

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:

Font Size: Standard
Medium Small

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

Launcher: steam (07.92.83.97)

+ [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(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_Patch1(float dt,  
bool activeMouseVisible)
```

Inner 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.RuntimeConstructorInfo.Invoke(BindingFlags  
invokeAttr, Binder binder, object[] parameters, CultureInfo culture)
```

```
3.at object RuntimeType.CreateInstanceImpl(BindingFlags bindingAttr,  
Binder binder, object[] args, CultureInfo culture, object[]  
activationAttributes, ref StackCrawlMark stackMark)
```

```
4.at object Activator.CreateInstance(Type type, BindingFlags  
bindingAttr, Binder binder, object[] args, CultureInfo culture,  
object[] activationAttributes) x 2
```

```
5.at EncyclopediaPageVM
```

```
SandBox.GauntletUI.Encyclopedia.EncyclopediaData.GetEncyclopediaPageI  
nstance(EncyclopediaPage page, object o)
```

```
6.at void
```

```
SandBox.GauntletUI.Encyclopedia.EncyclopediaData.SetEncyclopediaPage(  
string pageId, object obj)
```

```
7.at EncyclopediaPageVM
```

```
SandBox.GauntletUI.Encyclopedia.GauntletMapEncyclopediaView.ExecuteLi  
nk(string pageId, object obj, bool needsRefresh)
```

```
8.at void
```

```
TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Encycloped
```

```
iaNavigatorVM.ExecuteLink(string pageId, object target)
```

```
9.at void
```

```
TaleWorlds.CampaignSystem.Encyclopedia.EncyclopediaManager.GoToLink(s  
tring pageType, string stringID)
```

Inner Exception information

Type: System.MissingMethodException

Message: Methode nicht gefunden: "Boolean

Bannerlord.UIExtenderEx.ViewModels.BaseViewModelMixin`1.SetField(!!0 ByRef,
!!0, System.String)".

Source: Bannerlord.Diplomacy.1.1.0

CallStack:

```
1.at void
```

```
Diplomacy.ViewModelMixin.EncyclopediaHeroPageVMMixin.set_IsMessengerA  
vailabale(bool value)
```

```
2.at void
```

```
Diplomacy.ViewModelMixin.EncyclopediaHeroPageVMMixin.UpdateIsMesse  
ngerAvailable() in  
/home/runner/work/Bannerlord.Diplomacy/Bannerlord.Diplomacy/src/Banne  
rlord.Diplomacy/ViewModelMixin/EncyclopediaHeroPageVMMixin.cs:line 86
```

```
3.at void
```

```
Diplomacy.ViewModelMixin.EncyclopediaHeroPageVMMixin.OnRefresh() in /  
home/runner/work/Bannerlord.Diplomacy/Bannerlord.Diplomacy/src/Banner  
lord.Diplomacy/ViewModelMixin/EncyclopediaHeroPageVMMixin.cs:line 60
```

```
4.at void
```

```
Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.Constructor(V  
iewModel viewModel) in  
/_/src/Bannerlord.UIExtenderEx/Patches/ViewModelWithMixinPatch.cs:lin  
e 88
```

```
5.at void
```

```
TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages.Ency  
clopediaHeroPageVM..ctor_Patch0(EncyclopediaHeroPageVM this,
```

EncyclopediaPageArgs args)

+ Enhanced Stacktrace

- Frame: void
Diplomacy.ViewModelMixin.EncyclopediaHeroPageVMMixin.set_IsMessengerAvailable(bool value) (IL Offset: -1)

• Module: Bannerlord.Diplomacy

Method: System.Void

Diplomacy.ViewModelMixin.EncyclopediaHeroPageVMMixin::set_IsMessengerAvailable(System.Boolean value)

HarmonyIssue: True

• Frame: void

Diplomacy.ViewModelMixin.EncyclopediaHeroPageVMMixin.UpdateIsMessengerAvailable() (IL Offset: 0)

• Module: Bannerlord.Diplomacy

Method: System.Void

Diplomacy.ViewModelMixin.EncyclopediaHeroPageVMMixin::UpdateIsMessengerAvailable()

HarmonyIssue: False

• Frame: void

Diplomacy.ViewModelMixin.EncyclopediaHeroPageVMMixin.OnRefresh() (IL Offset: 111)

• Module: Bannerlord.Diplomacy

Method: virtual System.Void

Diplomacy.ViewModelMixin.EncyclopediaHeroPageVMMixin::OnRefresh()

HarmonyIssue: False

• Frame: void

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.Constructor(ViewModel viewModel) (IL Offset: 361)

• Module: Bannerlord.UIExtenderEx

Method: static System.Void

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::Constructor(TaleWorlds.Library.ViewModel viewModel)

HarmonyIssue: False

•Frame: void

TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages.EncyclopediaHeroPageVM..ctor_Patch0(EncyclopediaHeroPageVM this, EncyclopediaPageArgs args) (IL Offset: -1)

•Module: Bannerlord.UIExtenderEx

Method: static System.Collections.Generic.IEnumerable`1

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::ViewModel_Constructor_Transpiler(System.Collections.Generic.IEnumerable`1 instructions)

HarmonyIssue: False

•Module: Bannerlord.UIExtenderEx

Method: static System.Collections.Generic.IEnumerable`1

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::ViewModel_Constructor_Transpiler(System.Collections.Generic.IEnumerable`1 instructions)

HarmonyIssue: False

•Module: Bannerlord.UIExtenderEx

Method: static System.Collections.Generic.IEnumerable`1

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::ViewModel_Constructor_Transpiler(System.Collections.Generic.IEnumerable`1 instructions)

HarmonyIssue: False

•Module: Bannerlord.UIExtenderEx

Method: static System.Collections.Generic.IEnumerable`1

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::ViewModel_Constructor_Transpiler(System.Collections.Generic.IEnumerable`1 instructions)

HarmonyIssue: False

•Module: Bannerlord.UIExtenderEx

Method: static System.Collections.Generic.IEnumerable`1

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::ViewModel_Constructor_Transpiler(System.Collections.Generic.IEnumerable`1 instructions)

HarmonyIssue: False

• Module: Bannerlord.UIExtenderEx

Method: static System.Collections.Generic.IEnumerable`1

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::ViewModel_Constructor_Transpiler(System.Collections.Generic.IEnumerable`1 instructions)

HarmonyIssue: False

• Module: Bannerlord.UIExtenderEx

Method: static System.Collections.Generic.IEnumerable`1

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::ViewModel_Constructor_Transpiler(System.Collections.Generic.IEnumerable`1 instructions)

HarmonyIssue: False

• Module: Bannerlord.UIExtenderEx

Method: static System.Collections.Generic.IEnumerable`1

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::ViewModel_Constructor_Transpiler(System.Collections.Generic.IEnumerable`1 instructions)

HarmonyIssue: False

• Module: Bannerlord.UIExtenderEx

Method: static System.Collections.Generic.IEnumerable`1

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::ViewModel_Constructor_Transpiler(System.Collections.Generic.IEnumerable`1 instructions)

HarmonyIssue: False

• Module: UNKNOWN

Method: static System.Void

TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages.EncyclopediaHeroPageVM..ctor_Patch0(TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages.EncyclopediaHeroPageVM

this,

TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages.EncyclopediaPageArgs args)

HarmonyIssue: False

• Module: UNKNOWN

Method: System.Void

TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages
.EncyclopediaHeroPageVM::.ctor(TaleWorlds.CampaignSystem.ViewMod
elCollection.Encyclopedia.Pages.EncyclopediaPageArgs args)

HarmonyIssue: False

• 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)

HarmonyIssue: False

• Module: UNKNOWN

Method: static System.Object

System.RuntimeMethodHandle::InvokeMethod(System.Object target,
System.Object[] arguments, System.Signature sig, System.Boolean
constructor)

HarmonyIssue: False

• Frame: object

System.Reflection.RuntimeConstructorInfo.Invoke(BindingFlags
invokeAttr, Binder binder, object[] parameters, CultureInfo culture)
(IL Offset: 244)

• Module: UNKNOWN

Method: virtual System.Object

System.Reflection.RuntimeConstructorInfo::Invoke(System.Reflecti
on.BindingFlags invokeAttr, System.Reflection.Binder binder,
System.Object[] parameters, System.Globalization.CultureInfo
culture)

HarmonyIssue: False

• Frame: object RuntimeType.CreateInstanceImpl(BindingFlags bindingAttr,
Binder binder, object[] args, CultureInfo culture, object[]
activationAttributes, ref StackCrawlMark stackMark) (IL Offset: 507)

•Module: UNKNOWN

Method: System.Object

System.RuntimeType::CreateInstanceImpl(System.Reflection.BindingFlags bindingAttr, System.Reflection.Binder binder,

System.Object[] args, System.Globalization.CultureInfo culture,

System.Object[] activationAttributes,

System.Threading.StackCrawlMark& stackMark)

HarmonyIssue: False

•Frame: object Activator.CreateInstance(Type type, BindingFlags bindingAttr, Binder binder, object[] args, CultureInfo culture, object[] activationAttributes) x 2 (IL Offset: 175)

•Module: UNKNOWN

Method: static System.Object

System.Activator::CreateInstance(System.Type type,

System.Reflection.BindingFlags bindingAttr,

System.Reflection.Binder binder, System.Object[] args,

System.Globalization.CultureInfo culture, System.Object[] activationAttributes)

HarmonyIssue: False

•Frame: EncyclopediaPageVM

SandBox.GauntletUI.Encyclopedia.EncyclopediaData.GetEncyclopediaPageInstance(EncyclopediaPage page, object o) (IL Offset: 109)

•Module: Sandbox

Method:

TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages.
.EncyclopediaPageVM

SandBox.GauntletUI.Encyclopedia.EncyclopediaData::GetEncyclopediaPageInstance(TaleWorlds.CampaignSystem.Encyclopedia.EncyclopediaPage page, System.Object o)

HarmonyIssue: False

•Frame: void

SandBox.GauntletUI.Encyclopedia.EncyclopediaData.SetEncyclopediaPage(string pageId, object obj) (IL Offset: 581)

•Module: Sandbox

Method: System.Void

Sandbox.GauntletUI.Encyclopedia.EncyclopediaData::SetEncyclopediaPage(System.String pageId, System.Object obj)

HarmonyIssue: False

• Frame: EncyclopediaPageVM

Sandbox.GauntletUI.Encyclopedia.GauntletMapEncyclopediaView.ExecuteLink(string pageId, object obj, bool needsRefresh) (IL Offset: 133)

• Module: Sandbox

Method:

TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages.EncyclopediaPageVM

Sandbox.GauntletUI.Encyclopedia.GauntletMapEncyclopediaView::ExecuteLink(System.String pageId, System.Object obj, System.Boolean needsRefresh)

HarmonyIssue: False

• Frame: void

TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.EncyclopediaNavigatorVM.ExecuteLink(string pageId, object target) (IL Offset: 77)

• Module: UNKNOWN

Method: System.Void

TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.EncyclopediaNavigatorVM::ExecuteLink(System.String pageId, System.Object target)

HarmonyIssue: False

• Frame: void

TaleWorlds.CampaignSystem.Encyclopedia.EncyclopediaManager.GoToLink(string pageType, string stringID) (IL Offset: 252)

