

LogPlatformFile: Not using cached read wrapper
LogInit:Display: RandInit(-719763387) SRandInit(-719761347).
LogTaskGraph: Started task graph with 4 named threads and 7 total threads with 1 sets of task threads.
LogStats: Stats thread started at 0.298774
LogInit: Version: 4.12.3-0+UE4
LogInit: API Version: 0
LogInit: Net Version: 0
LogDevObjectVersion: Number of dev versions registered: 13
LogDevObjectVersion: Dev-Blueprints (B0D832E4-1F89-4F0D-ACCF-7EB736FD4AA2): 3
LogDevObjectVersion: Dev-Build (E1C64328-A22C-4D53-A36C-8E866417BD8C): 0
LogDevObjectVersion: Dev-Core (375EC13C-06E4-48FB-B500-84F0262A717E): 1
LogDevObjectVersion: Dev-Editor (E4B068ED-F494-42E9-A231-DA0B2E46BB41): 2
LogDevObjectVersion: Dev-Framework (CFFC743F-43B0-4480-9391-14DF171D2073): 6
LogDevObjectVersion: Dev-Mobile (B02B49B5-BB20-44E9-A304-32B752E40360): 0
LogDevObjectVersion: Dev-Networking (A4E4105C-59A1-49B5-A7C5-40C4547EDFEE): 0
LogDevObjectVersion: Dev-Online (39C831C9-5AE6-47DC-9A44-9C173E1C8E7C): 0
LogDevObjectVersion: Dev-Physics (78F01B33-EBEA-4F98-B9B4-84EACCB95AA2): 0
LogDevObjectVersion: Dev-Platform (6631380F-2D4D-43E0-8009-CF276956A95A): 0
LogDevObjectVersion: Dev-Rendering (12F88B9F-8875-4AFC-A67C-D90C383ABD29): 2
LogDevObjectVersion: Dev-Sequencer (7B5AE74C-D270-4C10-A958-57980B212A5A): 0
LogDevObjectVersion: Dev-VR (D7296918-1DD6-4BDD-9DE2-64A83CC13884): 0
LogInit: Compiled (64-bit): Jun 16 2016 22:18:34
LogInit: Compiled with Clang: 7.3.0 (clang-703.0.31)
LogInit: Build Configuration: Development
LogInit: Branch Name: UE4
LogInit: Command line: -NSDocumentRevisionsDebugMode YES
LogInit: Base directory: /Users/Shared/SourceUE/Engine/Binaries/Mac/
LogInit: Installed Engine Build: 0
LogInit: Presizing for max 8388607 objects, including 0 objects not considered by GC, pre-allocating 0 bytes for permanent pool.
LogInit: Object subsystem initialized
LogInit: Selected Device Profile: [Mac]
LogInit: Applying CVar settings loaded from the selected device profile: [Mac]

LogInit: Setting Device Profile CVar: [[r.AOScatterTileCulling:0]]
LogInit: Computer: xxxxxxxx
LogInit: User: xxxxxxxx
LogInit: CPU Page size=4096, Cores=4
LogInit: High frequency timer resolution =1000.000000 MHz
LogInit: Power Source: AC Power
LogInit: Memory total: Physical=16.0GB (16GB approx) Pagefile=0.0GB
Virtual=16.0GB
LogTextLocalizationManager: No specific translations for ('en-US') exist, so ('en') translations will be used.
LogMetal:Display: Adapter Name: AMD Radeon R9 M370X
LogMetal:Display: Driver Version: AMDRadeonX4000 1.42.11 17135 (internal: 1.42.11.0.0, unified:1.42.11.0.0)
LogMetal:Display: Driver Date: 5-5-2016
LogMetal:Display: Vendor: AMD
LogMetal:Display: Vendor ID: xxxx
LogMetal:Display: Device ID: xxxxx
LogMetal:Display: VRAM (MB): 2048
LogIOS:Display: Got a bulk data texture, with 1 mips
LogIOS:Display: Got a bulk data texture, with 1 mips
LogShaderCompilers: Guid format shader working directory is 16 characters bigger than the processId version (../../../../bradmartin/Desktop/Netherlands_iOS_CB/Intermediate/Shaders/WorkingDirectory/934/).
LogShaderCompilers: Cleaned the shader compiler working directory '../../../../bradmartin/Desktop/Netherlands_iOS_CB/Intermediate/Shaders/tmp/B723DE3C3140FF3CBBBEE3A05809643A/'.
LogShaderCompilers:Display: Using Local Shader Compiler.
LogTemp:Display: Loaded TP AllDesktopTargetPlatform
LogTemp:Display: Loaded TP MacClientTargetPlatform
LogTemp:Display: Loaded TP MacNoEditorTargetPlatform
LogTemp:Display: Loaded TP MacServerTargetPlatform
LogTemp:Display: Loaded TP MacTargetPlatform
LogTemp:Display: Loaded TP Android_ASTCTargetPlatform
LogTemp:Display: Loaded TP Android_ATCTargetPlatform
LogTemp:Display: Loaded TP Android_DXTTargetPlatform
LogTemp:Display: Loaded TP Android_ETC1TargetPlatform
LogTemp:Display: Loaded TP Android_ETC2TargetPlatform
LogTemp:Display: Loaded TP Android_MultiTargetPlatform
LogTemp:Display: Loaded TP Android_PVRTCTargetPlatform
LogTemp:Display: Loaded TP AndroidTargetPlatform
LogTemp:Display: Loaded TP HTML5TargetPlatform
LogTemp:Display: Loaded TP IOSTargetPlatform
LogTemp:Display: Loaded TP TVOSTargetPlatform
LogTargetPlatformManager:Display: Building Assets For Mac
LogDerivedDataCache:Display: Max Cache Size: 512 MB
LogDerivedDataCache: Loaded boot cache 0.13s 111MB ../../../../../../bradmartin/Desktop/Netherlands_iOS_CB/DerivedDataCache/Boot.ddc.

