Examples at bottom!

Skyrim SSE v1.6.353
CrashLoggerSSE v1-0-0-4

Unhandled exception "EXCEPTION_ACCESS_VIOLATION" at 0x7FF788AECB50 SkyrimSE.exe+141CB50

SYSTEM SPECS:
      OS: Microsoft Windows 10 Home v10.0.19041
      CPU: GenuineIntel Intel(R) Core(TM) i5-10400F CPU @ 2.90GHz
      GPU #1: Nvidia TU116 [GeForce GTX 1650 SUPER]
      GPU #2: Microsoft Basic Render Driver
      PHYSICAL MEMORY: 16.47 GB/31.87 GB

PROBABLE CALL STACK:
      [0] 0x7FF788AECB50 SkyrimSE.exe+141CB50 -> 107328+0x2A8

REGISTERS:
      RAX 0x3   (size_t) [3]
      RCX 0x3   (size_t) [3]
      RDX 0x0   (size_t) [0]
      RBX 0x1FFA20C7A00   (BSLightingShaderMaterialFacegen*)
            Feature: kFaceGen
            Type: "kLighting"
      RSP 0xE83A4FF408   (void*)
      RBP 0x1FD79B5FB00   (BSLightingShader*)
      RSI 0x22001   (size_t) [139265]
      RDI 0x1FD79B5FB00   (BSLightingShader*)
      R8 0x1FFA20C7A00   (BSLightingShaderMaterialFacegen*)
            Feature: kFaceGen
            Type: "kLighting"
      R9 0x1FD043938B8   (void*)
      R10 0x1FD04B6CE20   (void*)
      R11 0x0   (size_t) [0]
      R12 0x7FF7876D0000 (void*)
      R13 0x1FD51B57980   (void*)
      R14 0x1FFA20D2901   (void*)
      R15 0x1FD51C46040   (void*)

STACK:

[RSP+0] 0x7FF788AE8C46   (void* -> SkyrimSE.exe+1418C46)
[RSP+8] 0x1FD73EF0310   (EPrivateDataCBuffer*)
[RSP+10] 0x1FFA20C7A00   (BSLightingShaderMaterialFacegen*)
        Feature: kFaceGen
        Type: "kLighting"
[RSP+18] 0x1FD79B5FB00   (BSLightingShader*)
[RSP+20] 0x1FD3C74F890   (void*)
[RSP+28] 0x1FD00000000   (void*)
[RSP+30] 0xE83A4FF440   (void*)
[RSP+38] 0x1FD7D061E40   (void*)
[RSP+40] 0xF0000000F0   (size_t) [1030792151280]
[RSP+48] 0x0   (size_t) [0]
[RSP+50] 0x0   (size_t) [0]
[RSP+58] 0x0   (size_t) [0]
[RSP+60] 0x1FFA20D2980   (BSDynamicTriShape*)
        Name: "FemaleHeadImperial"
        RTTIName: "BSDynamicTriShape"
        ExtraData[0] Name: "FOD"
        ExtraData[1] Name: "FMD"
        Full Name: "Arenastita Ferlentius"
        Checking User Data: -----
                File: "Dawnguard Guards.esp"
                Flags: 0x00000408 kPersistent
                Name: "Arenastita Ferlentius"
                FormID: 0xFE14E829
                FormType: ActorCharacter
        Checking Parent: 2
                Name: "BSFaceGenNiNodeSkinned"
                RTTIName: "BSFaceGenNiNode"
                Full Name: "Arenastita Ferlentius"
                Checking User Data: -----
                        File: "Dawnguard Guards.esp"
                        Flags: 0x00000408 kPersistent
                        Name: "Arenastita Ferlentius"
                        FormID: 0xFE14E829
                        FormType: ActorCharacter
                Checking Parent: 6
                        Name: "skeleton_female.nif"
                        RTTIName: "BSFadeNode"
                        ExtraData[0] Name: "BSBoneLOD"
                        ExtraData[1] Name: "BOM"
                        ExtraData[2] Name: "BBX"
                        ExtraData[3] Name: "BSX"
                        ExtraData[4] Name: "SkeletonID"
                        Full Name: "Arenastita Ferlentius"

