

Bannerlord has encountered a problem and will close itself.

This is a community Crash Report. Please save it and use it for reporting the error. Do not provide screenshots, provide the report!

Most likely this error was caused by a custom installed module.

Without Color: ☐

If you were in the middle of something, the progress might be lost.

Font Size: Standard ▼

Launcher: explorer (10.0.19041.1 (WinBuild.160101.0800))

Runtime: .NET Framework 4.8.4084.0

- Exception

Exception information

Type: System.Reflection.TargetInvocationException

Message: Exception has been thrown by the target of an invocation.

Source: mscorlib

CallStack:

1. at object RuntimeMethodHandle.InvokeMethod(object target, object[] arguments, Signature sig, bool constructor)
2. at object System.Reflection.RuntimeMethodInfo.UnsafeInvokeInternal(object obj, object[] parameters, object[] arguments)
3. at object System.Reflection.RuntimeMethodInfo.Invoke(object obj, BindingFlags invokeAttr, Binder binder, object[] parameters, CultureInfo culture)
4. at object TaleWorlds.Library.Common.InvokeWithLog(MethodInfo methodInfo, object obj, params object[] args)
5. at void TaleWorlds.Library.ViewModel.ExecuteCommand_Patch1(ViewModel this, string commandName, object[] parameters)
6. at void TaleWorlds.GauntletUI.Data.GauntletView.OnCommand(string command, object[] args)
7. at void TaleWorlds.GauntletUI.BaseTypes.Widget.EventFired(string eventName, params object[] args)
8. at void TaleWorlds.GauntletUI.BaseTypes.ButtonWidget.HandleClick()
9. at void TaleWorlds.GauntletUI.BaseTypes.ButtonWidget.OnMouseReleased()
10. at void TaleWorlds.GauntletUI.EventManager.MouseUp()
11. at void TaleWorlds.GauntletUI.UIContext.UpdateInput(InputType handleInputs)
12. at void TaleWorlds.ScreenSystem.ScreenManager.Update()
13. at void TaleWorlds.ScreenSystem.ScreenManager.Tick_Patch2(float dt, bool activeMouseVisible)
14. at void ManagedCallbacks.EngineCallbacksGenerated.EngineScreenManager_Tick(float dt)

Inner Exception information

Type: System.NullReferenceException

Message: Object reference not set to an instance of an object.

Source: TaleWorlds.CampaignSystem

CallStack:

1. at bool Helpers.MobilePartyHelper.CanTroopGainXp(PartyBase owner, CharacterObject character, out int gainableMaxXp)
2. at void Helpers.MobilePartyHelper.PartyAddSharedXp(MobileParty party, float xpToDistribute)
3. at void TaleWorlds.CampaignSystem.MapEvents.MapEventParty.CommitXpGain()
4. at void TaleWorlds.CampaignSystem.MapEvents.MapEventSide.CommitXpGains()
5. at void TaleWorlds.CampaignSystem.MapEvents.MapEvent.CommitXpGains()
6. at void TaleWorlds.CampaignSystem.MapEvents.MapEvent.ApplyBattleResults()
7. at void TaleWorlds.CampaignSystem.Encounters.PlayerEncounter.DoApplyResults()
8. at void TaleWorlds.CampaignSystem.Encounters.PlayerEncounter.UpdateInternal()
9. at void TaleWorlds.CampaignSystem.CampaignBehaviors.EncounterGameMenuBehavior.game_menu_encounter_on_init(MenuCallbackArgs args)
10. at void TaleWorlds.CampaignSystem.GameMenus.GameMenu.RunOnInit(Game game, MenuContext menuContext)
11. at void TaleWorlds.CampaignSystem.GameState.MenuContext.HandleStates()
12. at void TaleWorlds.CampaignSystem.GameState.MapState.EnterMenuMode()
13. at void TaleWorlds.CampaignSystem.GameMenus.GameMenu.ActivateGameMenu(string menuId)