LogDerivedDataCache:Display: Loaded Boot cache: ../../../../bradmartin/Desktop/Netherlands_iOS_CB/DerivedDataCache/Boot.ddc
LogDerivedDataCache: FDerivedDataBackendGraph: Pak pak cache file ../../../../bradmartin/Desktop/Netherlands_iOS_CB/DerivedDataCache/DDC.ddp not found, will not use a pak cache.
LogDerivedDataCache: Unable to find inner node Pak for hierarchical cache Hierarchy.
LogDerivedDataCache: FDerivedDataBackendGraph: EnginePak pak cache file ../../../../Engine/DerivedDataCache/DDC.ddp not found, will not use a pak cache.
LogDerivedDataCache: Unable to find inner node EnginePak for hierarchical cache Hierarchy.
LogDerivedDataCache: Using Local data cache path ../../../../Engine/DerivedDataCache: Writable
LogDerivedDataCache:Warning: Shared data cache path was not usable, will not use it.
LogDerivedDataCache: Unable to find inner node Shared for hierarchical cache Hierarchy.
LogInit: Selected Device Profile: [Mac]
LogContentStreaming: Texture pool size is 0.00 MB
LogMeshUtilities: No automatic mesh reduction module available
LogMeshUtilities: No automatic mesh merging module available
LogMeshUtilities: No distributed automatic mesh merging module available
LogAssetRegistry: FAssetRegistry took 0.0021 seconds to start up
LogPackageLocalizationCache: Processed 3 localized package path(s) for 2 prioritized culture(s) in 0.013004 seconds
LogUObjectArray: 29951 objects as part of root set at end of initial load.
LogUObjectAllocator: 6074264 out of 0 bytes used by permanent object pool.
LogUObjectArray: CloseDisregardForGC: 0/0 objects in disregard for GC pool
LogSlate: SlateFontCache - WITH_FREETYPE: 1, WITH_HARFBUZZ: 1
LogSlate: SlateFontCache - WITH_FREETYPE: 1, WITH_HARFBUZZ: 1
LogMoviePlayer: FAVMoviePlayer ctor...
LogUdpMessaging: Initializing bridge on interface 0.0.0.0:0 to multicast group 230.0.0.1:6666.
SourceControl: Info Source control is disabled
SourceControl: Info Source control is disabled
SourceControl: Info Source control is disabled
SourceControl: Info Source control is disabled
LogEngine: Initializing Engine...
LogHMD: Initializing FGoogleVRHMD
LogHMD: GoogleVR API created
LogAIModule: Creating AISystem for world NewWorld
LogInit: FAudioDevice initialized.
LogDerivedDataCache: Saved boot cache 0.07s 82MB ../../../../bradmartin/Desktop/Netherlands_iOS_CB/DerivedDataCache/Boot.ddc.
LogInit: Texture streaming: Enabled
LogInit: Transaction tracking system initialized

