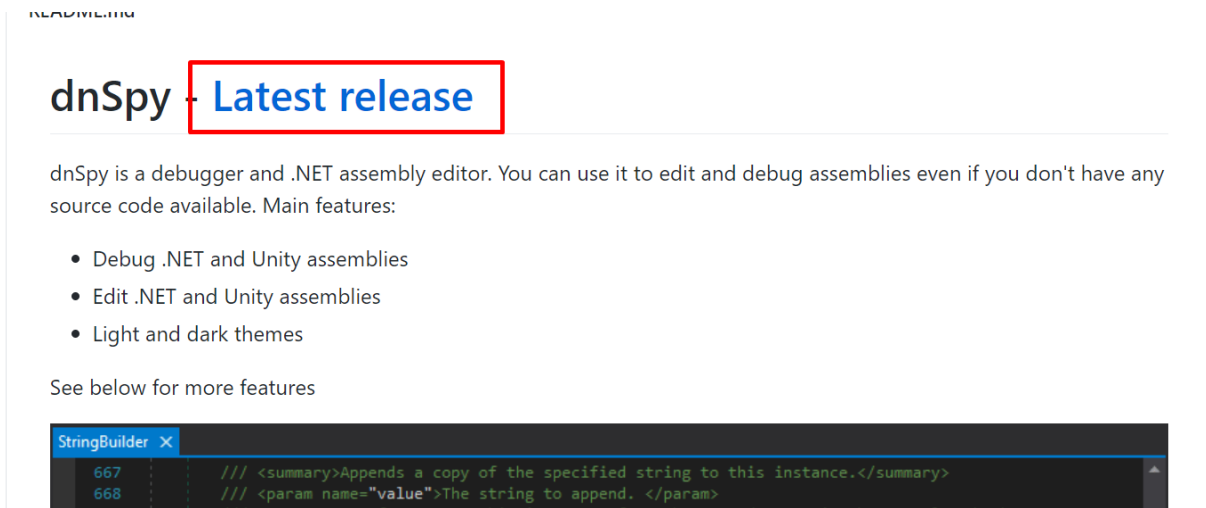


Here is a small tutorial to debug Mount & Blade II: Bannerlord.

Step 1 :

Download dnSpy on GitHub then install.

