@AEAPEAVBGSKkeyword@RE@@@Z) -/-
count: (1)

[RSP+58] 0x7FF92642802D (void* -> po3_KeywordItemDistributor.dll+004802D test al,
al | D:\a\Keyword-Item-Distributor\Keyword-Item-Distributor\src\LookupFilters.cpp:75
Item::Data::sedFilters const volatile (mangled:
?PassedFilters@Data@Item@@QEAA_NPEAVBGSKkeyword@RE@@AEBU1Filter@@@Z))
-/- count: (1)

[RSP+88] 0x7FF9264A4CBF (void* -> po3_KeywordItemDistributor.dll+00C4CBF test
rax, rax | D:\a_work\1\s\src\vctools\crt\vcstartup\src\heap\new_scalar.cpp:36
??2@YAPEAX_K@Z) -/- count: (1)

[RSP+B8] 0x7FF9263F5B01 (void* -> po3_KeywordItemDistributor.dll+0015B01 adc
[rcx-0x75], cl |
D:\a\Keyword-Item-Distributor\Keyword-Item-Distributor\buildae\vcpkg_installed\x64-windows-static\include\ts\ordered_hash.h:1342
??\$insert_impl@IU?\$pair@IUData@Keyword@@@std@@@?\$ordered_hash@U?\$pair@IUData@Keyword@@@std@@VKeySelect@?\$ordered_map@IUData@Keyword@@U?\$hash@I@std@@@U?\$equal_to@I@4@V?\$allocator@U?\$pair@IUData@Keyword@@@std@@@4@V?\$deque@U?\$pair@IUData@Keyword@@@std@@V?\$allocator@U?\$pair@IUData@Keyw

```
ord@@@std@@@2@@4@l@tsl@@VValueSelect@45@U?$hash@l@2@U?$equal_to@l@
2@V?$allocator@U?$pair@IUDData@Keyword@@@std@@@2@V?$deque@U?$pair@IUDat
a@Keyword@@@std@@@V?$allocator@U?$pair@IUDData@Keyword@@@std@@@2@@2@
l@detail_ordered_hash@tsl@@AEAA?AU?$pair@V?$ordered_iterator@$0A@@@?$ordered_h
ash@U?$pair@IUDData@Keyword@@@std@@@VKeySelect@?$ordered_map@IUDData@Keyw
ord@@@U?$hash@l@std@@@U?$equal_to@l@4@V?$allocator@U?$pair@IUDData@Keyword
@@@std@@@4@V?$deque@U?$pair@IUDData@Keyword@@@std@@@V?$allocator@U?$p
air@IUDData@Keyword@@@std@@@2@@4@l@tsl@@VValueSelect@45@U?$hash@l@2
@U?$equal_to@l@2@V?$allocator@U?$pair@IUDData@Keyword@@@std@@@2@V?$deq
ue@U?$pair@IUDData@Keyword@@@std@@@V?$allocator@U?$pair@IUDData@Keyword@@
@std@@@2@@2@l@detail_ordered_hash@tsl@@_N@std@@@AEBI$$QEAU?$pair@IUDat
a@Keyword@@@4@@@Z) -//- count: (1)
[RSP+F8 ] 0x7FF9263F0D42 (void* -> po3_KeywordItemDistributor.dll+0010D42 test al,
al | D:\a\Keyword-Item-Distributor\Keyword-Item-Distributor\include\Distribute.h:17
??$distribute@VTES Ammo@RE@@@Distribute@@@YAXPEAVTES Ammo@RE@@@AEAV?$ve
ctor@UData@Keyword@@@V?$allocator@UData@Keyword@@@std@@@std@@@Z) -//-
count: (1)
[RSP+110] 0x7FF92655F2F8 (void* -> po3_KeywordItemDistributor.dll+017F2F8 |
Keyword::books (mangled:
?books@Keyword@@@3V?$Distributable@VTESObjectBOOK@RE@@@1@A)_17F2F8) -//-
count: (1)
po3_KeywordItemDistributor.dll 0x7FF9263E0000 -//- count: (1)
po3_KeywordItemDistributor.dll v3.4.0.1 -//- count: (1)
```

```
#####
####
Solutions
#####
####
```

SkyrimSE.exe: count: (22)

This file on its own is not the cause, however, we'll do further parsing...

Could not find any known issues related to SkyrimSE.exe.

SkyrimSE.exe _might_ be listed for the sole reason of... you're playing this game!!

Modified by: count: (4)

These are only listed as additional hints for probably debugging. If you have no other indicators, this might be worth investigating.

If you do have other indicators, try to solve those first!

That said, it is common to have 2-4 mods listed in a row, however,

lists of 5 or more _might_ cause issues by the sheer amount of what possibly could be overwritten several times.

Chance: LOW (1)

Modified by: Skyrim.esm -> unofficial skyrim special edition patch.esp -//- count: (3)

Chance: LOW (1)

Modified by: Skyrim.esm -> ccbgssse018-shadowrend.esl -//- count: (1)

#####

####

Success Statistic: (this has been detected/handled, does not mean it's the cause)

#####

####

Issues Found: 2

Issues Solved:2

#####

####

DEBUG State:

#####

####

Culprit list content: (just a list)

SkyrimSE.exe, Modified by,

#####

####

Random 'Fallback' Checks

#####

####

How to read these results?

- They are simple keywords that may appear when you have a lot of issues.
- They do NOT have to mean anything.
- Only if the "regular" results / solutions do not help, they might provide an indication to the reason for this crash.

File: "unofficial skyrim special edition patch.esp" -//- count: (3)

File: "NW_Sons_of_Skyrim - My fixes by Xtudo.esp" -//- count: (1)

File: "ccbgssse018-shadowrend.esl" -//- count: (1)

Name: "Spell Tome: Conjure Dremora Lord" -//- count: (6)
GetFullName: "Spell Tome: Conjure Dremora Lord" -//- count: (3)
Name: "Light Helmet of Solitude" -//- count: (2)
GetFullName: "Light Helmet of Solitude" -//- count: (1)
Name: "Prisoner" -//- count: (3)

FormID: 0x0010FD60 -//- count: (3)
FormID: 0x8300D657 -//- count: (1)
FormID: 0x00000014 -//- count: (3)
FormID: 0x00000007 -//- count: (1)