BlueprintLog: New page: Editor Load
LocalizationService: Info Localization service is disabled
LogCook:Display: Max memory allowance for cook 8192mb
LogCook:Display: Mobile HDR setting 0
LogFileCache: Scanning file cache for directory '/Users/bradmartin/Desktop/Netherlands_iOS_CB/Content/' took 0.00s
SourceControl: Info Source control is disabled
Cmd: MAP LOAD FILE="../../../../../../../../bradmartin/Desktop/Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Access.umap" TEMPLATE=0 SHOWPROGRESS=1 FEATURELEVEL=2
LightingResults: New page: Lighting Build
MapCheck: New page: Map Check
LightingResults: New page: Lighting Build
LogAIModule: Creating AISystem for world Access
LogEditorServer: Finished looking for orphan Actors (0.000 secs)
Cmd: MAP CHECKDEP NOCLEARLOG
MapCheck: Info Map check complete: 0 Error(s), 0 Warning(s), took 20.54ms to complete.
LogFileHelpers: Loading map 'Access' took 0.225
LogCollectionManager: Loaded 1 collections in 0.002690 seconds
LogFileCache: Scanning file cache for directory '/Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Collections/' took 0.00s
LogFileCache: Scanning file cache for directory '/Users/bradmartin/Desktop/Netherlands_iOS_CB/Content/Developers/bradmartin/Collections/' took 0.00s
LogFileCache: Scanning file cache for directory '/Users/bradmartin/Desktop/Netherlands_iOS_CB/Content/Collections/' took 0.00s
LogContentBrowser: Native class hierarchy populated in 0.0087 seconds. Added 2048 classes and 375 folders.
LogCollectionManager: Rebuilt the GUID cache for 1 collections in 0.000009 seconds
LogCollectionManager: Rebuilt the hierarchy cache for 1 collections in 0.000000 seconds
LogStats: UGameplayTagsManager::ConstructGameplayTagTree: Construct from data asset - 0.000 s
LogStats: UGameplayTagsManager::ConstructGameplayTagTree: GameplayTagTreeChangedEvent.Broadcast - 0.000 s
LogContentBrowser: Native class hierarchy updated for 'GameplayTags' in 0.0013 seconds. Added 12 classes and 0 folders.
LogContentBrowser: Native class hierarchy updated for 'WidgetCarousel' in 0.0012 seconds. Added 0 classes and 0 folders.
LogContentBrowser: Native class hierarchy updated for 'AddContentDialog' in 0.0014 seconds. Added 0 classes and 0 folders.
LogContentBrowser: Native class hierarchy updated for 'SceneOutliner' in 0.0013 seconds. Added 1 classes and 0 folders.
LogCrashTracker: Crashtracker disabled due to settings.
LogUObjectGlobals:Warning: Failed to find object 'Class None.'
LogContentBrowser: Native class hierarchy updated for

'HierarchicalLODOutliner' in 0.0013 seconds. Added 1 classes and 0 folders.
LogLoad: Full Startup: 14.99 seconds (BP compile: 0.02 seconds)
LogExternalProfiler: No external profilers were discovered. External profiling features will not be available.
LogContentStreaming: Texture pool size now 1000 MB
LogRenderer: Reallocating scene render targets to support 904x732 (Frame:2).
LogAssetRegistry: Asset discovery search completed in 9.0224 seconds
LogCollectionManager: Rebuilt the object cache for 1 collections in 0.000001 seconds (found 0 objects)
LogCollectionManager: Fixed up redirectors for 1 collections in 0.000029 seconds (updated 0 objects)
LogSavePackage: Save=51.32ms
LogSavePackage: Moving '..\..\..\..\bradmartin/Desktop/Netherlands_iOS_CB/Saved/UEDPCAccessA689BB8479497A56D729368FED9F8807.tmp' to '..\..\..\..\bradmartin/Desktop/Netherlands_iOS_CB/Saved/Autosaves/Game/HMD/Maps/Scenes/UEDPCAccess.umap'
LogSavePackage:Display: Finished SavePackage ..\..\..\..\bradmartin/Desktop/Netherlands_iOS_CB/Saved/Autosaves/Game/HMD/Maps/Scenes/UEDPCAccess.umap
LogEditorTransaction: Undo Spawn Play From Here Start
LogTemp:Display: Running Mono...
LogTemp:Display: Setting up Mono
LogTemp:Display: /Users/Shared/SourceUE/Engine /Users/Shared/SourceUE
LogTemp:Display: Executing iPhonePackager Validate Engine -project /Users/bradmartin/Desktop/Netherlands_iOS_CB/Netherlands_iOS_CB.uproject -bundlename com.ars.netherlandscardboard
LogTemp:Display: CWD: /Users/Shared/SourceUE/Engine/Binaries/DotNET/IOS
LogTemp:Display: Initial Dir: /Users/Shared/SourceUE/Engine
LogTemp:Display: Env CWD: /Users/Shared/SourceUE/Engine/Binaries/DotNET/IOS
LogTemp:Display: BranchPath = Brads-MacBook-Pro.local///Users/Shared/SourceUE/Engine/Binaries/DotNET/IOS/... --- GameBranchPath = Brads-MacBook-Pro.local///Users/Shared/SourceUE/Engine/Binaries/DotNET/IOS/...
LogTemp:Display: Searching for mobile provisions that match the game 'Netherlands_iOS_CB' with CFBundleIdentifier='com.ars.netherlandscardboard' in '/Users/bradmartin/Library/MobileDevice/Provisioning Profiles/'
LogTemp:Display: Phase 0 considering provision 'ARSNetherlands(1).mobileprovision' named 'ARSNetherlands'
LogTemp:Display: .. Failed phase 0 name check (provision app ID was xxxxxx)
LogTemp:Display: Phase 0 considering provision 'ARSNetherlands.mobileprovision' named 'ARSNetherlands'
LogTemp:Display: .. Failed phase 0 name check (provision app ID was xxxxxx)
LogTemp:Display: Phase 0 considering provision 'ARSNetherlands_Cardboard.mobileprovision' named 'ARSNetherlands Cardboard'
LogTemp:Display: Looking for a certificate that matches the application identifier 'xxxxxx'