- Enhanced Stacktrace

- Frame: bool Helpers.MobilePartyHelper.CanTroopGainXp(PartyBase owner, CharacterObject character, out int gainableMaxXp) (IL Offset: 44)
 - Module: UNKNOWN
 - Method: static System.Boolean Helpers.MobilePartyHelper::CanTroopGainXp(TaleWorlds.CampaignSystem.Party.PartyBase owner, TaleWorlds.CampaignSystem.CharacterObject character, System.Int32& gainableMaxXp)
 - Method From Stackframe Issue: FalseCIL:
- Frame: void Helpers.MobilePartyHelper.PartyAddSharedXp(MobileParty party, float xpToDistribute) (IL Offset: 20)
 - Module: UNKNOWN
 - Method: static System.Void Helpers.MobilePartyHelper::PartyAddSharedXp(TaleWorlds.CampaignSystem.Party.MobileParty party, System.Single xpToDistribute)
 - Method From Stackframe Issue: FalseCIL:
- Frame: void TaleWorlds.CampaignSystem.MapEvents.MapEventParty.CommitXpGain() (IL Offset: 0)
 - Module: UNKNOWN
 - Method: System.Void TaleWorlds.CampaignSystem.MapEvents.MapEventParty::CommitXpGain()
 - Method From Stackframe Issue: FalseCIL:
- Frame: void TaleWorlds.CampaignSystem.MapEvents.MapEventSide.CommitXpGains() (IL Offset: 26)
 - Module: UNKNOWN
 - Method: System.Void TaleWorlds.CampaignSystem.MapEvents.MapEventSide::CommitXpGains()
 - Method From Stackframe Issue: FalseCIL:
- Frame: void TaleWorlds.CampaignSystem.MapEvents.MapEvent.CommitXpGains() (IL Offset: 11)
 - Module: UNKNOWN
 - Method: System.Void TaleWorlds.CampaignSystem.MapEvents.MapEvent::CommitXpGains()
 - Method From Stackframe Issue: FalseCIL:
- Frame: void TaleWorlds.CampaignSystem.MapEvents.MapEvent.ApplyBattleResults() (IL Offset: 9)
 - Module: UNKNOWN
 - Method: System.Void TaleWorlds.CampaignSystem.MapEvents.MapEvent::ApplyBattleResults()

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Method From Stackframe Issue: False
CIL:

• Frame: void TaleWorlds.CampaignSystem.Encounters.PlayerEncounter.DoApplyResults() (IL Offset: 16)
  ◦ Module: UNKNOWN
  Method: System.Void TaleWorlds.CampaignSystem.Encounters.PlayerEncounter::DoApplyResults()
  Method From Stackframe Issue: False
CIL:

• Frame: void TaleWorlds.CampaignSystem.Encounters.PlayerEncounter.UpdateInternal() (IL Offset: 164)
  ◦ Module: UNKNOWN
  Method: System.Void TaleWorlds.CampaignSystem.Encounters.PlayerEncounter::UpdateInternal()
  Method From Stackframe Issue: False
CIL:

• Frame: void TaleWorlds.CampaignSystem.CampaignBehaviors.EncounterGameMenuBehavior.game_menu_encounter_on_init(MenuCallbackArgs args) (IL Offset: 48)
  ◦ Module: UNKNOWN
  Method: System.Void TaleWorlds.CampaignSystem.CampaignBehaviors.EncounterGameMenuBehavior::game_menu_encounter_on_init(TaleWorlds.CampaignSystem.GameMenus.MenuCallbackArgs args)
  Method From Stackframe Issue: False
CIL:

• Frame: void TaleWorlds.CampaignSystem.GameMenus.GameMenu.RunOnInit(Game game, MenuContext menuContext) (IL Offset: 59)
  ◦ Module: UNKNOWN
  Method: System.Void TaleWorlds.CampaignSystem.GameMenus.GameMenu::RunOnInit(TaleWorlds.Core.Game game, TaleWorlds.CampaignSystem.GameState.MenuContext menuContext)
  Method From Stackframe Issue: False
CIL:

• Frame: void TaleWorlds.CampaignSystem.GameState.MenuContext.HandleStates() (IL Offset: 142)
  ◦ Module: UNKNOWN
  Method: System.Void TaleWorlds.CampaignSystem.GameState.MenuContext::HandleStates()
  Method From Stackframe Issue: False
CIL:

• Frame: void TaleWorlds.CampaignSystem.GameState.MapState.EnterMenuMode() (IL Offset: 16)
  ◦ Module: UNKNOWN
  Method: System.Void TaleWorlds.CampaignSystem.GameState.MapState::EnterMenuMode()
  Method From Stackframe Issue: False
CIL:

• Frame: void TaleWorlds.CampaignSystem.GameMenus.GameMenu.ActivateGameMenu(string menuId) (IL Offset: 61)
  ◦ Module: UNKNOWN
  Method: static System.Void TaleWorlds.CampaignSystem.GameMenus.GameMenu::ActivateGameMenu(System.String menuId)
  Method From Stackframe Issue: False
CIL:

• Frame: object RuntimeMethodHandle.InvokeMethod(object target, object[] arguments, Signature sig, bool constructor) (IL Offset: -1)
  ◦ Module: UNKNOWN
  Method: static System.Object System.RuntimeMethodHandle::InvokeMethod(System.Object target, System.Object[] arguments, System.Signature sig, System.Boolean constructor)
  Method From Stackframe Issue: False
CIL:

• Frame: object System.Reflection.RuntimeMethodInfo.UnsafeInvokeInternal(object obj, object[] parameters, object[] arguments) (IL Offset: 57)
  ◦ Module: UNKNOWN
  Method: System.Object System.Reflection.RuntimeMethodInfo::UnsafeInvokeInternal(System.Object obj, System.Object[] parameters, System.Object[] arguments)
  Method From Stackframe Issue: False
CIL:

• Frame: object System.Reflection.RuntimeMethodInfo.Invoke(object obj, BindingFlags invokeAttr, Binder binder, object[] parameters, CultureInfo culture) (IL Offset: 108)
  ◦ Module: UNKNOWN
  Method: virtual System.Object System.Reflection.RuntimeMethodInfo::Invoke(System.Object obj, System.Reflection.BindingFlags invokeAttr, System.Reflection.Binder binder, System.Object[] parameters, System.Globalization.CultureInfo culture)
  Method From Stackframe Issue: False
CIL:

• Frame: object TaleWorlds.Library.Common.InvokeWithLog(MethodInfo methodInfo, object obj, params object[] args) (IL Offset: 23)
  ◦ Module: UNKNOWN
  Method: static System.Object TaleWorlds.Library.Common::InvokeWithLog(System.Reflection.MethodInfo methodInfo, System.Object obj, System.Object[] args)
  Method From Stackframe Issue: False
CIL:

• Frame: void TaleWorlds.Library.ViewModel.ExecuteCommand_Patch1(ViewModel this, string commandName, object[] parameters) (IL Offset: -1)
  ◦ Module: UNKNOWN
  Method: static System.Void TaleWorlds.Library.ViewModel.ExecuteCommand_Patch1(TaleWorlds.Library.ViewModel this, System.String commandName, System.Object[] parameters)
  Method From Stackframe Issue: False
CIL:

• Frame: void TaleWorlds.GauntletUI.Data.GauntletView.OnCommand(string command, object[] args) (IL Offset: 235)
  ◦ Module: UNKNOWN
  Method: System.Void TaleWorlds.GauntletUI.Data.GauntletView::OnCommand(System.String command, System.Object[] args)
  Method From Stackframe Issue: False
CIL:

• Frame: void TaleWorlds.GauntletUI.BaseTypes.Widget.EventFired(string eventName, params object[] args) (IL Offset: 32)
  ◦ Module: UNKNOWN
  Method: System.Void TaleWorlds.GauntletUI.BaseTypes.Widget::EventFired(System.String eventName, System.Object[] args)
  Method From Stackframe Issue: False
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CIL:

- Frame: void TaleWorlds.GauntletUI.BaseTypes.ButtonWidget.HandleClick() (IL Offset: 140)
 - Module: UNKNOWN
 - Method: virtual System.Void TaleWorlds.GauntletUI.BaseTypes.ButtonWidget::HandleClick()
 - Method From Stackframe Issue: False