Checking User Data: ----
        File: "Dawnguard Guards.esp"
        Flags: 0x00000408 kPersistent
        Name: "Arenastita Ferlentius"
        FormID: 0xFE14E829
        FormType: ActorCharacter
Checking Parent: 2
        RTTIName: "NiNode"
        Checking Parent: 0
                RTTIName: "BSMultiBoundNode"
                Checking Parent: 27
                        Name: "ObjectLODRoot"
                        RTTIName: "NiNode"
                        Checking Parent: 3
                                Name: "shadow scene node"
                                RTTIName: "ShadowSceneNode"
                                Checking Parent: 1
                                        Name: "WorldRoot Node"
                                        RTTIName: "SceneGraph"

    [RSP+68] 0x1FD79B47538   (void*)
    [RSP+70] 0x0   (size_t) [0]
    [RSP+78] 0x1FD79B5FB00   (BSLightingShader*)
    [RSP+80] 0x7FF788B0055E   (void* -> SkyrimSE.exe+143055E)
    [RSP+88] 0x1FFA20C7A00   (BSLightingShaderMaterialFacegen*)
        Feature: kFaceGen
        Type: "kLighting"

        Name: "WorldRoot Camera"
        RTTIName: "NiCamera"
        Checking Parent: 0
                Name: "WorldRoot CameraNode"
                RTTIName: "NiNode"
                Checking Parent: 0
                        Name: "WorldRoot Node"
                        RTTIName: "SceneGraph"

    [RSP+7B0] 0x7FFE4C9BC04B   (void* -> hdtSMP64.dll+00CC04B ->
d:\a01_work\6\s\src\vctools\crt\github\stl\src\mutex.cpp:172 _Mtx_unlock)
    [RSP+7B8] 0x0   (size_t) [0]
    [RSP+7C0] 0x7FFE49566A58   (char*) "BTPS Ovelay Menu"
    [RSP+7C8] 0x0   (size_t) [0]
    [RSP+7D0] 0x0   (size_t) [0]
    [RSP+7D8] 0x1FD7827AE70   (void*)
    [RSP+7E0] 0x7FFEAB9D9AD0   (void* -> USER32.dll+0009AD0)

```
[RSP+7E8] 0x3DFF              (size_t) [15871]
[RSP+7F0] 0xFFFFFFFFFFFFFFFE (size_t) [uint: 18446744073709551614 int: -2]
[RSP+7F8] 0x0                (size_t) [0]
[RSP+800] 0x0                (size_t) [0]
[RSP+808] 0x0                (size_t) [0]
[RSP+810] 0x0                (size_t) [0]
[RSP+818] 0x0                (size_t) [0]
[RSP+820] 0x7FFE4C9A23B9     (void* -> hdtSMP64.dll+00B23B9 ->  C:\Games\Faster
HDT-SMP\skse64_2_01_05\src\skse64\hdtSMP64\Hooks.cpp:252
?onFrame@UnkEngine@hdt@@QEAAXXZ)
[RSP+828] 0x1FD79B5AC00      (Main*)
[RSP+890] 0x7FF787CA38A5     (void* -> SkyrimSE.exe+05D38A5)
[RSP+898] 0x0                (size_t) [0]
[RSP+8A0] 0x0                (size_t) [0]
[RSP+8A8] 0x0                (size_t) [0]
[RSP+8B0] 0x0                (size_t) [0]
[RSP+8B8] 0x1FD00000001      (void*)
[RSP+8C0] 0x1FD77B62D9E      (char*) "D"
[RSP+8C8] 0x0                (size_t) [0]


MODULES:
        XINPUT1_3.dll                 0x000000400000
        steam_api64.dll               0x00006C0E0000
        X3DAudio1_7.dll               0x00006C120000
        d3d11.dll                     0x000180000000
        ENBHelperSE.dll               0x01FD0B8B0000
        po3_BaseObjectSwapper.dll     0x01FD0F720000
        WINTRUST.DLL                  0x01FD480B0000
        tbb.dll                       0x01FD77DC0000
        tbbmalloc.dll                 0x01FD77E00000
        SkyrimSE.exe                  0x7FF7876D0000
        nvcuda64.dll                  0x7FFE361B0000
        d3dcompiler_47_64.dll         0x7FFE3F6E0000
        NvCamera64.dll                0x7FFE3FAF0000
        d3dcompiler_46e.dll           0x7FFE40340000
SKSE PLUGINS:
        AnimationMotionRevolution.dll v1.5
        BetterJumpingSE.dll
        ConsoleUtilSSE.dll v1.3.2
        CrashLogger.dll v1.0.0.4
        DisplayEnemyLevel.dll v1.1.4
        DynamicAnimationReplacer.dll v1.1.2
        DynamicArmorVariants.dll v1.0.3
        ENBHelperSE.dll v2.1
        EngineFixes.dll v6.0.2
```