LogTemp:Display: Picked 'ARSNetherlands_Cardboard.mobileprovision' with AppID 'xxxxxx' and Name 'ARSNetherlands Cardboard' as a matching provision for the game 'Netherlands_iOS_CB'

LogTemp:Display: Looking for a certificate that matches the application identifier 'xxxxxx'

LogTemp:Display: Running Mono...Setting up Mono/Users/Shared/SourceUE/Engine /Users/Shared/SourceUEExecuting iPhonePackager Validate Engine - project /Users/bradmartin/Desktop/Netherlands_iOS_CB/Netherlands_iOS_CB.uproject -bundlename com.ars.netherlandscardboardCWD: /Users/Shared/SourceUE/Engine/Binaries/DotNET/IOSInitial Dir: /Users/Shared/SourceUE/EngineEn v CWD: /Users/Shared/SourceUE/Engine/Binaries/DotNET/IOSBranchPath = Brads-MacBook-Pro.local///Users/Shared/SourceUE/Engine/Binaries/DotNET/IOS/../../ --- GameBranchPath = Brads-MacBook-Pro.local///Users/Shared/SourceUE/Engine/Binaries/DotNET/IOS/../../Searching for mobile provisions that match the game 'Netherlands_iOS_CB' with CFBundleIdentifier='com.ars.netherlandscardboard' in '/Users/bradmartin/Library/MobileDevice/Provisioning Profiles/' Phase 0 considering provision 'ARSNetherlands (1).mobileprovision' named 'ARSNetherlands' .. Failed phase 0 name check (provision app ID was xxxxxx) Phase 0 considering provision 'ARSNetherlands.mobileprovision' named 'ARSNetherlands' .. Failed phase 0 name check (provision app ID was xxxxxx) Phase 0 considering provision 'ARSNetherlands_Cardboard.mobileprovision' named 'ARSNetherlands Cardboard' Looking for a certificate that matches the application identifier 'xxxxxx' Picked 'ARSNetherlands_Cardboard.mobileprovision' with AppID 'xxxxxx'

2.com.ars.netherlandscardboard' and Name 'ARSNetherlands Cardboard' as a matching provision for the game 'Netherlands_iOS_CB' Looking for a certificate that matches the application identifier 'xxxxxx'

MainFrameActions: Packaging (iOS): Running AutomationTool...

MainFrameActions: Packaging (iOS): Setting up Mono

MainFrameActions: Packaging (iOS): AutomationTool exists: Deleting

MainFrameActions: Packaging (iOS): Deleting all AutomationScript dlls

MainFrameActions: Packaging (iOS): Compiling AutomationTool with xbuild

MainFrameActions: Packaging (iOS): xbuild Source/Programs/AutomationTool/AutomationTool.csproj /p:Configuration=Development /p:Platform=AnyCPU /verbosity:quiet /nologo /p:TargetFrameworkProfile=

MainFrameActions: Packaging (iOS): Compilation Succeeded

MainFrameActions: Packaging (iOS): Start UAT: mono AutomationTool.exe - ScriptsForProject=/Users/bradmartin/Desktop/Netherlands_iOS_CB/Netherlands_iOS_CB.uproject BuildCookRun -nocompileeditor -nop4 -project=/Users/bradmartin/Desktop/Netherlands_iOS_CB/Netherlands_iOS_CB.uproject -cook -stage -archive -archivedirectory=/Users/bradmartin/Desktop/Netherlands_iOS_CB -package -clientconfig=Development -ue4exe=UE4Editor -clean -compressed -pak -prereqs -nodebuginfo -targetplatform=IOS -build -CrashReporter -utf8output

MainFrameActions: Packaging (iOS): Automation.ParseCommandLine: Parsing command line: -ScriptsForProject=/Users/bradmartin/Desktop/Netherlands_iOS_CB/Netherlands_iOS_CB.uproject BuildCookRun -nocompileeditor -nop4 -project=/Users/bradmartin/Desktop/Netherlands_iOS_CB/Netherlands_iOS_CB.uproject -cook -stage -archive -archivedirectory=/Users/bradmartin/Desktop/Netherlands_iOS_CB -package -clientconfig=Development -ue4exe=UE4Editor -clean -compressed -pak -prereqs -nodebuginfo -targetplatform=IOS -build -CrashReporter -utf8output -compile

MainFrameActions: Packaging (iOS): Automation.Process: Setting up command environment.