• Module: UNKNOWN

Method: System.Void

TaleWorlds.CampaignSystem.Encyclopedia.EncyclopediaManager::GoToLink(System.String pageType, System.String stringID)

HarmonyIssue: False

•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)

HarmonyIssue: False

•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)

HarmonyIssue: False

•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)

HarmonyIssue: False

•Frame: void TaleWorlds.Library.ViewModel.ExecuteCommand(string commandName, object[] parameters) (IL Offset: 210)

•Module: UNKNOWN

Method: virtual System.Void

TaleWorlds.Library.ViewModel::ExecuteCommand(System.String commandName, System.Object[] parameters)

HarmonyIssue: False

•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)

HarmonyIssue: False

•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)

HarmonyIssue: False

•Frame: void TaleWorlds.GauntletUI.BaseTypes.ButtonWidget.HandleClick()
(IL Offset: 140)

•Module: UNKNOWN

Method: virtual System.Void

TaleWorlds.GauntletUI.BaseTypes.ButtonWidget::HandleClick()

HarmonyIssue: False

•Frame: void

TaleWorlds.GauntletUI.BaseTypes.ButtonWidget.OnMouseReleased() (IL Offset: 80)

•Module: UNKNOWN

Method: virtual System.Void

TaleWorlds.GauntletUI.BaseTypes.ButtonWidget::OnMouseReleased()

HarmonyIssue: False

•Frame: void TaleWorlds.GauntletUI.EventManager.MouseUp() (IL Offset: 170)

•Module: UNKNOWN

Method: System.Void

TaleWorlds.GauntletUI.EventManager::MouseUp()

HarmonyIssue: False

•Frame: void TaleWorlds.GauntletUI.UIContext.UpdateInput(InputType handleInputs) (IL Offset: 159)

•Module: UNKNOWN

Method: System.Void

TaleWorlds.GauntletUI.UIContext::UpdateInput(TaleWorlds.Library.InputType handleInputs)

HarmonyIssue: False

•Frame: void TaleWorlds.ScreenSystem.ScreenManager.Update() (IL Offset: 157)

•Module: UNKNOWN

Method: static System.Void

TaleWorlds.ScreenSystem.ScreenManager::Update()

HarmonyIssue: False

•Frame: void TaleWorlds.ScreenSystem.ScreenManager.Tick_Patch1(float dt, bool activeMouseVisible) (IL Offset: -1)

•Module: Bannerlord.ButterLib

Method: static System.Void

Bannerlord.ButterLib.ExceptionHandler.BEWPatch::Finalizer(System.Exception __exception)

HarmonyIssue: False

•Module: UNKNOWN

Method: static System.Void

TaleWorlds.ScreenSystem.ScreenManager.Tick_Patch1(System.Single dt, System.Boolean activeMouseVisible)

HarmonyIssue: False

•Module: UNKNOWN

Method: static System.Void

TaleWorlds.ScreenSystem.ScreenManager::Tick(System.Single dt, System.Boolean activeMouseVisible)

HarmonyIssue: False

+ Involved Modules

• [Bannerlord.Diplomacy](#)

•Method: System.Void

Diplomacy.ViewModelMixin.EncyclopediaHeroPageVMMixin::set_IsMessengerAvailable(System.Boolean value)

Frame: void

Diplomacy.ViewModelMixin.EncyclopediaHeroPageVMMixin.set_IsMessengerAvailable(bool value) (IL Offset: -1)

HarmonyIssue: True

• Method: System.Void

Diplomacy.ViewModelMixin.EncyclopediaHeroPageVMMixin::UpdateIsMessengerAvailable()

Frame: void

Diplomacy.ViewModelMixin.EncyclopediaHeroPageVMMixin.UpdateIsMessengerAvailable() (IL Offset: 0)

HarmonyIssue: False

• Method: virtual System.Void

Diplomacy.ViewModelMixin.EncyclopediaHeroPageVMMixin::OnRefresh()

Frame: void

Diplomacy.ViewModelMixin.EncyclopediaHeroPageVMMixin.OnRefresh() (IL Offset: 111)

HarmonyIssue: False

• [Bannerlord.UIExtenderEx](#)

• Method: static System.Void

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::Constructor(TaleWorlds.Library.ViewModel viewModel)

Frame: void

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.Constructor(ViewModel viewModel) (IL Offset: 361)

HarmonyIssue: False

• Method: static System.Collections.Generic.IEnumerable`1

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::ViewModel_Constructor_Transpiler(System.Collections.Generic.IEnumerable`1 instructions)

Frame: void

TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages

```
.EncyclopediaHeroPageVM..ctor_Patch0(EncyclopediaHeroPageVM  
this, EncyclopediaPageArgs args) (IL Offset: -1)  
HarmonyIssue: False
```

• Method: static System.Collections.Generic.IEnumerable`1

```
Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::ViewMod  
el_Constructor_Transpiler(System.Collections.Generic.IEnumerable  
`1 instructions)
```

```
Frame: void
```

```
TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages
```

```
.EncyclopediaHeroPageVM..ctor_Patch0(EncyclopediaHeroPageVM  
this, EncyclopediaPageArgs args) (IL Offset: -1)
```

```
HarmonyIssue: False
```

• Method: static System.Collections.Generic.IEnumerable`1

```
Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::ViewMod  
el_Constructor_Transpiler(System.Collections.Generic.IEnumerable  
`1 instructions)
```

```
Frame: void
```

```
TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages
```

```
.EncyclopediaHeroPageVM..ctor_Patch0(EncyclopediaHeroPageVM  
this, EncyclopediaPageArgs args) (IL Offset: -1)
```

```
HarmonyIssue: False
```

• Method: static System.Collections.Generic.IEnumerable`1

```
Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::ViewMod  
el_Constructor_Transpiler(System.Collections.Generic.IEnumerable  
`1 instructions)
```

```
Frame: void
```

```
TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages
```

```
.EncyclopediaHeroPageVM..ctor_Patch0(EncyclopediaHeroPageVM  
this, EncyclopediaPageArgs args) (IL Offset: -1)
```

```
HarmonyIssue: False
```

• Method: static System.Collections.Generic.IEnumerable`1

```
Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::ViewMod  
el_Constructor_Transpiler(System.Collections.Generic.IEnumerable  
`1 instructions)
```

Frame: void

TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages
.EncyclopediaHeroPageVM..ctor_Patch0(EncyclopediaHeroPageVM
this, EncyclopediaPageArgs args) (IL Offset: -1)

HarmonyIssue: False

• Method: static System.Collections.Generic.IEnumerable`1

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::ViewMod
el_Constructor_Transpiler(System.Collections.Generic.IEnumerable
`1 instructions)

Frame: void

TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages
.EncyclopediaHeroPageVM..ctor_Patch0(EncyclopediaHeroPageVM
this, EncyclopediaPageArgs args) (IL Offset: -1)

HarmonyIssue: False

• Method: static System.Collections.Generic.IEnumerable`1

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::ViewMod
el_Constructor_Transpiler(System.Collections.Generic.IEnumerable
`1 instructions)

Frame: void

TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages
.EncyclopediaHeroPageVM..ctor_Patch0(EncyclopediaHeroPageVM
this, EncyclopediaPageArgs args) (IL Offset: -1)

HarmonyIssue: False

• Method: static System.Collections.Generic.IEnumerable`1

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::ViewMod
el_Constructor_Transpiler(System.Collections.Generic.IEnumerable
`1 instructions)

Frame: void

TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages
.EncyclopediaHeroPageVM..ctor_Patch0(EncyclopediaHeroPageVM
this, EncyclopediaPageArgs args) (IL Offset: -1)

HarmonyIssue: False

• Method: static System.Collections.Generic.IEnumerable`1

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch::ViewMod

```
el_Constructor_Transpiler(System.Collections.Generic.IEnumerable
`1 instructions)
Frame: void
TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages
.EncyclopediaHeroPageVM..ctor_Patch0(EncyclopediaHeroPageVM
this, EncyclopediaPageArgs args) (IL Offset: -1)
HarmonyIssue: False
```

- [Sandbox](#)

- Method:

```
TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages
.EncyclopediaPageVM
Sandbox.GauntletUI.Encyclopedia.EncyclopediaData::GetEncyclopedi
aPageInstance(TaleWorlds.CampaignSystem.Encyclopedia.Encyclopedi
aPage page, System.Object o)
Frame: EncyclopediaPageVM
Sandbox.GauntletUI.Encyclopedia.EncyclopediaData.GetEncyclopedia
PageInstance(EncyclopediaPage page, object o) (IL Offset: 109)
HarmonyIssue: False
```

- Method: System.Void

```
Sandbox.GauntletUI.Encyclopedia.EncyclopediaData::SetEncyclopedi
aPage(System.String pageId, System.Object obj)
Frame: void
Sandbox.GauntletUI.Encyclopedia.EncyclopediaData.SetEncyclopedia
Page(string pageId, object obj) (IL Offset: 581)
HarmonyIssue: False
```

- Method:

```
TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages
.EncyclopediaPageVM
Sandbox.GauntletUI.Encyclopedia.GauntletMapEncyclopediaView::Exe
cuteLink(System.String pageId, System.Object obj, System.Boolean
needsRefresh)
Frame: EncyclopediaPageVM
Sandbox.GauntletUI.Encyclopedia.GauntletMapEncyclopediaView.Exec
uteLink(string pageId, object obj, bool needsRefresh) (IL
```


Offset: 133)

HarmonyIssue: False

+ Installed Modules

- **+ Harmony (Bannerlord.Harmony, v2.2.2.85)**

Id: Bannerlord.Harmony

Name: Harmony

Version: v2.2.2.85

External: False

Vortex: True

Official: False

Singleplayer: True

Multiplayer: False

Dependencies:

- Load Before Native (optional)
- Load Before SandBoxCore (optional)
- Load Before Sandbox (optional)
- Load Before StoryMode (optional)
- Load Before CustomBattle (optional)

Url: <https://www.nexusmods.com/mountandblade2bannerlord/mods/2006>

SubModules:

- **Harmony**

Name: Harmony

DLLName: Bannerlord.Harmony.dll

SubModuleClassType: Bannerlord.Harmony.SubModule

Tags:

- DedicatedServerType: none

- IsNoRenderModeElement: false

Additional Assemblies:

- \emptyset Harmony.DLL (\emptyset Harmony, Version=2.2.2.0, Culture=neutral, PublicKeyToken=null)

- \emptyset Harmony.dll (HarmonySharedState, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null)

- \emptyset Harmony.dll (MonoMod.Utils.Cil.ILGeneratorProxy, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null)

• 0Harmony.dll (MonoMod.Utils.GetManagedSizeHelper,
Version=0.0.0.0, Culture=neutral, PublicKeyToken=null)

• **+ UIExtenderEx (Bannerlord.UIExtenderEx, v2.2.5.0)**

Id: Bannerlord.UIExtenderEx
Name: UIExtenderEx
Version: v2.2.5.0
External: False
Vortex: True
Official: False
Singleplayer: True
Multiplayer: False
Dependencies:

- Load After Bannerlord.Harmony
- Load Before Native (optional)
- Load Before SandBoxCore (optional)
- Load Before Sandbox (optional)
- Load Before StoryMode (optional)
- Load Before CustomBattle (optional)

Url: <https://www.nexusmods.com/mountandblade2bannerlord/mods/2102>

SubModules:

• **UIExtenderEx**

Name: UIExtenderEx

DLLName: Bannerlord.UIExtenderEx.dll

SubModuleClassType: Bannerlord.UIExtenderEx.SubModule

• **UIExtenderEx**

Name: UIExtenderEx

DLLName: Bannerlord.UIExtenderEx.dll

SubModuleClassType: Bannerlord.UIExtenderEx.UIPatchSubModule

• **+ ButterLib (Bannerlord.ButterLib, v2.6.3.0)**

Id: Bannerlord.ButterLib
Name: ButterLib
Version: v2.6.3.0
External: False
Vortex: True
Official: False
Singleplayer: True
Multiplayer: False
Dependencies:

- Load After [Bannerlord.Harmony](#)
- Load Before [Native](#)
- Load Before [SandBoxCore](#) (optional)
- Load Before [Sandbox](#) (optional)
- Load Before [StoryMode](#) (optional)
- Load Before [CustomBattle](#) (optional)
- Load After [BetterExceptionWindow](#) (optional)

Url: <https://www.nexusmods.com/mountandblade2bannerlord/mods/2018>

SubModules:

- **ButterLib**

Name: ButterLib

DLLName: Bannerlord.ButterLib.dll

SubModuleClassType: Bannerlord.ButterLib.ButterLibSubModule

Assemblies:

- Ben.Demystifier.dll

- Microsoft.Bcl.HashCode.dll

- System Buffers.dll

- System.Collections.Immutable.dll

- System.Memory.dll

- System.Reflection.Metadata.dll

- System.Runtime.CompilerServices.Unsafe.dll

- System.Threading.Tasks.Extensions.dll

- Microsoft.Extensions.DependencyInjection.Abstractions.dll

- Microsoft.Extensions.Logging.Abstractions.dll

- Microsoft.Extensions.DependencyInjection.dll

- Microsoft.Extensions.Logging.dll

- Microsoft.Extensions.Options.dll

- Microsoft.Extensions.Primitives.dll

• Serilog.dll

• Serilog.Extensions.Logging.dll

• Serilog.Sinks.File.dll

• **ButterLib Implementation Loader**

Name: ButterLib Implementation Loader

DLLName: Bannerlord.ButterLib.dll

SubModuleClassType:

Bannerlord.ButterLib.ImplementationLoaderSubModule

Additional Assemblies:

• Bannerlord.ButterLib.Implementation.1.1.0.dll

(Bannerlord.ButterLib.Implementation.1.1.0, Version=2.6.3.0,
Culture=neutral, PublicKeyToken=null)

• System.Numerics.Vectors.DLL (System.Numerics.Vectors,

Version=4.1.4.0, Culture=neutral,

PublicKeyToken=b03f5f7f11d50a3a)

• **+ Mod Configuration Menu v5 (Bannerlord.MBOptionScreen, v5.5.5.0)**

Id: Bannerlord.MBOptionScreen

Name: Mod Configuration Menu v5

Version: v5.5.5.0

External: False

Vortex: True

Official: False

Singleplayer: True

Multiplayer: False

Dependencies:

• Load After [Bannerlord.Harmony](#)

• Load After [Bannerlord.ButterLib](#)

• Load After [Bannerlord.UIExtenderEx](#)

• Load Before [Native](#)

• Load Before [SandBoxCore](#) (optional)

• Load Before [Sandbox](#) (optional)

• Load Before [StoryMode](#) (optional)

• Load Before [CustomBattle](#) (optional)

Url: <https://www.nexusmods.com/mountandblade2bannerlord/mods/612>

SubModules:

• **MCMv5**

Name: MCMv5

DLLName: MCMv5.dll

SubModuleClassType: MCM.MCMSubModule

• **MCMv5 Basic Implementation**

Name: MCMv5 Basic Implementation

DLLName: MCMv5.dll

SubModuleClassType: MCM.Internal.MCMImplementationSubModule

• **MCMv5 Wrapper Support**

Name: MCMv5 Wrapper Support

DLLName: MCM.UI.Adapter.MCMv5.dll

SubModuleClassType: MCM.UI.Adapter.MCMv5.SubModule

• **MCMv5 UI**

Name: MCMv5 UI

DLLName: MCMv5.UI.dll

SubModuleClassType: MCM.UI.MCMUISubModule

• **+ [Native \(Native, v1.1.1.0\)](#)**

Id: Native

Name: Native

Version: v1.1.1.0

External: False

Vortex: False

Official: True

Singleplayer: False

Multiplayer: False

SubModules:

• **ViewSubModule**

Name: ViewSubModule

DLLName: TaleWorlds.MountAndBlade.View.dll

SubModuleClassType:

TaleWorlds.MountAndBlade.View.ViewSubModule

Tags:

• DedicatedServerType: none

• IsNoRenderModeElement: false

• GauntletUISubModule

Name: GauntletUISubModule

DLLName: TaleWorlds.MountAndBlade.GauntletUI.dll

SubModuleClassType:

TaleWorlds.MountAndBlade.GauntletUI.GauntletUISubModule

Tags:

• DedicatedServerType: none

• IsNoRenderModeElement: false

Assemblies:

• TaleWorlds.MountAndBlade.GauntletUI.AutoGenerated.0.dll

• TaleWorlds.MountAndBlade.GauntletUI.AutoGenerated.1.dll

• PlatformPCSubModule

Name: PlatformPCSubModule

DLLName: TaleWorlds.MountAndBlade.Platform.PC.dll

SubModuleClassType:

TaleWorlds.MountAndBlade.Platform.PC.PlatformPCSubModule

Tags:

• DedicatedServerType: none

• RejectedPlatform: Orbis, Durango, GDKDesktop

• [+ SandBox Core \(SandBoxCore, v1.1.1.0\)](#)

Id: SandBoxCore

Name: SandBox Core

Version: v1.1.1.0

External: False

Vortex: False

Official: True

Singleplayer: True

Multiplayer: False

Dependencies:

• Load After [Native](#)

• [+ CustomBattle \(CustomBattle, v1.1.1.0\)](#)

Id: CustomBattle

Name: CustomBattle

Version: v1.1.1.0

External: False

Vortex: False

Official: True

Singleplayer: True

Multiplayer: False

Dependencies:

- Load After [Native](#)

- Load After [SandBoxCore](#)

SubModules:

- **CustomBattleSubModule**

Name: CustomBattleSubModule

DLLName: TaleWorlds.MountAndBlade.CustomBattle.dll

SubModuleClassType:

TaleWorlds.MountAndBlade.CustomBattle.CustomBattleSubModule

Tags:

- DedicatedServerType: none

- **+ [Sandbox \(Sandbox, v1.1.1.0\)](#)**

Id: Sandbox

Name: Sandbox

Version: v1.1.1.0

External: False

Vortex: False

Official: True

Singleplayer: True

Multiplayer: False

Dependencies:

- Load After [Native](#)

- Load After [SandBoxCore](#)

SubModules:

- **SandBox**

Name: SandBox

DLLName: SandBox.dll

SubModuleClassType: SandBox.SandBoxSubModule

Tags:

- DedicatedServerType: none

- IsNoRenderModeElement: false

- **SandBox.View**

Name: SandBox.View

DLLName: SandBox.View.dll

SubModuleClassType: SandBox.View.SandBoxViewSubModule

Tags:

• DedicatedServerType: none

• IsNoRenderModeElement: false

Assemblies:

• SandBox.ViewModelCollection.dll

• **SandBox.GauntletUI**

Name: SandBox.GauntletUI

DLLName: SandBox.GauntletUI.dll

SubModuleClassType:

SandBox.GauntletUI.SandBoxGauntletUISubModule

Tags:

• DedicatedServerType: none

• IsNoRenderModeElement: false

Assemblies:

• SandBox.GauntletUI.AutoGenerated.0.dll

• SandBox.GauntletUI.AutoGenerated.1.dll

• **+ StoryMode (StoryMode, v1.1.1.0)**

Id: StoryMode

Name: StoryMode

Version: v1.1.1.0

External: False

Vortex: False

Official: True

Singleplayer: True

Multiplayer: False

Dependencies:

• Load After [Native](#)

• Load After [SandBoxCore](#)

• Load After [Sandbox](#)

SubModules:

• **StoryMode**

Name: StoryMode

DLLName: StoryMode.dll

SubModuleClassType: StoryMode.StoryModeSubModule

Tags:

• DedicatedServerType: none

• IsNoRenderModeElement: false

• **StoryMode.View**

Name: StoryMode.View

DLLName: StoryMode.View.dll

SubModuleClassType: StoryMode.View.StoryModeViewSubModule

Tags:

• DedicatedServerType: none

• IsNoRenderModeElement: false

Assemblies:

• StoryMode.ViewModelCollection.dll

• **StoryMode.GauntletUI**

Name: StoryMode.GauntletUI

DLLName: StoryMode.GauntletUI.dll

SubModuleClassType:

StoryMode.GauntletUI.StoryModeGauntletUISubModule

Tags:

• DedicatedServerType: none

• IsNoRenderModeElement: false

Assemblies:

• StoryMode.GauntletUI.AutoGenerated.dll

• **[+ Diplomacy \(Bannerlord.Diplomacy, v1.2.5.0\)](#)**

Id: Bannerlord.Diplomacy

Name: Diplomacy

Version: v1.2.5.0

External: False

Vortex: True

Official: False

Singleplayer: True

Multiplayer: False

Dependencies:

- Load After [Bannerlord.Harmony](#)
- Load After [Bannerlord.ButterLib](#)
- Load After [Bannerlord.MBOptionScreen](#)
- Load After [Bannerlord.UIExtenderEx](#)
- Load After [Native](#)
- Load After [SandBoxCore](#)
- Load After [Sandbox](#)
- Load After [StoryMode](#)
- Load After [CustomBattle](#) (optional)
- Load After [BirthAndDeath](#) (optional)

Url: <https://www.nexusmods.com/mountandblade2bannerlord/mods/832>

SubModules:

• **Bannerlord Module Loader**

Name: Bannerlord Module Loader

DLLName: Bannerlord.ModuleLoader.Bannerlord.Diplomacy.dll

SubModuleClassType:

Bannerlord.ModuleLoader.Bannerlord_Diplomacy

Tags:

- LoaderFilter: Bannerlord.Diplomacy.*.dll

Additional Assemblies:

• Bannerlord.ModuleLoader.Bannerlord.Diplomacy.dll

(Bannerlord.Diplomacy, Version=1.0.1.44, Culture=neutral, PublicKeyToken=null)

• Bannerlord.Diplomacy.1.1.0.dll (Bannerlord.Diplomacy.1.1.0,

Version=1.2.5.0, Culture=neutral, PublicKeyToken=null)

[+ Assemblies](#)

Hide: Game Core System Modules Unclassified

- Bannerlord.Harmony, 2.2.2.85, MSIL, 170a9b40334fc5d116a617e96537fd31, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II)

[Bannerlord\Modules\Bannerlord.Harmony\bin\Win64_Shipping_Client\Bannerlord.Harmony.dll](#)