EVLaS.dll v1.2
FaceGenFixes.dll v1.0.2
fiss.dll
FixNotesForSkyUI.dll v1.2.5
gotobed.dll v2.0.2
hdtSMP64.dll
JContainers64.dll v4.2.2
MCMHelper.dll v1.3.2
MCO.dll v0.0.1
mfgfix.dll v1.6
MoreInformativeConsole.dll v1.0.1
PapyrusUtil.dll
PayloadFramework.dll v1
po3_BaseObjectSwapper.dll v1.6.0.1
po3_FavoriteMiscItems.dll v3.6.0.1
po3_NameThoseAshpiles.dll v5.0.1
po3_OxygenMeter.dll v1.2.11
po3_PapyrusExtender.dll v5.2.0.1
po3_RegionalSaveNames.dll v1.2.1
po3_SpellPerkItemDistributor.dll v5.2.1
po3_Tweaks.dll v1.6.0.1
po3_VampiresCastNoShadow.dll v1.1.1
Precision.dll v1.1.2
PriorityMod.dll
PrivateProfileRedirector.dll
Proteus.dll v1
RememberLockpickAngle.dll
SCAR.dll v0.9.2
SimpleDualSheath.dll v1.5.3
SimplyKnock.dll
skee64.dll
SrtCrashFix64.dll
SSEDisplayTweaks.dll v0.5.10
SSEFpsStabilizer.dll
StormLightning.dll
TKDodgeRE.dll v0.0.1
YesImSure.dll v1.6

PLUGINS:
[00]   Skyrim.esm
[01]   Update.esm
[02]   Dawnguard.esm
[03]   HearthFires.esm
[04]   Dragonborn.esm
[05]   ccasvsse001-almsivi.esm

Errors to look for:

RBX 0x1F90B098900   (TESObjectREFR*)
      File: "Unofficial Skyrim Special Edition Patch.esp"
      Flags: 0x00000409
      Form ID: 0x000A7D1C
      Form Type: 61

[RSP+30] 0x23C2C4BA200   (TESNPC*)
      File: "Immersive Weapons.esp"
      Flags: 0x00440009
      Form ID: 0x0001A6D7
      Form Type: 43

[RSP+200] 0x2532E09CFA8   (char*) "data\TEXTURES\clothes\bandit\banditglovesm_n.dds"
[RSP+208] 0x7FF7B9591FF7   (void* -> SkyrimSE.exe+0D71FF7)
[RSP+210] 0x2532E0A1BD0   (BSResource::`anonymous namespace'::LooseFileStream*)