MainFrameActions: Packaging (iOS):

ScriptCompiler.FindAndCompileScriptModules: Compiling scripts.

MainFrameActions: Packaging (iOS): ScriptCompiler.CompileModules: Building script modules

MainFrameActions: Packaging (iOS): ScriptCompiler.CompileModules: Building script module: /Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/Scripts/AutomationScripts.Automation.csproj

MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: sh -c 'xbuild "/Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/Scripts/AutomationScripts.Automation.csproj" /verbosity:quiet /nologo /target:Build /property:Configuration=Development /property:Platform=AnyCPU /p:TreatWarningsAsErrors=false /p:NoWarn="612,618,672" /p:BuildProjectReferences=true /p:DefineConstants=MONO /verbosity:quiet /nologo |grep -i error; if [\$? -ne 1]; then exit 1; else exit 0; fi'

MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 1.29761s to run sh, ExitCode=0

MainFrameActions: Packaging (iOS): ScriptCompiler.CompileModules: Building script module: /Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/AllDesktop/AllDesktop.Automation.csproj

MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: sh -c 'xbuild "/Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/AllDesktop/AllDesktop.Automation.csproj" /verbosity:quiet /nologo /target:Build /property:Configuration=Development /property:Platform=AnyCPU /p:TreatWarningsAsErrors=false /p:NoWarn="612,618,672" /p:BuildProjectReferences=true /p:DefineConstants=MONO /verbosity:quiet /nologo |grep -i error; if [\$? -ne 1]; then exit 1; else exit 0; fi'

MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 1.014824s to run sh, ExitCode=0

MainFrameActions: Packaging (iOS): ScriptCompiler.CompileModules: Building script module: /Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/Android/Android.Automation.csproj

MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: sh -c 'xbuild "/Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/Android/Android.Automation.csproj" /verbosity:quiet /nologo /target:Build /

property:Configuration=Development /property:Platform=AnyCPU /
p:TreatWarningsAsErrors=false /p:NoWarn="612,618,672" /
p:BuildProjectReferences=true /p:D
efineConstants=MONO /verbosity:quiet /nologo lgrep -i error; if [\$? -ne 1]; then
exit 1; else exit 0; fi'
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 1.442894s
to run sh, ExitCode=0
MainFrameActions: Packaging (iOS): ScriptCompiler.CompileModules: Building
script module: /Users/Shared/SourceUE/Engine/Source/Programs/
AutomationTool/AutomationUtils/AutomationUtils.Automation.csproj
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: sh -c 'xbuild "/
Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/
AutomationUtils/AutomationUtils.Automation.csproj" /verbosity:quiet /nologo /
target:Build /property:Configuration=Development /property:Platform=AnyCPU /
p:TreatWarningsAsErrors=false /p:NoWarn="612,618,672" /p:BuildProjectRefe
rences=true /p:DefineConstants=MONO /verbosity:quiet /nologo lgrep -i error; if
[\$? -ne 1]; then exit 1; else exit 0; fi'
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 0.977333s
to run sh, ExitCode=0
MainFrameActions: Packaging (iOS): ScriptCompiler.CompileModules: Building
script module: /Users/Shared/SourceUE/Engine/Source/Programs/
AutomationTool/BuildGraph/BuildGraph.Automation.csproj
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: sh -c 'xbuild "/
Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/BuildGraph/
BuildGraph.Automation.csproj" /verbosity:quiet /nologo /target:Build /
property:Configuration=Development /property:Platform=AnyCPU /
p:TreatWarningsAsErrors=false /p:NoWarn="612,618,672" /
p:BuildProjectReferences=tru
e /p:DefineConstants=MONO /verbosity:quiet /nologo lgrep -i error; if [\$? -ne 1];
then exit 1; else exit 0; fi'
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 1.081233s
to run sh, ExitCode=0
MainFrameActions: Packaging (iOS): ScriptCompiler.CompileModules: Building
script module: /Users/Shared/SourceUE/Engine/Source/Programs/
AutomationTool/GUBP/GUBP.Automation.csproj
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: sh -c 'xbuild "/
Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/GUBP/
GUBP.Automation.csproj" /verbosity:quiet /nologo /target:Build /
property:Configuration=Development /property:Platform=AnyCPU /
p:TreatWarningsAsErrors=false /p:NoWarn="612,618,672" /
p:BuildProjectReferences=true /p:DefineC
onstants=MONO /verbosity:quiet /nologo lgrep -i error; if [\$? -ne 1]; then exit 1;
else exit 0; fi'
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 1.073468s
to run sh, ExitCode=0
MainFrameActions: Packaging (iOS): ScriptCompiler.CompileModules: Building
script module: /Users/Shared/SourceUE/Engine/Source/Programs/