- Bannerlord.UIExtenderEx, 2.2.5.0, MSIL, 496ebc7e648f74908ef4f91649a0ff20, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.UIExtenderEx\bin\Win64_Shipping_Client\Bannerlord.UIExtenderEx.dll](#)
- Ben.Demystifier, 0.4.0.0, MSIL, 965d07f46cd56ae2a4f310921230c206, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.ButterLib\bin\Win64_Shipping_Client\Ben.Demystifier.dll](#)
- Microsoft.Bcl.HashCode, 1.0.0.0, MSIL, 9ccecdcfe5f0302d19ccadee94b93b75, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.ButterLib\bin\Win64_Shipping_Client\Microsoft.Bcl.HashCode.dll](#)
- System Buffers, 4.0.3.0, MSIL, ecdfe8ede869d2ccc6bf99981ea96400, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.ButterLib\bin\Win64_Shipping_Client\System.Buffers.dll](#)
- System.Collections.Immutable, 5.0.0.0, MSIL, c598080fa777d6e63dfd0370e97ec8f3, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.ButterLib\bin\Win64_Shipping_Client\System.Collections.Immutable.dll](#)
- System.Memory, 4.0.1.1, MSIL, 6fb95a357a3f7e88ade5c1629e2801f8, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.ButterLib\bin\Win64_Shipping_Client\System.Memory.dll](#)
- System.Reflection.Metadata, 5.0.0.0, MSIL, c4ea65bd802f1ccd3ea2ad1841fd85c2, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.ButterLib\bin\Win64_Shipping_Client\](#)

[System.Reflection.Metadata.dll](#)

- System.Runtime.CompilerServices.Unsafe, 4.0.4.1, MSIL, da04a75ddc22118ed24e0b53e474805a, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.ButterLib\bin\Win64_Shipping_Client\System.Runtime.CompilerServices.Unsafe.dll](#)
- System.Threading.Tasks.Extensions, 4.2.0.1, MSIL, e1e9d7d46e5cd9525c5927dc98d9ecc7, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.ButterLib\bin\Win64_Shipping_Client\System.Threading.Tasks.Extensions.dll](#)
- Microsoft.Extensions.DependencyInjection.Abstractions, 2.0.0.0, MSIL, 6f3cca084046a16c91f64953bd6ae66c, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.ButterLib\bin\Win64_Shipping_Client\Microsoft.Extensions.DependencyInjection.Abstractions.dll](#)
- Microsoft.Extensions.Logging.Abstractions, 2.0.0.0, MSIL, f6bfb173119f48eed8b3616a3fd5464f, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.ButterLib\bin\Win64_Shipping_Client\Microsoft.Extensions.Logging.Abstractions.dll](#)
- Microsoft.Extensions.DependencyInjection, 2.0.0.0, MSIL, 432c3bdf19dfa3d6440e8f1454e68e2e, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.ButterLib\bin\Win64_Shipping_Client\Microsoft.Extensions.DependencyInjection.dll](#)
- Microsoft.Extensions.Logging, 2.0.0.0, MSIL, ddebddf19ecf76882309e8f8f1a1c75b, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.ButterLib\bin\Win64_Shipping_Client\Microsoft.Extensions.Logging.dll](#)
- Microsoft.Extensions.Options, 2.0.0.0, MSIL, 0cd6938593b1785b4ac087f7fe5c47e9, [C:\Program Files \(x86\)\Steam\](#)

[steamapps\common\Mount & Blade II Bannerlord\Modules\
Bannerlord.ButterLib\bin\Win64_Shipping_Client\
Microsoft.Extensions.Options.dll](#)

- Microsoft.Extensions.Primitives, 2.0.0.0, MSIL, b5c71bed0a0cc2db2aa02445a4afa774, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\
Bannerlord.ButterLib\bin\Win64_Shipping_Client\
Microsoft.Extensions.Primitives.dll](#)
- Serilog, 2.0.0.0, MSIL, 0aa45a8a1cd24cd2b589e4aad925f35d, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\
Bannerlord.ButterLib\bin\Win64_Shipping_Client\
Serilog.dll](#)
- Serilog.Extensions.Logging, 2.0.0.0, MSIL, 680cea3f3f888a046d8ad7a524259ef1, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\
Bannerlord.ButterLib\bin\Win64_Shipping_Client\
Serilog.Extensions.Logging.dll](#)
- Serilog.Sinks.File, 5.0.0.0, MSIL, c25357a7950dcfc7f85ee9d593cb1a24, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\
Bannerlord.ButterLib\bin\Win64_Shipping_Client\
Serilog.Sinks.File.dll](#)
- Bannerlord.ButterLib, 2.6.3.0, MSIL, 3603c0767f47c0a7b19e88554ea9da05, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\
Bannerlord.ButterLib\bin\Win64_Shipping_Client\
Bannerlord.ButterLib.dll](#)
- MCMv5, 5.5.5.0, Amd64, 728ab3e90ba7a5c51783defff05a3901, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\
Bannerlord.MBOptionScreen\bin\Win64_Shipping_Client\MCMv5.dll](#)
- MCM.UI.Adapter.MCMv5, 5.5.5.0, Amd64, abbe3d3aaeb98f8bfabae4f81ef0c39b, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\
Bannerlord.MBOptionScreen\bin\Win64_Shipping_Client\
MCM.UI.Adapter.MCMv5.dll](#)
- MCMv5.UI, 5.5.5.0, Amd64, ed5851d000635c2fdc0d80b7a34d4d09, [C:\Program](#)

[Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.MBOptionScreen\bin\Win64_Shipping_Client\MCMv5.UI.dll](#)

- TaleWorlds.MountAndBlade.View, 1.0.0.0, Amd64, 6cdf366b7620f38054894103f847d4f4, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Native\bin\Win64_Shipping_Client\TaleWorlds.MountAndBlade.View.dll](#)
- TaleWorlds.MountAndBlade.GauntletUI.AutoGenerated.0, 1.0.0.0, Amd64, af68c840a925c28d63a044c2c86346dc, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Native\bin\Win64_Shipping_Client\TaleWorlds.MountAndBlade.GauntletUI.AutoGenerated.0.dll](#)
- TaleWorlds.MountAndBlade.GauntletUI.AutoGenerated.1, 1.0.0.0, Amd64, 4aac17e7d1c10385da814caf53c2544e, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Native\bin\Win64_Shipping_Client\TaleWorlds.MountAndBlade.GauntletUI.AutoGenerated.1.dll](#)
- TaleWorlds.MountAndBlade.GauntletUI, 1.0.0.0, Amd64, 3eda12f109c7663d891793fcb2d22536, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Native\bin\Win64_Shipping_Client\TaleWorlds.MountAndBlade.GauntletUI.dll](#)
- TaleWorlds.MountAndBlade.Platform.PC, 1.0.0.0, Amd64, 939b0f49d37ac3f775783e6d87cb0d83, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Native\bin\Win64_Shipping_Client\TaleWorlds.MountAndBlade.Platform.PC.dll](#)
- TaleWorlds.MountAndBlade.CustomBattle, 1.0.0.0, Amd64, 992e5f550f638259d7ab2984660173dd, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\CustomBattle\bin\Win64_Shipping_Client\TaleWorlds.MountAndBlade.CustomBattle.dll](#)
- SandBox, 1.0.0.0, Amd64, 90a01f23d95d6df0c9e33ed792662a8c, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\SandBox\bin\Win64_Shipping_Client\SandBox.dll](#)
- SandBox.ViewModelCollection, 1.0.0.0, Amd64,

88c4c4f03c1bccc764c006e8a601877a, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\SandBox\bin\Win64_Shipping_Client\SandBox.ViewModelCollection.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\SandBox\bin\Win64_Shipping_Client\SandBox.ViewModelCollection.dll)

- SandBox.View, 1.0.0.0, Amd64, 84b46bf274fb2c116ad1d6b1cc1607ad, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\SandBox\bin\Win64_Shipping_Client\SandBox.View.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\SandBox\bin\Win64_Shipping_Client\SandBox.View.dll)
- SandBox.GauntletUI.AutoGenerated.0, 1.0.0.0, Amd64, f4a0591834f70f28b64aeddc5755905d, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\SandBox\bin\Win64_Shipping_Client\SandBox.GauntletUI.AutoGenerated.0.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\SandBox\bin\Win64_Shipping_Client\SandBox.GauntletUI.AutoGenerated.0.dll)
- SandBox.GauntletUI.AutoGenerated.1, 1.0.0.0, Amd64, 5891be9d9aed9bdc32c4f0f6d55931f9, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\SandBox\bin\Win64_Shipping_Client\SandBox.GauntletUI.AutoGenerated.1.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\SandBox\bin\Win64_Shipping_Client\SandBox.GauntletUI.AutoGenerated.1.dll)
- SandBox.GauntletUI, 1.0.0.0, Amd64, fd45fc750fbc3a7606aaecbfff4d549da, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\SandBox\bin\Win64_Shipping_Client\SandBox.GauntletUI.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\SandBox\bin\Win64_Shipping_Client\SandBox.GauntletUI.dll)
- StoryMode, 1.0.0.0, Amd64, a994c403bd08f97d37651a97ef9421ae, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\StoryMode\bin\Win64_Shipping_Client\StoryMode.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\StoryMode\bin\Win64_Shipping_Client\StoryMode.dll)
- StoryMode.ViewModelCollection, 1.0.0.0, Amd64, 2358e341b543fd5ce39ae6f5f467a6a9, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\StoryMode\bin\Win64_Shipping_Client\StoryMode.ViewModelCollection.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\StoryMode\bin\Win64_Shipping_Client\StoryMode.ViewModelCollection.dll)
- StoryMode.View, 1.0.0.0, Amd64, 05e899278de0ee53b6098ec22bf3dc40, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\StoryMode\bin\Win64_Shipping_Client\StoryMode.View.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\StoryMode\bin\Win64_Shipping_Client\StoryMode.View.dll)
- StoryMode.GauntletUI.AutoGenerated, 1.0.0.0, Amd64, 4f22eb0596f2c412c1f6960845093215, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\StoryMode\bin\Win64_Shipping_Client\StoryMode.GauntletUI.AutoGenerated.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\StoryMode\bin\Win64_Shipping_Client\StoryMode.GauntletUI.AutoGenerated.dll)

- StoryMode.GauntletUI, 1.0.0.0, Amd64, 31458f7c472bc8cbaf0741094c4870ea, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\StoryMode\bin\Win64_Shipping_Client\StoryMode.GauntletUI.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\StoryMode\bin\Win64_Shipping_Client\StoryMode.GauntletUI.dll)
- mscorlib, 4.0.0.0, Amd64, d5d9e603a2b08b2dd908f69f532c0a92, <C:\Windows\Microsoft.NET\Framework64\v4.0.30319\mscorlib.dll>
- TaleWorlds.MountAndBlade.Launcher, 1.0.0.0, Amd64, 68059d52ddcb3601769f257ae2d7fbee, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.MountAndBlade.Launcher.exe](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.MountAndBlade.Launcher.exe)
- TaleWorlds.MountAndBlade.Launcher.Library, 1.0.0.0, Amd64, 8f60633620082d02d5418fd2438863c2, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.MountAndBlade.Launcher.Library.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.MountAndBlade.Launcher.Library.dll)
- netstandard, 2.0.0.0, MSIL, 317d874fdf4b3bf15de6b3c569dd9517, C:\Windows\Microsoft.Net\assembly\GAC_MSIL\netstandard\v4.0_2.0.0.0_cc7b13ffcd2ddd51\netstandard.dll
- TaleWorlds.Library, 1.0.0.0, Amd64, bbde2776a7c405a02d7e247e5412ee8e, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.Library.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.Library.dll)
- System.Core, 4.0.0.0, MSIL, edc9cfccd5fa3d3c107a068cb608936f, C:\Windows\Microsoft.Net\assembly\GAC_MSIL\System.Core\v4.0_4.0.0.0_b77a5c561934e089\System.Core.dll
- System, 4.0.0.0, MSIL, 3cf787dd660ec7499315fe633e8c1024, C:\Windows\Microsoft.Net\assembly\GAC_MSIL\System\v4.0_4.0.0.0_b77a5c561934e089\System.dll
- TaleWorlds.Starter.Library, 1.0.0.0, Amd64, 6e6eb6d1d8d9842b12033cd49f933e27, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.Starter.Library.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.Starter.Library.dll)
- TaleWorlds.TwoDimension.Standalone, 1.0.0.0, Amd64, a1f05f2210f85da90be0bb4f09676f08, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin)