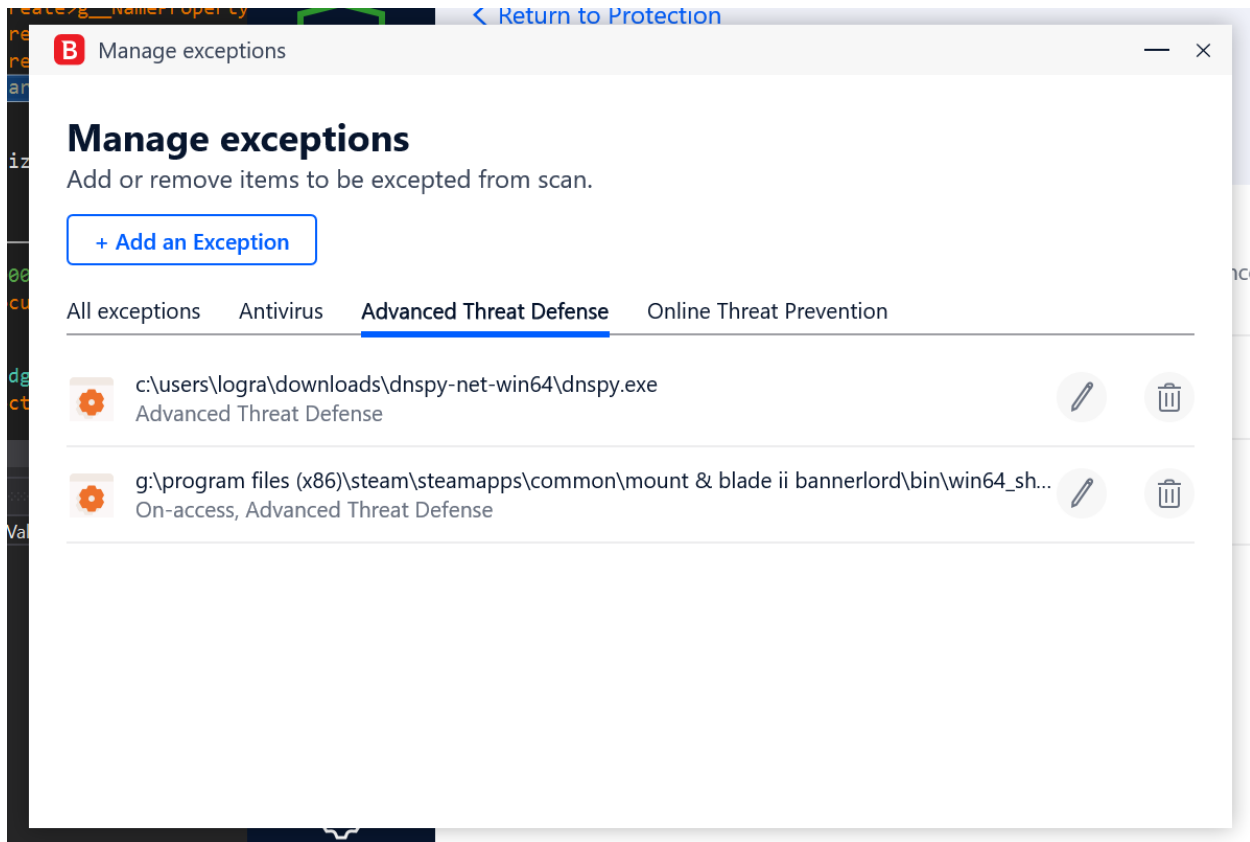
link : <https://github.com/dnSpy/dnSpy>



Step 2 :

Add an exception to your anti-virus to allow dnSpy and M&B2 :Bannerlord to run.

Here is an example with BitDefender...



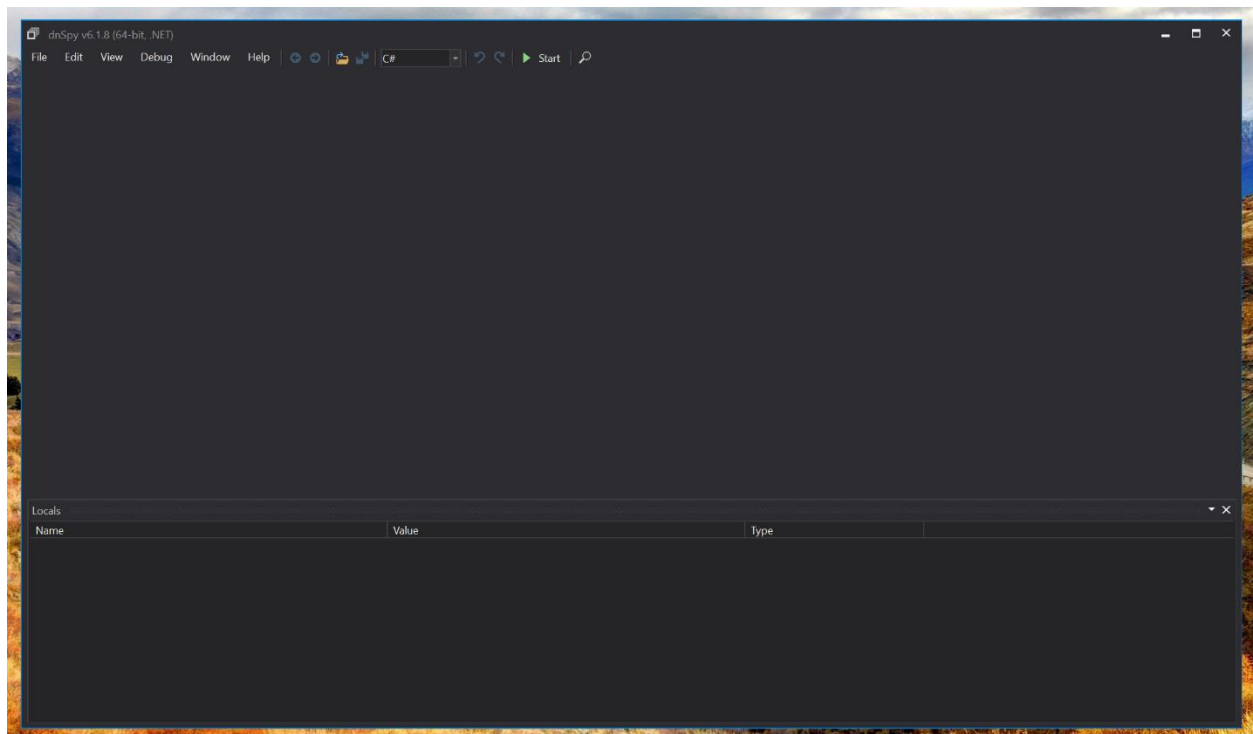
Step 3 :