[RSP+2C0] 0x7FFE4B6E9124   (void* -> Precision.dll+00A9124)
[RSP+2C8] 0x220AB0B4100   (bhkWorldM*)
[RSP+2D0] 0x220AB0B4100   (bhkWorldM*)
[RSP+2D8] 0x75695FF990   (void*)
[RSP+2E0] 0x220AB178740   (bhkWorld*)
[RSP+2E8] 0x7FFE4B74CFA8   (void* -> Precision.dll+010CFA8)
[RSP+2F0] 0x7FFE4B74CFE8   (void* -> Precision.dll+010CFE8)
[RSP+2F8] 0x0   (size_t)
[RSP+300] 0x220AB0B4100   (bhkWorldM*)
[RSP+308] 0x220ABB60100   (PlayerCharacter*)
      File: ""
      Flags: 0x00000408
      Form ID: 0x00000014

Form Type: 62

[RSP+850] 0x7FFBB6576B1A   (void* -> SCAR.dll+0066B1A)

***Plugins (dll/skse) to Ignore: *KERNELBASE.dll, ntdll.dll, USER32.dll, etc.*

"PROBABLE CALL STACK" and "REGISTERS" will give you the first clues about what the error is. Look for keywords like:

TESObjectREFR, TESNPC, TESObjectCELL || *already covered*

hkp- || *prefix for animation/behaviors, ex: hkpWorld*

modname.dll || *look for these dll/skse plugins and check their logs**

BSLightingShaderMaterialFacegen, BSFaceGenModel, or similar || *facegen for at least one NPC is causing problems*

EXCEPTION_ACCESS_VIOLATION|| [Exceptions | DynDOLOD](#), also ASSERTION_FAILURE

---

*d3dx9_42.dll, tbb.dll, and tbbmalloc.dll come from [SSE Engine Fixes](#)

Crash SkyrimSE.exe+126283A ||User [Blackread](#): *"[it] is related to the mod A Matter of Time. On it's own the mod is stable, but when combined into a large modlist (think on the scale of 500+ mods), these crashes start to happen. The crash occurs upon loading a save, but only occasionally. The more mods you have, the more frequent the crashes."*

BSBatchRenderer, BSShaderAccumulator, BSGeometryListCullingProcess ||User [sh0tgunsurge0n](#) *"Usually these ctd's come from one of three sources:*

- *Corrupted head meshes, or corrupt NPC records are the most frequent cause. NPC records happen a fair bit when compressing records for .esl or esp-fe, in my experience. Quite a lot when merging plugins with Zedit as well. You will see head parts in the lower portion of the log if it is the mesh, sometimes. Corrupt records show nothing at all except random objects.*
- *Backup always when engaging in these operations.*
- *Third is too many occlusion planes/cubes in the cell (technically, the plane is a cube with one scaling axis disabled if you look closely in CK). Easier to verify this one, occlusion is used when you pull up the map or weapon/skill/magic/map sub menu (Tab). Right at the limit, this action will ctd the game. Over the limit, you will ctd looking in the direction of the cell without even entering it. Trick is knowing and remembering which cells are in your line of sight when it crashes.*
- *[eFPS](#) is bad about placing far too many occlusion planes for anything but an otherwise lightly modified game. I often times have to purge eFPS from specific cells to rebuild the occlusion from scratch on areas I am working on, or the limits will be reached and the same ctd follows. Post a removal of eFPS's records from the cell, the crashing stops. There is afaik, no guideline I have found on what the numerical limit is.*

- *Crash logs for all of the above will reflect all of these imprecisely as 'BSBatchRenderer' 'BSShaderAccumulator' and 'BSGeometryListCullingProcess.'"*
- continued in picture ->

15 September 2022, 9:35PM
Long experience the hard way, through trial and error. Most certainly you may add them in.

Spoiler: Show

Expounding a bit on the corrupt head meshes is needed I think. Unlike the overpopulation of occlusion, they will not ctd the game immediately upon looking in the direction most of the time, only when an expression is made. Whether that be a furrowing of brow, or attempting to speak, any deformation morph of the mesh causes an immediate crash. Meaning you will often see the npc in question just prior to the crash.