[Win64_Shipping_Client\TaleWorlds.TwoDimension.Standalone.dll](#)

- System.Drawing, 4.0.0.0, MSIL, 44eae46cbce7d080f7d21cdd27cd3db0, [C:\Windows\Microsoft.Net\assembly\GAC_MSIL\System.Drawing\v4.0_4.0.0.0_b03f5f7f11d50a3a\System.Drawing.dll](#)
- TaleWorlds.ModuleManager, 1.0.0.0, Amd64, 9b285be8775b705a61551644ee7b9c80, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.ModuleManager.dll](#)
- TaleWorlds.MountAndBlade.Launcher.Steam, 1.0.0.0, Amd64, eb06b1675b3f2131bc8c0336f072b722, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.MountAndBlade.Launcher.Steam.dll](#)
- Steamworks.NET, 7.0.0.0, MSIL, bb368b4049dc411c2ae06e571c9f6d93, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\Steamworks.NET.dll](#)
- System.Numerics.Vectors, 4.1.3.0, MSIL, e9abb00cd885368e7943974f8c11e61e, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\System.Numerics.Vectors.dll](#)
- TaleWorlds.TwoDimension, 1.0.0.0, Amd64, 10a3a38ca1819752993d08a6bce1fb23, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.TwoDimension.dll](#)
- TaleWorlds.GauntletUI, 1.0.0.0, Amd64, 4bb2499432dcad2682ed63e521ebc6e7, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.GauntletUI.dll](#)
- TaleWorlds.InputSystem, 1.0.0.0, Amd64, cdf4ebdd38f9245f7a40c93776ff2c51, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.InputSystem.dll](#)
- System.Xml, 4.0.0.0, MSIL, e64954e8cda4d8cda0ba5cbdcdb8cc9, [C:\Windows\Microsoft.Net\assembly\GAC_MSIL\System.Xml\](#)

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- System.Configuration, 4.0.0.0, MSIL, 415f319d97c4a3939e39a4a2c93a6efc, [C:\Windows\Microsoft.Net\assembly\GAC_MSIL\System.Configuration\v4.0_4.0.0.0_b03f5f7f11d50a3a\System.Configuration.dll](#)
- Microsoft.GeneratedCode, 1.0.0.0, None, DYNAMIC
- TaleWorlds.GauntletUI.PrefabSystem, 1.0.0.0, Amd64, f2b24fc15c93673b4f8786c262b44dd7, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.GauntletUI.PrefabSystem.dll](#)
- TaleWorlds.GauntletUI.Data, 1.0.0.0, Amd64, 205a92d47696ae5d70c0ca51d22311d0, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.GauntletUI.Data.dll](#)
- StbSharp, 0.7.2.38, MSIL, 89012d8d30924b24301cf727591a4f96, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\StbSharp.dll](#)
- Newtonsoft.Json, 13.0.0.0, MSIL, 916d32b899f1bc23b209648d007b99fd, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\Newtonsoft.Json.dll](#)
- System.Numerics, 4.0.0.0, MSIL, be1730943f188fb738efbe02d8660a13, [C:\Windows\Microsoft.Net\assembly\GAC_MSIL\System.Numerics\v4.0_4.0.0.0_b77a5c561934e089\System.Numerics.dll](#)
- System.Runtime.Serialization, 4.0.0.0, MSIL, f17660a4517be8fa28b6ae4a8e37e55a, [C:\Windows\Microsoft.Net\assembly\GAC_MSIL\System.Runtime.Serialization\v4.0_4.0.0.0_b77a5c561934e089\System.Runtime.Serialization.dll](#)
- System.Data, 4.0.0.0, Amd64, 6e9224b3ec769034227c87fac5f7da94, [C:\Windows\Microsoft.Net\assembly\GAC_64\System.Data\v4.0_4.0.0.0_b77a5c561934e089\System.Data.dll](#)
- Anonymously Hosted DynamicMethods Assembly, 0.0.0.0, None, DYNAMIC
- TaleWorlds.DotNet, 1.0.0.0, Amd64, f603a77f87fe3bb9eb2f48f42ef2e65e, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II](#)

[Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.DotNet.dll](#)

- System.Runtime.InteropServices.RuntimeInformation, 4.0.0.0, MSIL, fb4e03741d0f37049287e7cfdceea902, [C:\Windows\Microsoft.Net\assembly\GAC_MSIL\System.Runtime.InteropServices\v4.0.0.0_b03f5f7f11d50a3a\System.Runtime.InteropServices.dll](#)
- TaleWorlds.MountAndBlade, 1.0.0.0, Amd64, 7ad440de27b1c8bf713db64622db3091, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.MountAndBlade.dll](#)
- TaleWorlds.DotNet.AutoGenerated, 1.0.0.0, Amd64, 44fd225c8a7d2d36957363903749073e, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.DotNet.AutoGenerated.dll](#)
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- TaleWorlds.Engine.AutoGenerated, 1.0.0.0, Amd64, 8500383b0b5cdb049cb15c599bcff4fc, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.Engine.AutoGenerated.dll](#)
- TaleWorlds.ScreenSystem, 1.0.0.0, Amd64, d676feea13083d5d1f6eb0254ff6698e, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.ScreenSystem.dll](#)
- TaleWorlds.MountAndBlade.Diamond, 1.0.0.0, Amd64, 44eb45e6f071ebc03b79639253891723, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.MountAndBlade.Diamond.dll](#)
- TaleWorlds.Core, 1.0.0.0, Amd64, 326c374c8bc831453c3708e5c392d9cb, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.Core.dll](#)
- TaleWorlds.PlayerServices, 1.0.0.0, Amd64,

- [b8b1b55e65ca9fcf16cafa789e6ca511, C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.PlayerServices.dll](#)
- TaleWorlds.ObjectSystem, 1.0.0.0, Amd64,
[be5eb0895d1208c78d3d88d6d420011d, C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.ObjectSystem.dll](#)
- TaleWorlds.Localization, 1.0.0.0, Amd64,
[c9008a72c6296a1d045a299531444340, C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.Localization.dll](#)
- TaleWorlds.PlatformService, 1.0.0.0, Amd64,
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- System.ValueTuple, 4.0.0.0, MSIL, aa9c82c46efdc71d506bc1c312f77c3e,
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- TaleWorlds.SaveSystem, 1.0.0.0, Amd64,
[239dc6f7e4eca987b64a93a2d1d8fb47, C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.SaveSystem.dll](#)
- TaleWorlds.Diamond.ChatSystem.Library, 1.0.0.0, Amd64,
[de8fba9a6b93f4cba5249b6b4ccdf970, C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.Diamond.ChatSystem.Library.dll](#)
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[C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.Diamond.dll](#)
- System.Security, 4.0.0.0, MSIL, 7b3663befcd4d7e633f819068a0586dc, [C:\Windows\Microsoft.Net\assembly\GAC_MSIL\System.Security\v4.0_4.0.0.0_b03f5f7f11d50a3a\System.Security.dll](#)
- System.Data.SqlXml, 4.0.0.0, MSIL, 3bf65e1dec66ca7389d708cbcea0c2fd,

- C:\Windows\Microsoft.Net\assembly\GAC_MSIL\System.Data.SqlXml\v4.0_4.0.0.0_b77a5c561934e089\System.Data.SqlXml.dll
- System.ServiceModel.Internals, 4.0.0.0, MSIL, C:\Windows\Microsoft.Net\assembly\GAC_MSIL\System.ServiceModel.Internals\v4.0_4.0.0.0_31bf3856ad364e35\System.ServiceModel.Internals.dll
- System.Transactions, 4.0.0.0, Amd64, 7799ccc01448f58a1426f09bb23451af, C:\Windows\Microsoft.Net\assembly\GAC_64\System.Transactions\v4.0_4.0.0.0_b77a5c561934e089\System.Transactions.dll
- TaleWorlds.Network, 1.0.0.0, Amd64, ed884d29219f4740ef6fcbd291af6616, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.Network.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.Network.dll)
- TaleWorlds.MountAndBlade.AutoGenerated, 1.0.0.0, Amd64, 595cb727d160107427b377b4593f3b83, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.MountAndBlade.AutoGenerated.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.MountAndBlade.AutoGenerated.dll)
- TaleWorlds.AchievementSystem, 1.0.0.0, Amd64, 27681a24735923e2e6c06eeee0af90b8, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.AchievementSystem.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.AchievementSystem.dll)
- TaleWorlds.ActivitySystem, 1.0.0.0, Amd64, 3f9d81a8a958ffae094bd49dafffb606, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.ActivitySystem.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.ActivitySystem.dll)
- TaleWorlds.PlatformService.Steam, 1.0.0.0, Amd64, 9312f8cffaff5b92f809c3cac5cce7ac, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.PlatformService.Steam.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.PlatformService.Steam.dll)
- TaleWorlds.Diamond.AccessProvider.Test, 1.0.0.0, Amd64, b9090aa59e667846284fda968b79430e, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.Diamond.AccessProvider.Test.dll](C:\Program Files (x86)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.Diamond.AccessProvider.Test.dll)
- 0Harmony, 2.2.2.0, MSIL, 993f258153c8a6ab14ac30a53434dc7f, <C:\Program>

[Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.Harmony\bin\Win64_Shipping_Client\0Harmony.dll](#)

- System.Windows.Forms, 4.0.0.0, MSIL, 549dc4948d587bf43ad9cb395b6b02fb, [C:\Windows\Microsoft.Net\assembly\GAC_MSIL\System.Windows.Forms\v4.0_4.0.0.0_b77a5c561934e089\System.Windows.Forms.dll](#)
- TaleWorlds.CampaignSystem, 1.0.0.0, Amd64, 24201d081a2344b76f96f0f19ac9521c, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.CampaignSystem.dll](#)
- TaleWorlds.MountAndBlade.ViewModelCollection, 1.0.0.0, Amd64, 69f4cae230a8d44cb1cb9896a40e8c5a, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.MountAndBlade.ViewModelCollection.dll](#)
- TaleWorlds.Core.ViewModelCollection, 1.0.0.0, Amd64, f1c02964d14aaf0e82c4b3e420a3dce6, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.Core.ViewModelCollection.dll](#)
- TaleWorlds.CampaignSystem.ViewModelCollection, 1.0.0.0, Amd64, b96f686398952c3bb08939af52c5767b, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.CampaignSystem.ViewModelCollection.dll](#)
- Bannerlord.Diplomacy, 1.0.1.44, MSIL, f84b633cd76035a528f6d565485bad35, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.Diplomacy\bin\Win64_Shipping_Client\Bannerlord.ModuleLoader.Bannerlord.Diplomacy.dll](#)
- TaleWorlds.Engine.GauntletUI, 1.0.0.0, Amd64, 9ff5aab313ee3984ee69a88e46d2214b, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.Engine.GauntletUI.dll](#)
- Accessibility, 4.0.0.0, MSIL, 8ed04cefb29261abc3210b537b1dccfb, [C:\](#)