AutomationTool/HTML5/HTML5.Automation.csproj
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: sh -c 'xbuild "/Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/HTML5/HTML5.Automation.csproj" /verbosity:quiet /nologo /target:Build /property:Configuration=Development /property:Platform=AnyCPU /p:TreatWarningsAsErrors=false /p:NoWarn="612,618,672" /p:BuildProjectReferences=true /p:DefineConstants=MONO /verbosity:quiet /nologo |grep -i error; if [\$? -ne 1]; then exit 1; else exit 0; fi'
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 1.486789s to run sh, ExitCode=0
MainFrameActions: Packaging (iOS): ScriptCompiler.CompileModules: Building script module: /Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/IOS/IOS.Automation.csproj
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: sh -c 'xbuild "/Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/IOS/IOS.Automation.csproj" /verbosity:quiet /nologo /target:Build /property:Configuration=Development /property:Platform=AnyCPU /p:TreatWarningsAsErrors=false /p:NoWarn="612,618,672" /p:BuildProjectReferences=true /p:DefineConstants=MONO /verbosity:quiet /nologo |grep -i error; if [\$? -ne 1]; then exit 1; else exit 0; fi'
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 1.161207s to run sh, ExitCode=0
MainFrameActions: Packaging (iOS): ScriptCompiler.CompileModules: Building script module: /Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/Linux/Linux.Automation.csproj
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: sh -c 'xbuild "/Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/Linux/Linux.Automation.csproj" /verbosity:quiet /nologo /target:Build /property:Configuration=Development /property:Platform=AnyCPU /p:TreatWarningsAsErrors=false /p:NoWarn="612,618,672" /p:BuildProjectReferences=true /p:DefineConstants=MONO /verbosity:quiet /nologo |grep -i error; if [\$? -ne 1]; then exit 1; else exit 0; fi'
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 1.051356s to run sh, ExitCode=0
MainFrameActions: Packaging (iOS): ScriptCompiler.CompileModules: Building script module: /Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/Localization/Localization.Automation.csproj
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: sh -c 'xbuild "/Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/Localization/Localization.Automation.csproj" /verbosity:quiet /nologo /target:Build /property:Configuration=Development /property:Platform=AnyCPU /p:TreatWarningsAsErrors=false /p:NoWarn="612,618,672" /p:BuildProjectReferences=true /p:DefineConstants=MONO /verbosity:quiet /nologo |grep -i error; if [\$? -ne

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1 ]; then exit 1; else exit 0; fi'
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 1.071331s
to run sh, ExitCode=0
MainFrameActions: Packaging (iOS): ScriptCompiler.CompileModules: Building
script module: /Users/Shared/SourceUE/Engine/Source/Programs/
AutomationTool/Mac/Mac.Automation.csproj
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: sh -c 'xbuild "/
Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/Mac/
Mac.Automation.csproj" /verbosity:quiet /nologo /target:Build /
property:Configuration=Development /property:Platform=AnyCPU /
p:TreatWarningsAsErrors=false /p:NoWarn="612,618,672" /
p:BuildProjectReferences=true /p:DefineCon
stants=MONO /verbosity:quiet /nologo |grep -i error; if [ $? -ne 1 ]; then exit 1;
else exit 0; fi'
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 1.092241s
to run sh, ExitCode=0
MainFrameActions: Packaging (iOS): ScriptCompiler.CompileModules: Building
script module: /Users/Shared/SourceUE/Engine/Source/Programs/
AutomationTool/OneSkyLocalization/OneSkyLocalization.Automation.csproj
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: sh -c 'xbuild "/
Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/
OneSkyLocalization/OneSkyLocalization.Automation.csproj" /verbosity:quiet /
nologo /target:Build /property:Configuration=Development /
property:Platform=AnyCPU /p:TreatWarningsAsErrors=false /
p:NoWarn="612,618,672" /p:BuildProje
ctReferences=true /p:DefineConstants=MONO /verbosity:quiet /nologo |grep -i
error; if [ $? -ne 1 ]; then exit 1; else exit 0; fi'
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 1.198048s
to run sh, ExitCode=0
MainFrameActions: Packaging (iOS): ScriptCompiler.CompileModules: Building
script module: /Users/Shared/SourceUE/Engine/Source/Programs/
AutomationTool/TVOS/TVOS.Automation.csproj
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: sh -c 'xbuild "/
Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/TVOS/
TVOS.Automation.csproj" /verbosity:quiet /nologo /target:Build /
property:Configuration=Development /property:Platform=AnyCPU /
p:TreatWarningsAsErrors=false /p:NoWarn="612,618,672" /
p:BuildProjectReferences=true /p:DefineC
onstants=MONO /verbosity:quiet /nologo |grep -i error; if [ $? -ne 1 ]; then exit 1;
else exit 0; fi'
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 1.253146s
to run sh, ExitCode=0
MainFrameActions: Packaging (iOS): ScriptCompiler.CompileModules: Building
script module: /Users/Shared/SourceUE/Engine/Source/Programs/
AutomationTool/Win/Win.Automation.csproj
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: sh -c 'xbuild "/
Users/Shared/SourceUE/Engine/Source/Programs/AutomationTool/Win/
```

