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<?xml version="1.0" ?><root>
<report><version>2</version><sessionid>af51deeb300cc53566630fc3</sessionid><type>desync</type><sku>ea.maxis.sims4_64.15.pc</sku><createtime>2024-06-07
22:09:14</createtime><buildsignature>Local.Unknown.Unknown.1.107.151.1020-1.300.000.18
2.Release</buildsignature><categoryid>sim_spawner.py:466</categoryid><desyncid>af51deeb
300cc53566630fc3</desyncid><systemconfig/><screenshot/><desyncdata>Exception while
updating the sim filter service.. (IndexError: tuple index out of range)&#13;&#10;Traceback
(most recent call last):&#13;&#10;&#13;&#10; File
"T:\InGame\Gameplay\Scripts\Core\sims4\utils.py", line 179, in wrapper&#13;&#10; File
"T:\InGame\Gameplay\Scripts\Server\areaserver.py", line 222, in c_api_server_tick&#13;&#10;
File "T:\InGame\Gameplay\Scripts\Server\zone.py", line 519, in update&#13;&#10; File
"T:\InGame\Gameplay\Scripts\Server\filters\sim_filter_service.py", line 803, in
update&#13;&#10; File "T:\InGame\Gameplay\Scripts\Server\filters\sim_filter_service.py", line
570, in run&#13;&#10; File "T:\InGame\Gameplay\Scripts\Server\filters\sim_filter_service.py",
line 511, in _create_sim_info&#13;&#10; File
"T:\InGame\Gameplay\Scripts\Server\filters\tunable.py", line 4335, in
create_sim_info&#13;&#10; File
"T:\InGame\Gameplay\Scripts\Server\filters\household_template.py", line 395, in
create_household&#13;&#10; File "T:\InGame\Gameplay\Scripts\Server\sims\sim_spawner.py",
line 658, in create_sim_infos&#13;&#10; File
"T:\InGame\Gameplay\Scripts\Server\sims\sim_spawner.py", line 466, in
_get_family_name_for_gender&#13;&#10;IndexError: tuple index out of
rangertim=0&#13;&#10;Client Session Time: 26.67&#13; &#10;Num Save Errors: 0&#13;
&#10;Num Load Errors: 0&#13; &#10;Current Game State: 0x96d01090&#13;
&#10;LoadingScreenActiveFlag: 1&#13; &#10;Origin Version: 13,220,0,5733&#13;
&#10;Modded: False&#13; &#10;SystemInfo: Windows 11 10.0.22631 GPU: NVIDIA GeForce
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D7B71E3E-6BA0-11CF-2266-B2000EC2ED35&#13; &#10;</desyncdata></report>
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"T:\InGame\Gameplay\Scripts\Server\filters\tunable.py", line 4335, in
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create_sim_info
 File
"T:\InGame\Gameplay\Scripts\Server\filters\household_template.py", line 395, in
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570, in run
 File "T:\InGame\Gameplay\Scripts\Server\filters\sim_filter_service.py",
line 511, in _create_sim_info
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Traceback (most recent call last):

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 File "T:\InGame\Gameplay\Scripts\Server\areaserver.py", line 222, in c_api_server_tick
 File "T:\InGame\Gameplay\Scripts\Server\zone.py", line 519, in update
 File "T:\InGame\Gameplay\Scripts\Server\filters\sim_filter_service.py", line 803, in update
 File "T:\InGame\Gameplay\Scripts\Server\filters\sim_filter_service.py", line 570, in run
 File "T:\InGame\Gameplay\Scripts\Server\filters\sim_filter_service.py", line 511, in _create_sim_info
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 File "T:\InGame\Gameplay\Scripts\Server\filters\household_template.py", line 395, in create_household
 File "T:\InGame\Gameplay\Scripts\Server\sims\sim_spawner.py", line 658, in create_sim_infos
 File "T:\InGame\Gameplay\Scripts\Server\sims\sim_spawner.py", line 466, in _get_family_name_for_gender
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Traceback (most recent call last):

 File "T:\InGame\Gameplay\Scripts\Server\areaserver.py", line 130, in wrapped
 File "T:\InGame\Gameplay\Scripts\Server\areaserver.py", line 126, in finally_wrap
 File "T:\InGame\Gameplay\Scripts\Core\sims4\utils.py", line 157, in wrapper
 File "T:\InGame\Gameplay\Scripts\Core\sims4\utils.py", line 175, in wrapper
 File "T:\InGame\Gameplay\Scripts\Server\areaserver.py", line 383, in c_api_client_connect
 File "T:\InGame\Gameplay\Scripts\Server\zone.py", line 609, in do_zone_spin_up
 File "T:\InGame\Gameplay\Scripts\Server\zone_spin_up_service.py", line 1677, in update
 File "T:\InGame\Gameplay\Scripts\Server\zone_spin_up_service.py", line 721, in on_enter
 File "T:\InGame\Gameplay\Scripts\Server\situations\situation_manager.py", line 1403, in on_all_situations_created_during_zone_spin_up
 File "T:\InGame\Gameplay\Scripts\Server\situations\bouncer\bouncer.py", line 558, in

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request_all_sims_during_zone_spin_up&#13;&#10; File
"T:\InGame\Gameplay\Scripts\Server\situations\bouncer\bouncer.py", line 1400, in
_spawn_all_during_zone_spin_up&#13;&#10; File
"T:\InGame\Gameplay\Scripts\Server\filters\sim_filter_service.py", line 961, in
submit_matching_filter&#13;&#10; File
"T:\InGame\Gameplay\Scripts\Server\filters\sim_filter_service.py", line 594, in
run_without_yielding&#13;&#10; File
"T:\InGame\Gameplay\Scripts\Server\filters\sim_filter_service.py", line 533, in
_create_sim_infos&#13;&#10; File
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