Launch the M&B2 :Bannerlord launcher.



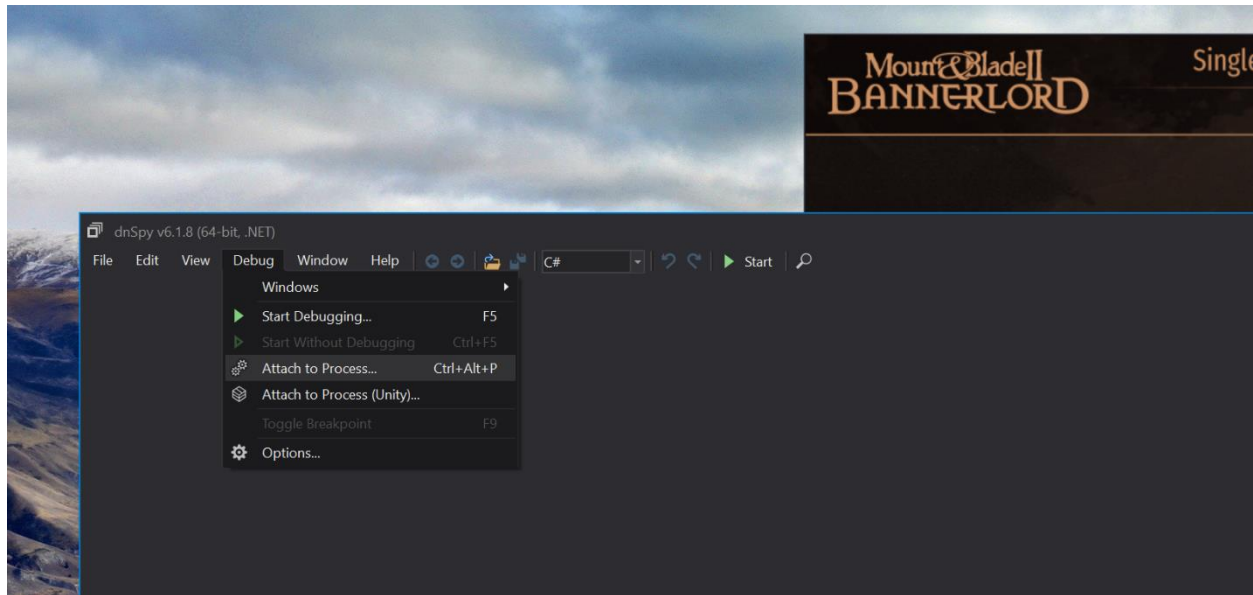
Step 4 :

Run dnSpy.