```
Win.Automation.csproj" /verbosity:quiet /nologo /target:Build /
property:Configuration=Development /property:Platform=AnyCPU /
p:TreatWarningsAsErrors=false /p:NoWarn="612,618,672" /
p:BuildProjectReferences=true /p:DefineCon
stants=MONO /verbosity:quiet /nologo !grep -i error; if [ $? -ne 1 ]; then exit 1;
else exit 0; fi'
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 1.054856s
to run sh, ExitCode=0
MainFrameActions: Packaging (iOS): BuildCookRun.SetupParams: Setting up
ProjectParams for /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Netherlands_iOS_CB.uproject
MainFrameActions: Packaging (iOS): Project.Build: ***** BUILD COMMAND
STARTED *****
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: sh -c 'xbuild /
Users/Shared/SourceUE/Engine/Source/Programs/UnrealBuildTool/
UnrealBuildTool.csproj /verbosity:minimal /target:Rebuild /
property:Configuration=Development /property:Platform=AnyCPU /
p:DefineConstants=MONO /verbosity:quiet /nologo !grep -i error; if [ $? -ne 1 ];
then exit 1; else exit 0
; fi'
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 2.682307s
to run sh, ExitCode=0
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: mono "/Users/
Shared/SourceUE/Engine/Binaries/DotNET/UnrealBuildTool.exe"
Netherlands_iOS_CB IOS Development -Project=/Users/bradmartin/Desktop/
Netherlands_iOS_CB/Netherlands_iOS_CB.uproject -clean /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Netherlands_iOS_CB.uproject -remoteini="/
Users/bradmartin/D
esktop/Netherlands_iOS_CB" -nobuilduht -nocreatestub -NoHotReloadFromIDE
MainFrameActions: Packaging (iOS): mono: Compiling with iPhoneOS SDK 9.3
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 5.529788s
to run mono, ExitCode=0
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: mono "/Users/
Shared/SourceUE/Engine/Binaries/DotNET/UnrealBuildTool.exe"
Netherlands_iOS_CB IOS Development -Project=/Users/bradmartin/Desktop/
Netherlands_iOS_CB/Netherlands_iOS_CB.uproject /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Netherlands_iOS_CB.uproject -remoteini="/Users/
bradmartin/Desktop
/Netherlands_iOS_CB" -flushmac -noxge -generatemanifest -nocreatestub -
NoHotReloadFromIDE -ignorejunk
MainFrameActions: Packaging (iOS): mono: Compiling with iPhoneOS SDK 9.3
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 4.129633s
to run mono, ExitCode=0
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: mono "/Users/
Shared/SourceUE/Engine/Binaries/DotNET/UnrealBuildTool.exe"
Netherlands_iOS_CB IOS Development -Project=/Users/bradmartin/Desktop/
Netherlands_iOS_CB/Netherlands_iOS_CB.uproject /Users/bradmartin/Desktop/
```

