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Fallout 4

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Noodleface 2015年11月9日下午10:38

Game crash referencing XAudio2_7.dll on Windows 10.

So I and another friend are experiencing a crash because of an issue with the XAudio2.7 DLL on Windows, which happens approx. 15 minutes or so into the game. This seems to be a possible issue with Windows 10 specifically, but unknown. Unfortunately no known "workarounds" have helped. The following shows up in the application logs from Windows Event Viewer:

Faulting application name: Fallout4.exe, version: 1.1.29.0, time stamp: 0x5627e510
Faulting module name: XAudio2_7.dll_unloaded, version: 9.29.1962.0, time stamp: 0x4c0643cc
Exception code: 0xc0000005
Fault offset: 0x0000000000032891

After employing the help of a friend of mine and a little bit of digging later, it seems that this may be related to a particular bug. It's a refcount bug in which it confuses the system into thinking it's safe to unload the DLL when there are still active objects running in it. MSDN article following goes in-depth into the problem (particularly note the comments after):

<http://blogs.msdn.com/b/chuckw/archive/2015/10/09/known-issues-xaudio-2-7.aspx>

The good news is that it may be a simple fix. The bad news is that this would require a patch from Bethesda, unless there's another workaround out there that would solve it pretty quick. I wanted to at least put this out there in case others are experiencing this crash and may be pulling their hair out over the problem.

EDIT: Another little bit of digging. Seems it may have already been fixed. Opting into the 1.1.30 beta may help.

<http://forums.bethsoft.com/topic/1544136-fallout-4-updates/>

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KhanIndustries 2015年11月9日下午10:40

If you dig on these forums, somebody did post a another work around. It involved copying the 32 version of that driver to the 64 bit location.

I didn't run into this problem so I can't confirm if it indeed works but the gentleman seemed to be really familiar with this particular problem.

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