CIL:

- Frame: void TaleWorlds.GauntletUI.BaseTypes.ButtonWidget.OnMouseReleased() (IL Offset: 80)
 - Module: UNKNOWN
 - Method: virtual System.Void TaleWorlds.GauntletUI.BaseTypes.ButtonWidget::OnMouseReleased()
 - Method From Stackframe Issue: False

CIL:

- Frame: void TaleWorlds.GauntletUI.EventManager.MouseUp() (IL Offset: 170)
 - Module: UNKNOWN
 - Method: System.Void TaleWorlds.GauntletUI.EventManager::MouseUp()
 - Method From Stackframe Issue: False

CIL:

- Frame: void TaleWorlds.GauntletUI.UIContext.UpdateInput(InputType handleInputs) (IL Offset: 165)
 - Module: UNKNOWN
 - Method: System.Void TaleWorlds.GauntletUI.UIContext::UpdateInput(TaleWorlds.Library.InputType handleInputs)
 - Method From Stackframe Issue: False

CIL:

- Frame: void TaleWorlds.ScreenSystem.ScreenManager.Update() (IL Offset: 157)
 - Module: UNKNOWN
 - Method: static System.Void TaleWorlds.ScreenSystem.ScreenManager::Update()
 - Method From Stackframe Issue: False

CIL:

- Frame: void TaleWorlds.ScreenSystem.ScreenManager.Tick_Patch2(float dt, bool activeMouseVisible) (IL Offset: -1)
 - Module: UNKNOWN
 - Method: static System.Void TaleWorlds.ScreenSystem.ScreenManager.Tick_Patch2(System.Single dt, System.Boolean activeMouseVisible)
 - Method From Stackframe Issue: False

CIL:

- Frame: void ManagedCallbacks.EngineCallbacksGenerated.EngineScreenManager_Tick(float dt) (IL Offset: 6)
 - Module: UNKNOWN
 - Method: static System.Void ManagedCallbacks.EngineCallbacksGenerated::EngineScreenManager_Tick(System.Single dt)
 - Method From Stackframe Issue: False

CIL:

- Involved Modules

- Installed Modules

- [+ Harmony \(Bannerlord.Harmony, v2.3.0.174\).](#)
- [+ ButterLib \(Bannerlord.Butterlib, v2.8.13.0\).](#)
- [+ UIExtenderEx \(Bannerlord.UIExtenderEx, v2.8.0.0\).](#)
- [+ Mod Configuration Menu v5 \(Bannerlord.MBOptionScreen, v5.9.1.0\).](#)
- [+ Native \(Native, v1.2.9.0\).](#)
- [+ SandBox Core \(SandBoxCore, v1.2.9.0\).](#)
- [+ Sandbox \(Sandbox, v1.2.9.0\).](#)
- [+ StoryMode \(StoryMode, v1.2.9.0\).](#)
- [+ Birth and Aging Options \(BirthAndDeath, v1.2.9.0\).](#)
- [+ CustomBattle \(CustomBattle, v1.2.9.0\).](#)
- [+ Character Reload \(CharacterReload, e1.2.8.2\).](#)
- [+ ExpandedArmouryBL \(ExpandedArmouryBL, e1.5.2.0\).](#)
- [+ Vaegir Armoury \(Vaegir Armoury, v1.0.0.0\).](#)
- [+ BannerColorPersistence with BannerPaste \(BannerColorPersistence, v1.4.6.0\).](#)
- [+ MixMashChineseFantasyArmorPack \(MixMashChineseFantasyArmorPack, v1.0.4.0\).](#)
- [+ CA - Blood and Smoke Items \(CA_BloodSmoke_Items, v1.2.0.0\).](#)
- [+ CustomTroopTree \(CustomTroopTree, v1.3.4.128\).](#)
- [+ Dismemberment \(Plus\) for v1.1.6 \(DismembermentPlus, v2.0.6.7\).](#)
- [+ Enter Castle/Town With Horse \(Aragas.CastleTownWithHorse, v1.0.9.0\).](#)
- [+ EquipBestItem \(EquipBestItem, v1.16.0.0\).](#)
- [+ Historical Banner Icons \(HistoricalBannerIcons, v1.0.0.0\).](#)