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- TaleWorlds.MountAndBlade.GauntletUI.Widgets, 1.0.0.0, Amd64, 4b78d1fc535bcb66a0d8fab3e23903e7, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.MountAndBlade.GauntletUI.Widgets.dll](#)
- TaleWorlds.GauntletUI.ExtraWidgets, 1.0.0.0, Amd64, dee37cd4afe4f424307727718beab6eb, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.GauntletUI.ExtraWidgets.dll](#)
- HarmonySharedState, 0.0.0.0, MSIL, EMPTY
- MonoMod.Utils.Cil.ILGeneratorProxy, 0.0.0.0, MSIL, EMPTY
- Bannerlord.ButterLib.Implementation.1.1.0, 2.6.3.0, MSIL, ffbe936fe4e404237b5175e8d3e23421, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.ButterLib\bin\Win64_Shipping_Client\Bannerlord.ButterLib.Implementation.1.1.0.dll](#)
- TaleWorlds.PSAI, 1.0.0.0, Amd64, eee7ce04503d391f3431f3c7c3186b44, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.PSAI.dll](#)
- Microsoft.GeneratedCode, 1.0.0.0, None, DYNAMIC
- Bannerlord.Diplomacy.1.1.0, 1.2.5.0, MSIL, 81af90603a062ab276e2a15982e1e66d, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.Diplomacy\bin\Win64_Shipping_Client\Bannerlord.Diplomacy.1.1.0.dll](#)
- MonoMod.Utils.GetManagedSizeHelper, 0.0.0.0, MSIL, EMPTY
- TaleWorlds.ServiceDiscovery.Client, 1.0.0.0, Amd64, ec42ef4653fa5417e7c815d8a93abdaf, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.ServiceDiscovery.Client.dll](#)
- System.Xml.Linq, 4.0.0.0, MSIL, e4fb4bc513d1cbdbf13f4157ba108556, [C:\](#)

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- System.Management, 4.0.0.0, MSIL, 08ea5b786bd1420eb760cdb64f4d677e, [C:\Windows\Microsoft.Net\assembly\GAC_MSIL\System.Management\v4.0_4.0.0.0_b03f5f7f11d50a3a\System.Management.dll](#)
- System.Numerics.Vectors, 4.1.4.0, MSIL, aaa2cbf14e06e9d3586d8a4ed455db33, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\Modules\Bannerlord.ButterLib\bin\Win64_Shipping_Client\System.Numerics.Vectors.dll](#)
- System.Net.Http, 4.0.0.0, MSIL, 6243b50b07cdd14d260680ce5d0872b3, [C:\Windows\Microsoft.Net\assembly\GAC_MSIL\System.Net.Http\v4.0_4.0.0.0_b03f5f7f11d50a3a\System.Net.Http.dll](#)
- System.Configuration.Install, 4.0.0.0, MSIL, c670818ad7c57add49f93fc849c717e1, [C:\Windows\Microsoft.Net\assembly\GAC_MSIL\System.Configuration.Install\v4.0_4.0.0.0_b03f5f7f11d50a3a\System.Configuration.Install.dll](#)
- TaleWorlds.LinQuick, 1.0.0.0, Amd64, 2616331290eecf48ed4430a9c49c3397, [C:\Program Files \(x86\)\Steam\steamapps\common\Mount & Blade II Bannerlord\bin\Win64_Shipping_Client\TaleWorlds.LinQuick.dll](#)

+ Harmony Patches

- TaleWorlds.Engine.GauntletUI.UIConfig.set_DoNotUseGeneratedPrefabs

- Prefixes

- Owner: bannerlord.uiextender.ex; Namespace:

[Bannerlord.UIExtenderEx.Patches.UIConfigPatch.Prefix;](#)

- TaleWorlds.GauntletUI.PrefabSystem.WidgetPrefab.LoadFrom

- Transpilers

- Owner: bannerlord.uiextender.ex; Namespace:

[Bannerlord.UIExtenderEx.Patches.WidgetPrefabPatch.WidgetPrefab_LoadFrom_Transpiler;](#)

• TaleWorlds.GauntletUI.BrushFactory.get_Brushes

• Postfixes

• Owner: bannerlord.uiextender.ex; Namespace:

Bannerlord.UIExtenderEx.ResourceManager.BrushFactoryManager.
r.GetBrushesPostfix;

• TaleWorlds.GauntletUI.BrushFactory.GetBrush

• Prefixes

• Owner: bannerlord.uiextender.ex; Namespace:

Bannerlord.UIExtenderEx.ResourceManager.BrushFactoryManager.
r.GetBrushPrefix;

• TaleWorlds.GauntletUI.PrefabSystem.ConstantDefinition.GetValue

• Transpilers

• Owner: bannerlord.uiextender.ex; Namespace:

Bannerlord.UIExtenderEx.ResourceManager.BrushFactoryManager.
r.BlankTranspiler;

• TaleWorlds.GauntletUI.PrefabSystem.WidgetExtensions.SetWidgetAttribute

FromString

• Transpilers

• Owner: bannerlord.uiextender.ex; Namespace:

Bannerlord.UIExtenderEx.ResourceManager.BrushFactoryManager.
r.BlankTranspiler;

• TaleWorlds.GauntletUI.UIContext.GetBrush

• Transpilers

• Owner: bannerlord.uiextender.ex; Namespace:

Bannerlord.UIExtenderEx.ResourceManager.BrushFactoryManager.
r.BlankTranspiler;

• TaleWorlds.GauntletUI.PrefabSystem.WidgetExtensions.ConvertObject

• Transpilers

• Owner: bannerlord.uiextender.ex; Namespace:

Bannerlord.UIExtenderEx.ResourceManager.BrushFactoryManager.BlankTranspiler;

• TaleWorlds.GauntletUI.PrefabSystem.WidgetFactory.GetCustomType

• Prefixes

• Owner: bannerlord.uiextender.ex; Namespace:

Bannerlord.UIExtenderEx.ResourceManager.WidgetFactoryManager.GetCustomTypePrefix;

• TaleWorlds.GauntletUI.PrefabSystem.WidgetFactory.CreateBuiltinWidget

• Prefixes

• Owner: bannerlord.uiextender.ex; Namespace:

Bannerlord.UIExtenderEx.ResourceManager.WidgetFactoryManager.CreateBuiltinWidgetPrefix;

• TaleWorlds.GauntletUI.PrefabSystem.WidgetFactory.GetWidgetTypes

• Prefixes

• Owner: bannerlord.uiextender.ex; Namespace:

Bannerlord.UIExtenderEx.ResourceManager.WidgetFactoryManager.GetWidgetTypesPostfix;

• TaleWorlds.GauntletUI.PrefabSystem.WidgetFactory.IsCustomType

• Prefixes

• Owner: bannerlord.uiextender.ex; Namespace:

Bannerlord.UIExtenderEx.ResourceManager.WidgetFactoryManager.IsCustomTypePrefix;

• TaleWorlds.GauntletUI.PrefabSystem.WidgetFactory.OnUnload

- Prefixes

- Owner: bannerlord.uiextender.ex; Namespace:

- Bannerlord.UIExtenderEx.ResourceManager.WidgetFactoryManager.OnUnloadPrefix;

- TaleWorlds.GauntletUI.PrefabSystem.WidgetTemplate.CreateWidgets

- Transpilers

- Owner: bannerlord.uiextender.ex; Namespace:

- Bannerlord.UIExtenderEx.ResourceManager.WidgetFactoryManager.BlankTranspiler;

- TaleWorlds.GauntletUI.PrefabSystem.WidgetTemplate.OnRelease

- Transpilers

- Owner: bannerlord.uiextender.ex; Namespace:

- Bannerlord.UIExtenderEx.ResourceManager.WidgetFactoryManager.BlankTranspiler;

- TaleWorlds.GauntletUI.Data.GauntletMovie.LoadMovie

- Transpilers

- Owner: bannerlord.uiextender.ex; Namespace:

- Bannerlord.UIExtenderEx.ResourceManager.WidgetFactoryManager.BlankTranspiler;

- TaleWorlds.MountAndBlade.MBSubModuleBase.OnSubModuleLoad

- Postfixes

- Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:

- Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModuleBasePatch.OnSubModuleLoadPostfix;

- Owner: Bannerlord.Diplomacy; Namespace:

- Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubModuleBasePatch.OnSubModuleLoadPostfix; Index: 1;

• TaleWorlds.MountAndBlade.MBSubModuleBase.OnSubModuleUnloaded

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:
Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModuleBasePatch.OnSubModuleUnloadedPostfix;

• Owner: Bannerlord.Diplomacy; Namespace:
Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubModuleBasePatch.OnSubModuleUnloadedPostfix; Index: 1;

• TaleWorlds.MountAndBlade.MBSubModuleBase.OnApplicationTick

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:
Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModuleBasePatch.OnApplicationTickPostfix;

• Owner: Bannerlord.Diplomacy; Namespace:
Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubModuleBasePatch.OnApplicationTickPostfix; Index: 1;

• TaleWorlds.MountAndBlade.MBSubModuleBase.OnBeforeInitialModuleScreenSetAsRoot

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:
Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModuleBasePatch.OnBeforeInitialModuleScreenSetAsRootPostfix;

• Owner: Bannerlord.Diplomacy; Namespace:
Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubModuleBasePatch.OnBeforeInitialModuleScreenSetAsRootPostfix;
Index: 1;

• TaleWorlds.MountAndBlade.MBSubModuleBase.OnGameStart

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:
Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModul
eBasePatch.OnGameStartPostfix;

• Owner: Bannerlord.Diplomacy; Namespace:
Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubMod
uleBasePatch.OnGameStartPostfix; Index: 1;

• TaleWorlds.MountAndBlade.MBSubModuleBase.InitializeGameStarter

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:
Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModul
eBasePatch.InitializeGameStarterPostfix;

• Owner: Bannerlord.Diplomacy; Namespace:
Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubMod
uleBasePatch.InitializeGameStarterPostfix; Index: 1;

• TaleWorlds.MountAndBlade.MBSubModuleBase.DoLoading

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:
Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModul
eBasePatch.DoLoadingPostfix;

• Owner: Bannerlord.Diplomacy; Namespace:
Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubMod
uleBasePatch.DoLoadingPostfix; Index: 1;

• TaleWorlds.MountAndBlade.MBSubModuleBase.OnGameLoaded

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:
Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModul
eBasePatch.OnGameLoadedPostfix;

• Owner: Bannerlord.Diplomacy; Namespace:

Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubModuleBasePatch.OnGameLoadedPostfix; Index: 1;

• TaleWorlds.MountAndBlade.MBSubModuleBase.OnCampaignStart

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:

Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModuleBasePatch.OnCampaignStartPostfix;

• Owner: Bannerlord.Diplomacy; Namespace:

Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubModuleBasePatch.OnCampaignStartPostfix; Index: 1;

• TaleWorlds.MountAndBlade.MBSubModuleBase.BeginGameStart

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:

Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModuleBasePatch.BeginGameStartPostfix;