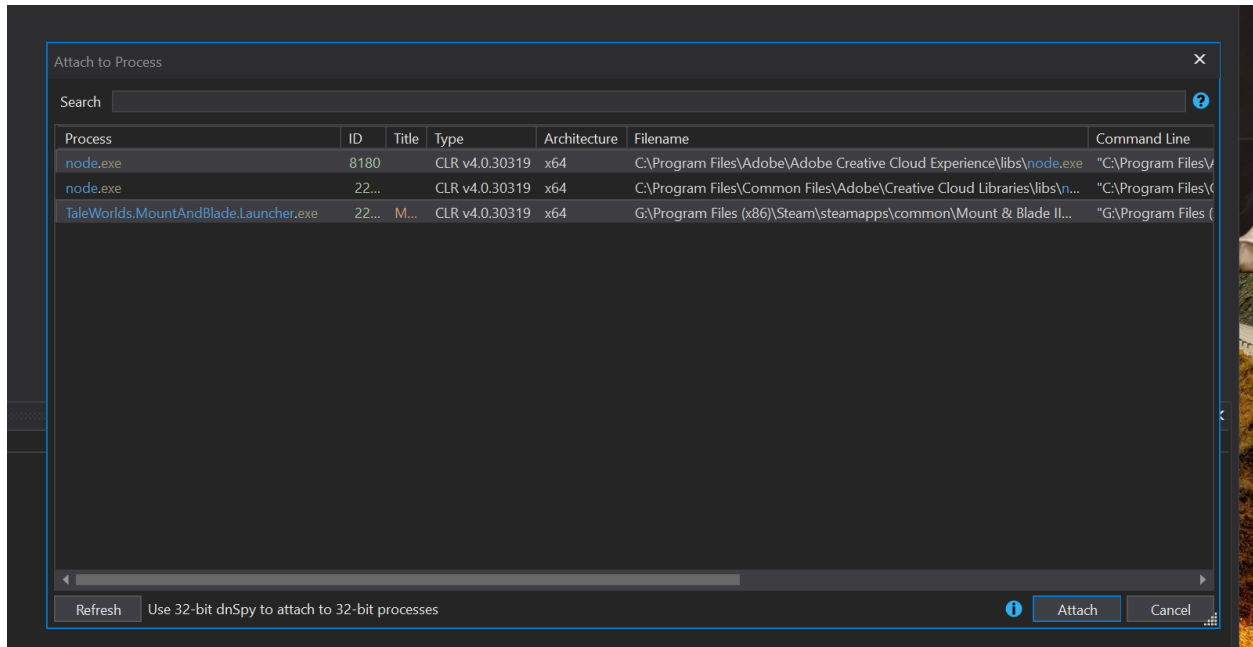
Step 5 :

In dnSpy, choose the command "Attach to process...".



Step 6 :

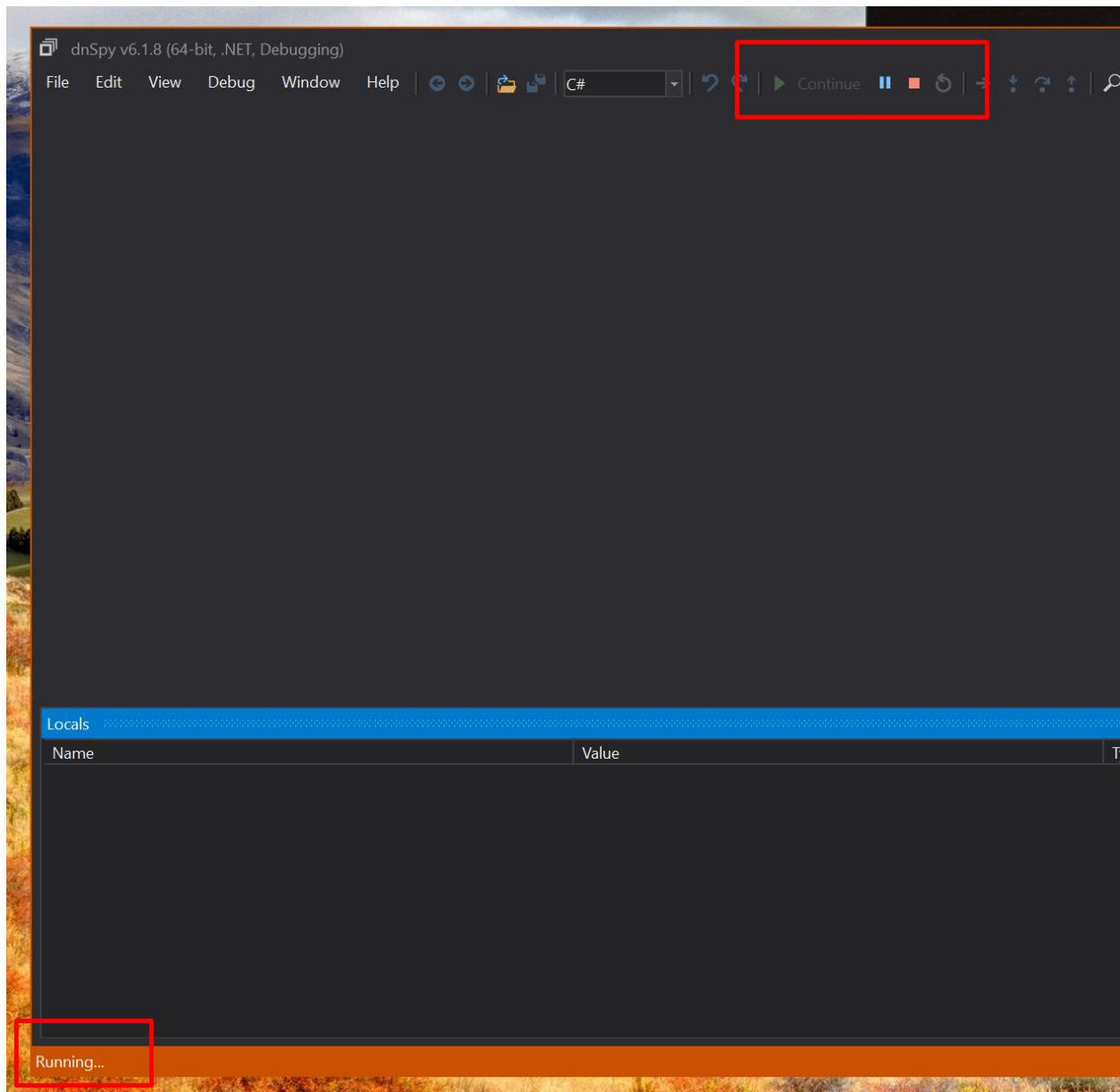
Select the process corresponding to M&M2 :Bannerlord, then click Attach to confirm.