Although the helpfulness of that varies due to generic leveled list npc's (unnamed, e.g. "bandit" "necromancer", etc) having one overarching base I.D. connected to a sublist thereof containing the true base I.D.'s, and the pseudo random spawning order of them further complicates verification of the individual mesh in question.

Sorting these out as the cause in particular is... painful. And another reason why is because the pooled sublist may vary as you might imagine, by the PC's level at the time of encounter.

If you are in a specific cell with a current save in the area there is a trick I employ. Once I know a crash occurs there, I load that save once again and get close to the area where the ctd occurred, then "tfc 1" in
console, and free cam around looking for npc's (freezes everything, disallowing the face morphing). On finding each in the area, note the base id's of each and every npc. Then disable free cam, execute a game
save locking the npc and position in the save file. Upon reload approach each npc, training the camera as to where you can see each only one, but not the others, and approach. Make note again of each that ctd's the game when an expression is made. Reload from that save as necessary to check all npc's in the area of the crash individually.

That can work for other corrupted meshes as well. Well worth noting that minor corrupted meshes cannot be detected by nifskope, and won't cause a problem unless the file header is corrupted, or corruption is complete.

How to figure out what broken mesh is crashing your game!

Recently, I was getting a crash whenever I entered Solitude.

[RSP+D0] 0x2E5EF511000   (BSTriShape*)

    Name: "Skirt"

    RTTIName: "BSTriShape"

    Full Name: "Vivienne Onis"

    Checking User Data: -----

        File: "Skyrim.esm"

        Flags: 0x00420409 kPersistent | kDoesntLightLandscape

        Name: "Vivienne Onis"

        FormID: 0x000198D3

        FormType: ActorCharacter

    Checking Parent: 4

        Name: " (FE39B810)[1]/ (FE39B893) [30%]"

        RTTIName: "NiNode"

        Full Name: "Vivienne Onis"

        Checking User Data: -----

            File: "Skyrim.esm"

            Flags: 0x00420409 kPersistent | kDoesntLightLandscape

            Name: "Vivienne Onis"

            FormID: 0x000198D3

            FormType: ActorCharacter

        Checking Parent: 3

            Name: "skeleton_female.nif"

            RTTIName: "BSFadeNode"

            ExtraData[0] Name: "BSBoneLOD"

            ExtraData[1] Name: "BOM"

            ExtraData[2] Name: "BBX"

            ExtraData[3] Name: "BSX"

            ExtraData[4] Name: "SkeletonID"

            Full Name: "Vivienne Onis"

            Checking User Data: -----

                 File: "Skyrim.esm"

                 Flags: 0x00420409 kPersistent | kDoesntLightLandscape

                 Name: "Vivienne Onis"

                 FormID: 0x000198D3

                 FormType: ActorCharacter

             Checking Parent: 1

                 RTTIName: "NiNode"

                 Checking Parent: 0

                     RTTIName: "BSMultiBoundNode"

                     Checking Parent: 8

                         Name: "ObjectLODRoot"

                         RTTIName: "NiNode"

                         Checking Parent: 3

                             Name: "shadow scene node"

                             RTTIName: "ShadowSceneNode"

                             Checking Parent: 1

                                 Name: "WorldRoot Node"

                                 RTTIName: "SceneGraph"

The problem here is that I can't tell what specific clothing is the problem. So, I took note of what I know.