• Owner: Bannerlord.Diplomacy; Namespace:

Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubModuleBasePatch.BeginGameStartPostfix; Index: 1;

• TaleWorlds.MountAndBlade.MBSubModuleBase.OnGameEnd

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:

Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModuleBasePatch.OnGameEndPostfix;

• Owner: Bannerlord.Diplomacy; Namespace:

Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubModuleBasePatch.OnGameEndPostfix; Index: 1;

• TaleWorlds.MountAndBlade.MBSubModuleBase.OnGameInitializationFinished

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace: Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModuleBasePatch.OnGameInitializationFinishedPostfix;

• Owner: Bannerlord.Diplomacy; Namespace: Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubModuleBasePatch.OnGameInitializationFinishedPostfix; Index: 1;

• TaleWorlds.MountAndBlade.MBSubModuleBase.OnBeforeMissionBehaviorInitialize

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace: Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModuleBasePatch.OnBeforeMissionBehaviourInitializePostfix;

• Owner: Bannerlord.Diplomacy; Namespace: Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubModuleBasePatch.OnBeforeMissionBehaviourInitializePostfix; Index: 1;

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• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace: Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModuleBasePatch.OnMissionBehaviourInitializePostfix;

• Owner: Bannerlord.Diplomacy; Namespace: Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubModuleBasePatch.OnMissionBehaviourInitializePostfix; Index: 1;

• TaleWorlds.MountAndBlade.MBSubModuleBase.OnMultiplayerGameStart

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:
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• Owner: Bannerlord.Diplomacy; Namespace:
Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubModuleBasePatch.OnMultiplayerGameStartPostfix; Index: 1;

• TaleWorlds.MountAndBlade.MBSubModuleBase.OnNewGameCreated

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:
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• Owner: Bannerlord.Diplomacy; Namespace:
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• TaleWorlds.MountAndBlade.MBSubModuleBase.RegisterSubModuleObjects

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:
Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModuleBasePatch.RegisterSubModuleObjectsPostfix;

• Owner: Bannerlord.Diplomacy; Namespace:
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• TaleWorlds.MountAndBlade.MBSubModuleBase.AfterRegisterSubModuleObjects

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:
Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModuleBasePatch.AfterRegisterSubModuleObjectsPostfix;

• Owner: Bannerlord.Diplomacy; Namespace:

Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubModuleBasePatch.AfterRegisterSubModuleObjectsPostfix; Index: 1;

• TaleWorlds.MountAndBlade.MBSubModuleBase.OnAfterGameInitializationFinished

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:

Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModuleBasePatch.OnAfterGameInitializationFinishedPostfix;

• Owner: Bannerlord.Diplomacy; Namespace:

Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubModuleBasePatch.OnAfterGameInitializationFinishedPostfix; Index: 1;

• TaleWorlds.MountAndBlade.MBSubModuleBase.OnConfigChanged

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:

Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModuleBasePatch.OnConfigChangedPostfix;

• Owner: Bannerlord.Diplomacy; Namespace:

Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubModuleBasePatch.OnConfigChangedPostfix; Index: 1;

• TaleWorlds.MountAndBlade.MBSubModuleBase.OnInitialState

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:

Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModuleBasePatch.OnInitialStatePostfix;

• Owner: Bannerlord.Diplomacy; Namespace:

Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubModuleBasePatch.OnInitialStatePostfix;

uleBasePatch.OnInitialStatePostfix; Index: 1;

• TaleWorlds.MountAndBlade.MBSubModuleBase.AfterAsyncTickTick

• Postfixes

• Owner: Bannerlord.ButterLib.SubModuleWrappers2; Namespace:
Bannerlord.ButterLib.SubModuleWrappers2.Patches.MBSubModul
eBasePatch.AfterAsyncTickTickPostfix;

• Owner: Bannerlord.Diplomacy; Namespace:
Bannerlord.ModuleLoader.SubModuleWrappers.Patches.MBSubMod
uleBasePatch.AfterAsyncTickTickPostfix; Index: 1;

• TaleWorlds.MountAndBlade.Options.OptionsProvider.GetGameKeyCategoriesL
ist

• Postfixes

• Owner: Bannerlord.ButterLib.HotKeySystem; Namespace:
Bannerlord.ButterLib.Implementation.HotKeys.Patches.Option
sProviderPatches.GetGameKeyCategoriesListPostfix;

• TaleWorlds.MountAndBlade.Module.FinalizeSubModules

• Postfixes

• Owner: Bannerlord.ButterLib.MBSubModuleBaseEx; Namespace:
Bannerlord.ButterLib.Implementation.MBSubModuleBaseExtende
d.Patches.ModulePatch.FinalizeSubModulesPostfix;

• TaleWorlds.MountAndBlade.Module.SetInitialModuleScreenAsRootScreen

• Postfixes

• Owner: MCM.UI.Adapter.MCMv5; Namespace:
MCM.UI.Adapter.MCMv5.SubModule.OnAfterSetInitialModuleScre
enAsRootScreen;

• Transpilers

• Owner: Bannerlord.ButterLib.MBSubModuleBaseEx; Namespace:

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Bannerlord.ButterLib.Implementation.MBSubModuleBaseExtended.Patches.ModulePatch.Transpiler;
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- TaleWorlds.MountAndBlade.MBGameManager.OnGameStart

- Transpilers

- Owner: Bannerlord.ButterLib.MBSubModuleBaseEx; Namespace: Bannerlord.ButterLib.Implementation.MBSubModuleBaseExtended.Patches.MBGameManagerPatch.Transpiler;

- TaleWorlds.MountAndBlade.MBGameManager.OnGameEnd

- Transpilers

- Owner: Bannerlord.ButterLib.MBSubModuleBaseEx; Namespace: Bannerlord.ButterLib.Implementation.MBSubModuleBaseExtended.Patches.MBGameManagerPatch.Transpiler;

- TaleWorlds.CampaignSystem.CampaignBehaviorBase.ctor

- Postfixes

- Owner: Bannerlord.ButterLib.SaveSystem; Namespace: Bannerlord.ButterLib.Implementation.SaveSystem.Patches.BehaviourNamePatch.CampaignBehaviorBaseCtorPostfix;

- TaleWorlds.SaveSystem.TypeExtensions.IsContainer

- Prefixes

- Owner: Bannerlord.ButterLib.SaveSystem; Namespace: Bannerlord.ButterLib.Implementation.SaveSystem.Patches.TypeExtensionsPatch.IsContainerPrefix;

- TaleWorlds.SaveSystem.Definition.DefinitionContext.AddBasicTypeDefinition

- Prefixes

- Owner: Bannerlord.ButterLib.SaveSystem; Namespace:

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Bannerlord.ButterLib.Implementation.SaveSystem.Patches.DefinitionContextPatch.AddBasicTypeDefinitionPrefix;
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- TaleWorlds.SaveSystem.Definition.DefinitionContext.AddClassDefinition

- Prefixes

- Owner: Bannerlord.ButterLib.SaveSystem; Namespace:

```
Bannerlord.ButterLib.Implementation.SaveSystem.Patches.DefinitionContextPatch.AddClassDefinitionPrefix;
```

- TaleWorlds.SaveSystem.Definition.DefinitionContext.AddContainerDefinition

- Prefixes

- Owner: Bannerlord.ButterLib.SaveSystem; Namespace:

```
Bannerlord.ButterLib.Implementation.SaveSystem.Patches.DefinitionContextPatch.AddContainerDefinitionPrefix;
```

- TaleWorlds.SaveSystem.Definition.DefinitionContext.AddEnumDefinition

- Prefixes

- Owner: Bannerlord.ButterLib.SaveSystem; Namespace:

```
Bannerlord.ButterLib.Implementation.SaveSystem.Patches.DefinitionContextPatch.AddEnumDefinitionPrefix;
```

- TaleWorlds.SaveSystem.Definition.DefinitionContext.AddGenericClassDefinition

- Prefixes

- Owner: Bannerlord.ButterLib.SaveSystem; Namespace:

```
Bannerlord.ButterLib.Implementation.SaveSystem.Patches.DefinitionContextPatch.AddGenericClassDefinitionPrefix;
```

- TaleWorlds.SaveSystem.Definition.DefinitionContext.AddGenericStructDefinition

- Prefixes

- Owner: Bannerlord.ButterLib.SaveSystem; Namespace:

- Bannerlord.ButterLib.Implementation.SaveSystem.Patches.DefinitionContextPatch.AddGenericStructDefinitionPrefix;

- TaleWorlds.SaveSystem.Definition.DefinitionContext.AddInterfaceDefinition

- Prefixes

- Owner: Bannerlord.ButterLib.SaveSystem; Namespace:

- Bannerlord.ButterLib.Implementation.SaveSystem.Patches.DefinitionContextPatch.AddInterfaceDefinitionPrefix;

- TaleWorlds.SaveSystem.Definition.DefinitionContext.AddRootClassDefinition

- Prefixes

- Owner: Bannerlord.ButterLib.SaveSystem; Namespace:

- Bannerlord.ButterLib.Implementation.SaveSystem.Patches.DefinitionContextPatch.AddRootClassDefinitionPrefix;

- TaleWorlds.SaveSystem.Definition.DefinitionContext.AddStructDefinition

- Prefixes

- Owner: Bannerlord.ButterLib.SaveSystem; Namespace:

- Bannerlord.ButterLib.Implementation.SaveSystem.Patches.DefinitionContextPatch.AddStructDefinitionPrefix;

- TaleWorlds.SaveSystem.Definition.DefinitionContext.ConstructContainerDefinition

- Prefixes

- Owner: Bannerlord.ButterLib.SaveSystem; Namespace:

- Bannerlord.ButterLib.Implementation.SaveSystem.Patches.DefinitionContextPatch.ConstructContainerDefinitionPrefix;

• TaleWorlds.MountAndBlade.GauntletUI.GauntletOptionsScreen.OnInitialize

• Postfixes

• Owner: bannerlord.mcm.ui.optionsgauntletscreenpatch;

Namespace:

MCM.UI.Patches.OptionsGauntletScreenPatch.OnInitializePostfix;

• TaleWorlds.MountAndBlade.GauntletUI.GauntletOptionsScreen.OnFinalize

• Postfixes

• Owner: bannerlord.mcm.ui.optionsgauntletscreenpatch;

Namespace:

MCM.UI.Patches.OptionsGauntletScreenPatch.OnFinalizePostfix;

• TaleWorlds.MountAndBlade.GauntletUI.Mission.MissionGauntletOptionsUIHandler..ctor

• Postfixes

• Owner: bannerlord.mcm.ui.optionsgauntletscreenpatch;

Namespace:

MCM.UI.Patches.MissionGauntletOptionsUIHandlerPatch.OnInitializePostfix;

• TaleWorlds.MountAndBlade.GauntletUI.Mission.MissionGauntletOptionsUIHandler.OnMissionScreenFinalize

• Postfixes

• Owner: bannerlord.mcm.ui.optionsgauntletscreenpatch;

Namespace:

MCM.UI.Patches.MissionGauntletOptionsUIHandlerPatch.OnFinalizePostfix;

• TaleWorlds.MountAndBlade.ViewModelCollection.GameOptions.OptionsVM.Set

SelectedCategory

• Prefixes

- Owner: bannerlord.mcm.ui.optionsswitchpatch; Namespace: MCM.UI.Patches.OptionsVMPatch.SetSelectedCategoryPatch;

- TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages.EncyclopediaFactionPageVM..ctor

• Transpilers

- Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy; Namespace: Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Constructor_Transpiler;

- Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy; Namespace: Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Constructor_Transpiler; Index: 1;

- Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy; Namespace: Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Constructor_Transpiler; Index: 2;

- Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy; Namespace: Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Constructor_Transpiler; Index: 3;

- Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy; Namespace: Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Constructor_Transpiler; Index: 4;

- Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy; Namespace: Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Constructor_Transpiler; Index: 5;

• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

Namespace:

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Constructor_Transpiler; Index: 6;

• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Constructor_Transpiler; Index: 7;

• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Constructor_Transpiler; Index: 8;

• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

Namespace:

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Constructor_Transpiler; Index: 9;

• TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages.EncyclopediaFactionPageVM.RefreshValues

• Transpilers

• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

Namespace:

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Refresh_Transpiler;

• TaleWorlds.Library.ViewModel.OnFinalize

• Transpilers

• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Finalize_Transpiler; Index: 1;

• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Finalize_Transpiler; Index: 2;

• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Finalize_Transpiler; Index: 3;

• TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages.EncyclopediaHeroPageVM..ctor

• Transpilers

• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Constructor_Transpiler; Index: 4;

- Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Constructor_Transpiler; Index: 5;

- Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Constructor_Transpiler; Index: 6;

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Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Constructor_Transpiler; Index: 7;

- Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Constructor_Transpiler; Index: 8;

TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages.EncyclopediaHeroPageVM.RefreshValues

- Transpilers

- Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Refresh_Transpiler;

TaleWorlds.CampaignSystem.ViewModelCollection.Encyclopedia.Pages.EncyclopediaHeroPageVM.OnFinalize

- Transpilers

- Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Finalize_Transpiler;
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- TaleWorlds.CampaignSystem.ViewModelCollection.KingdomManagement.Clans.

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KingdomClanVM..ctor
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- Transpilers

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- Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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- Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Constructor_Transpiler; Index: 5;
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- Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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ewModel_Constructor_Transpiler; Index: 7;

• TaleWorlds.CampaignSystem.ViewModelCollection.KingdomManagement.Clans.

KingdomClanVM.OnFinalize

• Transpilers

• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.Vi

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• TaleWorlds.CampaignSystem.ViewModelCollection.KingdomManagement.Diplom

acy.KingdomDiplomacyVM..ctor

• Transpilers

• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

Namespace:

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.Vi

ewModel_Constructor_Transpiler; Index: 6;

• TaleWorlds.CampaignSystem.ViewModelCollection.KingdomManagement.Diplomacy.KingdomDiplomacyVM.RefreshValues

• Transpilers

• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.Vi

ewModel_Refresh_Transpiler;

• TaleWorlds.CampaignSystem.ViewModelCollection.KingdomManagement.KingdomManagementVM..ctor

• Transpilers

• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.Vi

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• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

Namespace:

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.Vi

ewModel_Constructor_Transpiler; Index: 3;

• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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ewModel_Constructor_Transpiler; Index: 4;

• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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ewModel_Constructor_Transpiler; Index: 5;

• TaleWorlds.CampaignSystem.ViewModelCollection.KingdomManagement.Kingdo
mManagementVM.OnFinalize

• Postfixes

• Owner: bannerlord.diplomacy; Namespace:

Diplomacy.Patches.KingdomManagementVMPatch.FinalizeFix;

• Transpilers

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• TaleWorlds.CampaignSystem.ViewModelCollection.KingdomManagement.Diplom
acy.KingdomTruceItemVM..ctor

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• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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Namespace:

Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.ViewModel_Constructor_Transpiler; Index: 4;

• TaleWorlds.CampaignSystem.ViewModelCollection.KingdomManagement.Diplomacy.KingdomTruceItemVM.UpdateDiplomacyProperties

• Transpilers

• Owner: bannerlord.uiextender.ex.viewmodels.Diplomacy;

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• TaleWorlds.CampaignSystem.ViewModelCollection.KingdomManagement.Diplomacy.KingdomWarItemVM..ctor

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• TaleWorlds.CampaignSystem.ViewModelCollection.Map.MapBar.MapNavigationVM..ctor

• Transpilers

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•TaleWorlds.CampaignSystem.ViewModelCollection.Map.MapBar.MapNavigation

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•SandBox.ViewModelCollection.Nameplate.PartyNameplateVM..ctor

•Transpilers

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• SandBox.ViewModelCollection.Nameplate.SettlementNameplatesVM..ctor

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e

• Transpilers

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• TaleWorlds.CampaignSystem.GameComponents.DefaultClanPoliticsModel.CalculateInfluenceChange

• Postfixes

• Owner: bannerlord.diplomacy; Namespace:

Diplomacy.Patches.DefaultClanPoliticsModelPatch.CalculateInfluenceChangePostfix; Priority: 0;

• TaleWorlds.CampaignSystem.CampaignBehaviors.BarterBehaviors.DiplomaticBarterBehavior.ConsiderWar

• Prefixes

• Owner: bannerlord.diplomacy; Namespace:

Diplomacy.Patches.DiplomaticBarterBehaviorPatch.ConsiderWarPrefix;

• TaleWorlds.CampaignSystem.CampaignBehaviors.SiegeAftermathCampaignBehavior.siege_aftermath_contextual_summary_on_init

• Postfixes

• Owner: bannerlord.diplomacy; Namespace:

Diplomacy.Patches.GameMenusCallbacksPatch.menu_settlement_taken_on_init_Postfix;

• TaleWorlds.CampaignSystem.CampaignBehaviors.KingdomDecisionProposalBehavior.ConsiderWar

• Prefixes

• Owner: bannerlord.diplomacy; Namespace:

Diplomacy.Patches.KingdomDecisionProposalBehaviorPatch.ConsiderWarPrefix;

• TaleWorlds.CampaignSystem.CampaignBehaviors.KingdomDecisionProposalBehavior.ConsiderPeace

• Prefixes

• Owner: bannerlord.diplomacy; Namespace:

Diplomacy.Patches.KingdomDecisionProposalBehaviorPatch.ConsiderPeacePrefix;

• TaleWorlds.CampaignSystem.CampaignBehaviors.KingdomDecisionProposalBehavior.DailyTickClan

- Prefixes

- Owner: bannerlord.diplomacy; Namespace:

- Diplomacy.Patches.KingdomDecisionProposalBehaviorPatch.HandleRebelKingdom;

- StoryMode.Quests.FirstPhase.SupportKingdomQuest.MainStoryLineChosen

- Postfixes

- Owner: bannerlord.diplomacy; Namespace:

- Diplomacy.Patches.SupportKingdomQuestPatch.MainStoryLineChosenPostfix;

- TaleWorlds.CampaignSystem.FactionManager.DeclareAlliance

- Prefixes

- Owner: bannerlord.diplomacy; Namespace:

- Diplomacy.Patches.FactionManagerPatch.DeclareAlliancePrefix;

- TaleWorlds.CampaignSystem.Encyclopedia.Pages.DefaultEncyclopediaFactionPage.InitializeListItems

- Postfixes

- Owner: bannerlord.diplomacy; Namespace:

- Diplomacy.Patches.DefaultEncyclopediaFactionPagePatch.PassThroughPostfix;

- SandBox.GauntletUI.BannerEditor.GauntletBannerEditorScreen..ctor

- Postfixes

- Owner: bannerlord.diplomacy; Namespace:

- Diplomacy.Patches.MBBannerEditorGauntletScreenPatch.SetClassNameRelatedRulesPostfix;

- SandBox.GauntletUI.BannerEditor.GauntletBannerEditorScreen.OnDone

- Prefixes

- Owner: bannerlord.diplomacy; Namespace:

- Diplomacy.Patches.MBBannerEditorGauntletScreenPatch.SetCol
orsPrefix;

- TaleWorlds.CampaignSystem.Election.MakePeaceKingdomDecision.ApplyChose
nOutcome

- Prefixes

- Owner: bannerlord.diplomacy; Namespace:

- Diplomacy.Patches.MakePeaceKingdomDecisionPatch.ApplyChose
nOutcomePrefix;

- TaleWorlds.MountAndBlade.ViewModelCollection.InitialMenu.InitialMenuVM
.RefreshMenuOptions

- Postfixes

- Owner: bannerlord.mcm.mainmenuscreeninjection_v4;

- Namespace:

- MCM.UI.Functionality.DefaultGameMenuScreenHandler.RefreshM
enuOptionsPostfix; Priority: 300;

- TaleWorlds.MountAndBlade.ViewModelCollection.GameOptions.OptionsVM.ct
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- Transpilers

- Owner: bannerlord.uiextender.ex.viewmodels.MCM.UI;

- Namespace:

- Bannerlord.UIExtenderEx.Patches.ViewModelWithMixinPatch.Vi
ewModel_Constructor_Transpiler;

- TaleWorlds.MountAndBlade.ViewModelCollection.GameOptions.OptionsVM.ct
or

- Transpilers

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•TaleWorlds.MountAndBlade.ViewModelCollection.GameOptions.OptionsVM.OnFinalize

•Transpilers

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•SandBox.CampaignBehaviors.LordConversationsCampaignBehavior.conversation_on_lord_request_mission_ask_on_condition

•Postfixes

•Owner: bannerlord.diplomacy.campaign; Namespace:

Diplomacy.Patches.RebelKingdomPatches.PreventOtherActionsConversation;

•SandBox.CampaignBehaviors.LordConversationsCampaignBehavior.conversation_on_player_wants_to_make_peace_on_condition

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•Owner: bannerlord.diplomacy.campaign; Namespace:

Diplomacy.Patches.RebelKingdomPatches.PreventDiplomaticActionsConversation;

•SandBox.CampaignBehaviors.LordConversationsCampaignBehavior.conversation_on_player_want_to_join_faction_as_mercenary_or_vassal_on_condition

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ionsConversation;

• SandBox.CampaignBehaviors.LordConversationsCampaignBehavior.conversation_player_threats_lord_verify_on_condition

• Postfixes

• Owner: bannerlord.diplomacy.campaign; Namespace: Diplomacy.Patches.RebelKingdomPatches.PreventHostileActionsConversation;

• TaleWorlds.CampaignSystem.CampaignBehaviors.VillagerCampaignBehavior.village_farmer_loot_on_condition

• Postfixes

• Owner: bannerlord.diplomacy.campaign; Namespace: Diplomacy.Patches.RebelKingdomPatches.PreventHostileActionsConversation;

• TaleWorlds.CampaignSystem.CampaignBehaviors.CaravansCampaignBehavior.caravan_loot_on_condition

• Postfixes

• Owner: bannerlord.diplomacy.campaign; Namespace: Diplomacy.Patches.RebelKingdomPatches.PreventHostileActionsConversation;

• TaleWorlds.CampaignSystem.CampaignBehaviors.VillageHostileActionCampaignBehavior.game_menu_village_hostile_action_on_condition

• Postfixes

• Owner: bannerlord.diplomacy.campaign; Namespace: Diplomacy.Patches.RebelKingdomPatches.PreventHostileActionMenu;

• TaleWorlds.CampaignSystem.KingdomManager.AbdicateTheThrone

• Prefixes

• Owner: bannerlord.diplomacy.campaign; Namespace:

Diplomacy.Patches.RebelKingdomPatches.HandleThroneAbdicati
on;

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