Step 7:

Select the process corresponding to M&M2:Bannerlord and click Attach to confirm:

If all goes well, you will see a "Running..." status confirming that dnSpy is attached to the M&B2:Bannerlord process.

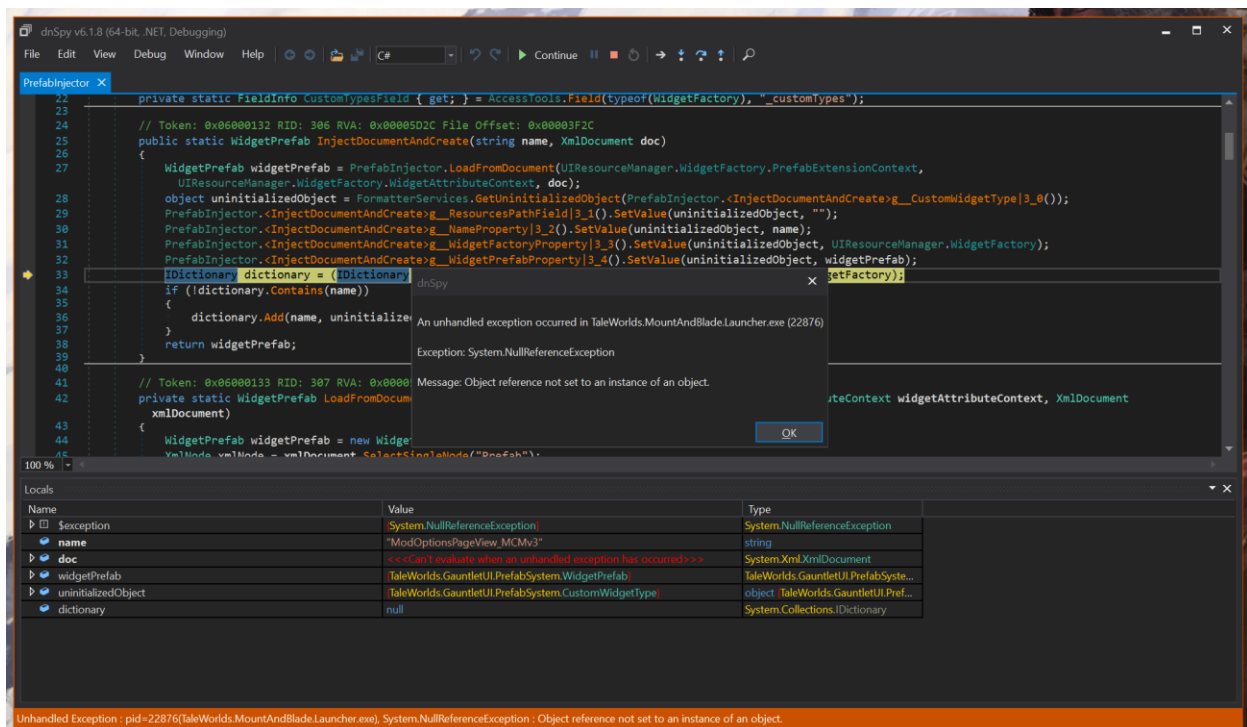


Step 8 :

Start the game. Play until a critical error occurs.