   Name: " (FE39B810)[1]/ (FE39B893) [30%]" || CCA_ClothingCommonClothes17
Looking up these IDs gave me this specific clothing from Common Clothes and Armors
   Vivienne Onis has "FarmClothesOutfit01" equipped. Therefore, the clothing must in that list.
(default outfit only has clothesfarmclothes01 + clothesfarmboots01, but my mods have a lot more options inserted. I have 73 options for clothes to search through)
   Name: "Skirt"
I recently installed "Modernize" which I know names some of it's meshes "Skirt". It adds HDT-SMP physics to clothing. Incorrect or broken HDT-SMP can easily cause crashes.
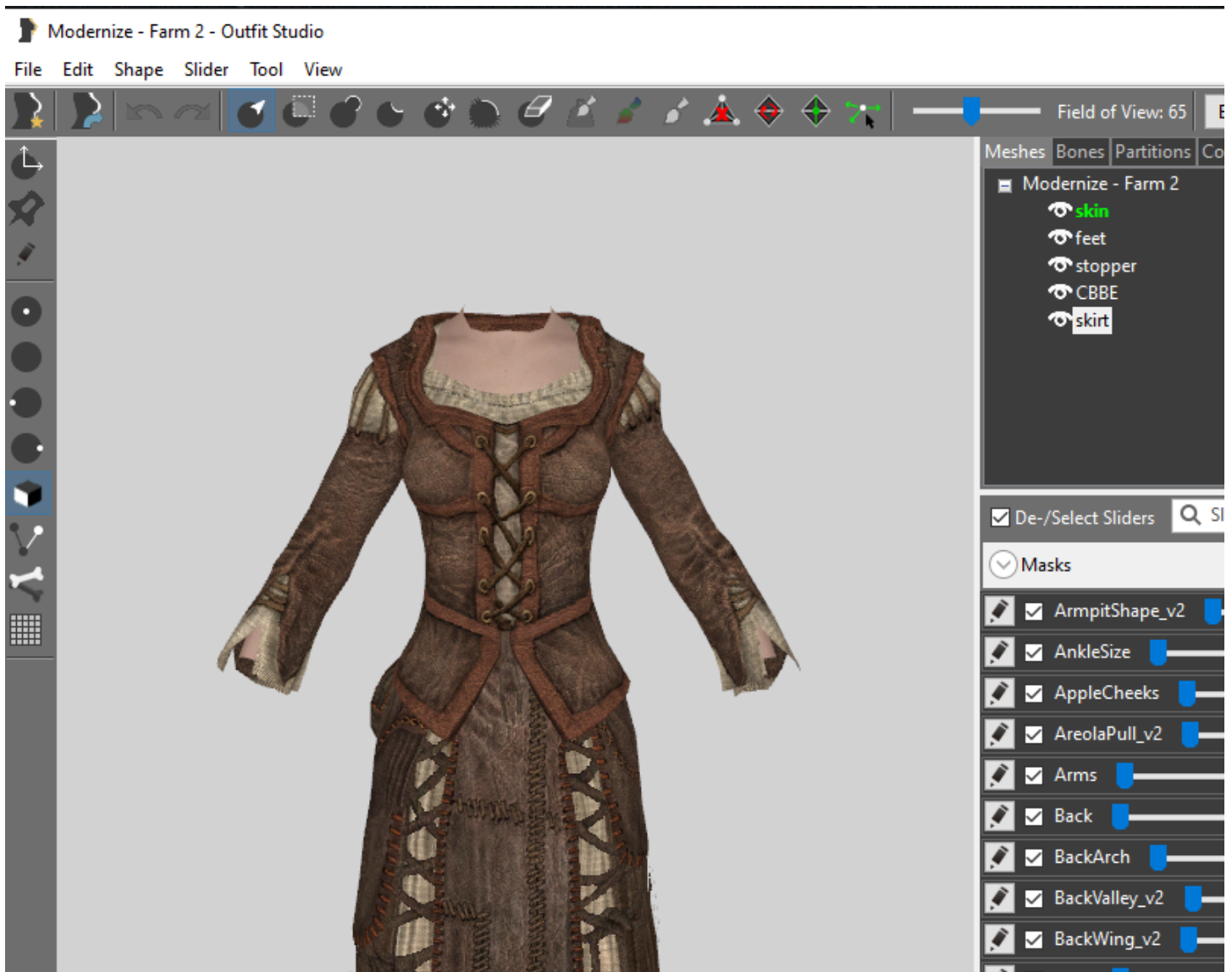
I realized that I had added smp incorrectly to certain meshes and this was causing the crashes.