- [+ Lord culture does not affect loyalty \(Lord culture does not affect loyalty, v1.0.0.0\).](#)
- [+ MBFastDialogue \(MBFastDialogue, v2.5.17.0\).](#)
- [+ PerfectExecutioner \(PerfectExecutioner, v1.2.8.31530\).](#)
- [+ Player Execution \(PlayerExecuteEdit, v1.7.3.0\).](#)
- [+ RoyalPrivilegeExtended \(RoyalPrivilegeExtended, a1.0.0.0\).](#)
- [+ Settlement Traders' Infinite Wealth \(STIW, v1.0.0.0\).](#)
- [+ UnlimitedCAP \(UnlimitedCAP, v2.0.0.0\).](#)
- [+ DonateToGranary \(DonateToGranary, v2.1.0.0\).](#)
- [+ TodayWeFeast \(TodayWeFeast, v1.1.0.0\).](#)
- [+ SandBox Siblings \(SandBoxSiblings, v1.8.0.0\).](#)
- [+ Adoption \(Adoption, v2.0.1.0\).](#)
- [+ Party AI Controls \(PartyAIControls, v1.2.10.1\).](#)
- [+ CC's Banners \(Bannerlord.CCsBanners, v3.2.1.0\).](#)
- [+ ResignAsClanLeader \(ResignAsClanLeader, v1.0.0.0\).](#)
- [+ ExpandKillLoot \(ExpandKillLoot, v1.0.0.0\).](#)
- [+ Small Talk \(SmallTalk, v2.0.0.0\).](#)
- [+ Arena Overhaul \(ArenaOverhaul, v1.3.6.0\).](#)
- [+ Adjustable Bandits \(sy.AdjustableBandits, v1.2.8.1\).](#)
- [+ FixValorXp \(FixValorXp, v0.0.1.0\).](#)
- [+ Bannerlord Expanded - Children Expanded \(BannerlordExpanded.ChildrenExpanded, v1.2.9.5\).](#)
- [+ Wealthy Workshops \(WealthyWorkshops, v1.0.4.0\).](#)
- [+ Face retex Standalone \(Face retex Standalone, e1.0.1.0\).](#)
- [+ Bannerlord Expanded - Companion Expanded \(BannerlordExpanded.CompanionExpanded, v1.2.9.3\).](#)
- [+ UsefulTrait1.0.7 \(UsefulTrait1.0.7, v1.0.7.0\).](#)
- [+ ExpandCombatUI \(ExpandCombatUI, v1.8.0.0\).](#)
- [+ Gain Trade XP \(GainTradeXp, v1.0.0.0\).](#)
- [+ Cultured Start Updated \(zCulturedStartCitillara, v1.1.2.0\).](#)
- [+ DynaCulture \(DynaCulture, v1.6.3.0\).](#)
- [+ datiebuxiaohaotili \(datiebuxiaohaotili, v1.0.0.0\).](#)
- [+ LordSurrender\(1.1.2-1.2.10\) \(LordSurrender\(1.1.2-1.2.10\), v1.0.5.0\).](#)
- [+ Family Tree \(Bannerlord.FamilyTree, v1.2.10.1\).](#)
- [+ MoreArenas \(MoreArenas, e1.5.5.0\).](#)
- [+ Women in Calradia \(WomeninCalradia, v9.8.0.0\).](#)
- [+ Random Bodies \(RandomBodies, e1.0.3.0\).](#)
- [+ LimitlessMarket\(1.1.0-1.2.3\) \(LimitlessMarket\(1.1.0-1.2.3\), v1.0.0.0\).](#)
- [+ AutoBattleFormation \(AutoBattleFormation, v1.2.6.0\).](#)
- [+ Distinguished Service \(DistinguishedService, v7.2.0.0\).](#)
- [+ StealthAndAmbush \(StealthAndAmbush, v1.1.2.0\).](#)

[+ Assemblies](#)

[+ Harmony Patches](#)

[+ Log Files](#)