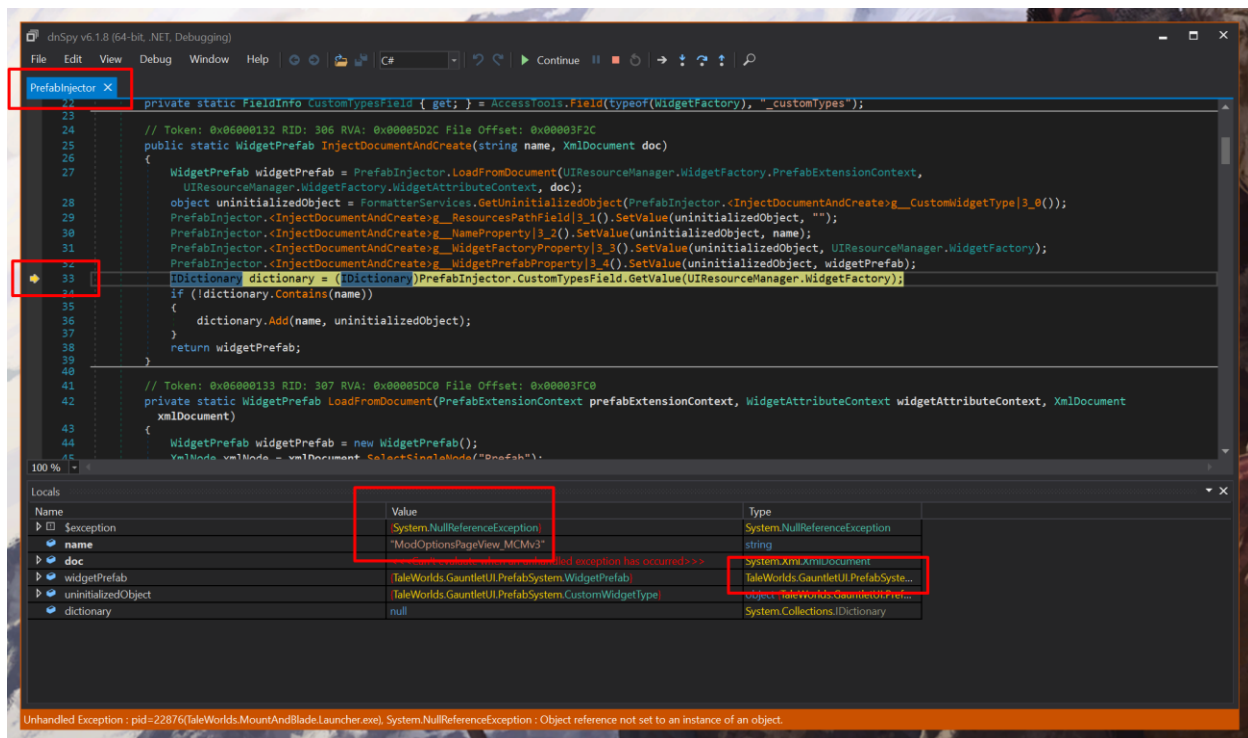
When an error occurs

You will see an error message on the screen.



The information we are interested in is :

- The type of exception
- The name
- the number of the code line if available
- the name of the tab



..in the example above, we can see that it is the MCM mod that is in error. And that the error is a `NullReferenceException` when the MOD tries a call with the `TaleWorlds.GauntletUI.PrefabSystem` DLL.

So, I hope you will find this little tutorial useful. When you contact me for a crash problem, you can use this method to give me details about the reasons of the problem and it should help me to troubleshoot you for the rest.

- LogRaam

Translated with www.DeepL.com/Translator (free version)