

MachineId:D4C3643E498F3856559B7997985C465F
EpicAccountId:ce02c178d8734849915a27cb73c96222

Access violation - code c0000005 (first/second chance not available)

UE4Editor_Engine!UStaticMesh::GetBounds() + 32 bytes [d:\buildfarm\buildmachine_++depot+ue4-releases+4.7\engine\source\runtime\engine\private\staticmesh.cpp:1323]
UE4Editor_Engine!UHierarchicalInstancedStaticMeshComponent::UpdateInstanceTransform() + 438 bytes [d:\buildfarm\buildmachine_++depot+ue4-releases+4.7\engine\source\runtime\engine\private\hierarchicalinstancedstaticmesh.cpp:1429]
UE4Editor_Landscape!ULandscapeHeightfieldCollisionComponent::SnapFoliageInstances() + 3357 bytes [d:\buildfarm\buildmachine_++depot+ue4-releases+4.7\engine\source\runtime\landscape\private\landscapecollision.cpp:1089]
UE4Editor_LandscapeEditor!FHeightmapAccessor<1>::SetData() + 3548 bytes [d:\buildfarm\buildmachine_++depot+ue4-releases+4.7\engine\source\editor\landscapeeditor\private\landscapeedmodetools.h:648]
UE4Editor_LandscapeEditor!FLandscapeToolStrokePaint<FHeightmapToolTarget>::Apply() + 4875 bytes [d:\buildfarm\buildmachine_++depot+ue4-releases+4.7\engine\source\editor\landscapeeditor\private\landscapeedmodetooltools.cpp:317]
UE4Editor_LandscapeEditor!
FLandscapeToolBase<FLandscapeToolStrokePaint<FHeightmapToolTarget>>::BeginTool() + 424 bytes [d:\buildfarm\buildmachine_++depot+ue4-releases+4.7\engine\source\editor\landscapeeditor\private\landscapeedmodetools.h:1295]
UE4Editor_LandscapeEditor!FEdModeLandscape::InputKey() + 945 bytes [d:\buildfarm\buildmachine_++depot+ue4-releases+4.7\engine\source\editor\landscapeeditor\private\landscapeedmode.cpp:1200]
UE4Editor_UnrealEd!FEditorModeTools::InputKey() + 265 bytes [d:\buildfarm\buildmachine_++depot+ue4-releases+4.7\engine\source\editor\unrealed\private\editormodemanager.cpp:658]
UE4Editor_UnrealEd!FEditorViewportClient::InputKey() + 127 bytes [d:\buildfarm\buildmachine_++depot+ue4-releases+4.7\engine\source\editor\unrealed\private\editorviewportclient.cpp:1870]
UE4Editor_UnrealEd!FLevelEditorViewportClient::InputKey() + 803 bytes [d:\buildfarm\buildmachine_++depot+ue4-releases+4.7\engine\source\editor\unrealed\private\leveleditorviewport.cpp:2367]
UE4Editor_Engine!FSceneViewport::OnMouseButtonDown() + 425 bytes [d:\buildfarm\buildmachine_++depot+ue4-releases+4.7\engine\source\runtime\engine\private\slate\sceneviewport.cpp:371]
UE4Editor_Slate!SViewport::OnMouseButtonDown() + 187 bytes [d:\buildfarm\buildmachine_++depot+ue4-releases+4.7\engine\source\runtime\slate\private\widgets\viewport.cpp:150]
UE4Editor_Slate!<lambda_2944fcd867c13fce09ac1f6fe9cbe583>::operator()() + 198 bytes [d:\buildfarm\buildmachine_++depot+ue4-releases+4.7\engine\source\runtime\slate\private\framework\application\slateapplication.cpp:3818]
UE4Editor_Slate!
FEventRouter::Route<FReply,FEventRouter::FBubblePolicy,FPointerEvent,<lambda_2944fcd867c13fce09ac1f6fe9cbe583>>() + 246 bytes [d:\buildfarm\buildmachine_++depot+ue4-releases+4.7\engine\source\runtime\slate\private\framework\application\slateapplication.cpp:202]
UE4Editor_Slate!FSlateApplication::ProcessMouseButtonDownEvent() + 1147 bytes [d:\buildfarm\buildmachine_++depot+ue4-releases+4.7\engine\source\runtime\slate\private\framework\application\slateapplication.cpp:3822]
UE4Editor_Slate!FSlateApplication::OnMouseDown() + 315 bytes [d:\buildfarm\buildmachine_++depot+ue4-releases+4.7\engine\source\runtime\slate\private\framework\application\slateapplication.cpp:3732]

UE4Editor_Core!FWindowsApplication::ProcessDeferredMessage() + 3134 bytes
[d:\buildfarm\buildmachine_++depot+ue4-
releases+4.7\engine\source\runtime\core\private\windows\windowsapplication.cpp:1311]
UE4Editor_Core!FWindowsApplication::DeferMessage() + 318 bytes
[d:\buildfarm\buildmachine_++depot+ue4-
releases+4.7\engine\source\runtime\core\private\windows\windowsapplication.cpp:1669]
UE4Editor_Core!FWindowsApplication::ProcessMessage() + 4016 bytes
[d:\buildfarm\buildmachine_++depot+ue4-
releases+4.7\engine\source\runtime\core\private\windows\windowsapplication.cpp:742]
UE4Editor_Core!FWindowsApplication::AppWndProc() + 114 bytes [d:\buildfarm\buildmachine_+
+depot+ue4-
releases+4.7\engine\source\runtime\core\private\windows\windowsapplication.cpp:604]
user32 + 105425 bytes
user32 + 104666 bytes
UE4Editor_Core!FWindowsPlatformMisc::PumpMessages() + 118 bytes
[d:\buildfarm\buildmachine_++depot+ue4-
releases+4.7\engine\source\runtime\core\private\windows\windowsplatformmisc.cpp:774]
UE4Editor!FEngineLoop::Tick() + 3737 bytes [d:\buildfarm\buildmachine_++depot+ue4-
releases+4.7\engine\source\runtime\launch\private\launchengineloop.cpp:2233]
UE4Editor!GuardedMain() + 1404 bytes [d:\buildfarm\buildmachine_++depot+ue4-
releases+4.7\engine\source\runtime\launch\private\launch.cpp:142]
UE4Editor!GuardedMainWrapper() + 26 bytes [d:\buildfarm\buildmachine_++depot+ue4-
releases+4.7\engine\source\runtime\launch\private\windows\launchwindows.cpp:126]
UE4Editor!WinMain() + 249 bytes [d:\buildfarm\buildmachine_++depot+ue4-
releases+4.7\engine\source\runtime\launch\private\windows\launchwindows.cpp:202]
UE4Editor!__tmainCRTStartup() + 329 bytes [f:\dd\vctools\crt\crtw32\dllstuff\crtexe.c:618]