```
Netherlands_iOS_CB/Netherlands_iOS_CB.uproject -remoteini="/Users/bradmartin/Desktop/Netherlands_iOS_CB" -flushmac -noxge -nocreatestub -NoHotReloadFromIDE -ignorejunk
MainFrameActions: Packaging (iOS): mono: Compiling with iPhoneOS SDK 9.3
MainFrameActions: Packaging (iOS): mono: Building UnrealHeaderTool...
MainFrameActions: Packaging (iOS): mono: Compiling with MacOSX SDK 10.11
MainFrameActions: Packaging (iOS): mono: Target is up to date
MainFrameActions: Packaging (iOS): mono: Compiling with MacOSX SDK 10.11
MainFrameActions: Packaging (iOS): mono: Deploying now!
MainFrameActions: Packaging (iOS): mono: Parsing headers for Netherlands_iOS_CB
MainFrameActions: Packaging (iOS): mono: Running UnrealHeaderTool "/Users/bradmartin/Desktop/Netherlands_iOS_CB/Netherlands_iOS_CB.uproject" "/Users/bradmartin/Desktop/Netherlands_iOS_CB/Intermediate/Build/IOS/Netherlands_iOS_CB/Development/Netherlands_iOS_CB.uhtmanifest" -LogCmds="loginit warning, logexit warning, logdatabase error" -Unattended -WarningsAsErrors
MainFrameActions: Packaging (iOS): mono: Reflection code generated for Netherlands_iOS_CB in 7.9744853 seconds
MainFrameActions: Packaging (iOS): mono: Performing 239 actions (8 in parallel)
MainFrameActions: Packaging (iOS): mono: [8/239] clang++ Module.CustomMeshComponent.cpp
MainFrameActions: Packaging (iOS): mono: [1/239] clang++ Module.Paper2D.cpp
MainFrameActions: Packaging (iOS): mono: [2/239] clang++ Paper2D.generated.cpp
MainFrameActions: Packaging (iOS): mono: [5/239] clang++ Module.CableComponent.cpp
MainFrameActions: Packaging (iOS): mono: [4/239] clang++ ProceduralMeshComponent.generated.cpp
MainFrameActions: Packaging (iOS): mono: [3/239] clang++ Module.ProceduralMeshComponent.cpp
MainFrameActions: Packaging (iOS): mono: [6/239] clang++ Module.ArchVisCharacter.cpp
MainFrameActions: Packaging (iOS): mono: [7/239] clang++ Module.AppleMoviePlayer.cpp
MainFrameActions: Packaging (iOS): mono: [9/239] clang++ CableComponent.generated.cpp
MainFrameActions: Packaging (iOS): mono: [10/239] clang++ ArchVisCharacter.generated.cpp
MainFrameActions: Packaging (iOS): mono: [11/239] clang++ Module.IOSDeviceProfileSelector.cpp
MainFrameActions: Packaging (iOS): mono: [12/239] clang++ Module.ExampleDeviceProfileSelector.cpp
```

MainFrameActions: Packaging (iOS): mono: [13/239] clang++
CustomMeshComponent.generated.cpp
MainFrameActions: Packaging (iOS): mono: [14/239] clang++
Module.CharacterAI.cpp
MainFrameActions: Packaging (iOS): mono: [15/239] clang++
Module.SlateRemote.cpp
MainFrameActions: Packaging (iOS): mono: [16/239] clang++
SlateRemote.generated.cpp
MainFrameActions: Packaging (iOS): mono: [17/239] clang++
Module.LightPropagationVolumeRuntime.cpp
MainFrameActions: Packaging (iOS): mono: [18/239] clang++
Module.UdpMessaging.cpp
MainFrameActions: Packaging (iOS): mono: [19/239] clang++
UdpMessaging.generated.cpp
MainFrameActions: Packaging (iOS): mono: [20/239] clang++
LightPropagationVolumeRuntime.generated.cpp
MainFrameActions: Packaging (iOS): mono: [21/239] clang++
Module.AvfMedia.cpp
MainFrameActions: Packaging (iOS): mono: [22/239] clang++ Engine.generated.
2.cpp
MainFrameActions: Packaging (iOS): mono: [23/239] clang++ Engine.generated.
5.cpp
MainFrameActions: Packaging (iOS): mono: [24/239] clang++ Engine.generated.
1.cpp
MainFrameActions: Packaging (iOS): mono: [25/239] clang++ Engine.generated.
3.cpp
MainFrameActions: Packaging (iOS): mono: [26/239] clang++ Engine.generated.
4.cpp
MainFrameActions: Packaging (iOS): mono: [27/239] clang++ Module.UMG.
1_of_2.cpp
MainFrameActions: Packaging (iOS): mono: [28/239] clang++
UMG.generated.cpp
MainFrameActions: Packaging (iOS): mono: [29/239] clang++
Module.MovieSceneTracks.cpp
MainFrameActions: Packaging (iOS): mono: [30/239] clang++ Module.Engine.
17_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [31/239] clang++
Module.GameplayAbilities.1_of_2.cpp
MainFrameActions: Packaging (iOS): mono: [32/239] clang++ Module.UMG.
2_of_2.cpp
MainFrameActions: Packaging (iOS): mono: [33/239] clang++ Module.Engine.
13_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [34/239] clang++
Module.OnlineSubsystemUtils.cpp
MainFrameActions: Packaging (iOS): mono: [35/239] clang++ Module.Engine.
16_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [36/239] clang++ Module.Engine.

14_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [37/239] clang++
GameplayAbilities.generated.cpp
MainFrameActions: Packaging (iOS): mono: [38/239] clang++ Module.Engine.
34_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [39/239] clang++ Module.Engine.
6_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [40/239] clang++ Module.Engine.
26_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [41/239] clang++
Module.Launch.cpp
MainFrameActions: Packaging (iOS): mono: [42/239] clang++
Module.GameplayAbilities.2_of_2.cpp
MainFrameActions: Packaging (iOS): mono: [43/239] clang++ Module.Engine.
7_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [44/239] clang++ Module.Engine.
20_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [45/239] clang++ Module.Renderer.
4_of_9.cpp
MainFrameActions: Packaging (iOS): mono: [46/239] clang++
MovieSceneTracks.generated.cpp
MainFrameActions: Packaging (iOS): mono: [47/239] clang++
Module.AnimGraphRuntime.cpp
MainFrameActions: Packaging (iOS): mono: [48/239] clang++
OnlineSubsystemUtils.generated.cpp
MainFrameActions: Packaging (iOS): mono: [49/239] clang++ Module.Renderer.
1_of_9.cpp
MainFrameActions: Packaging (iOS): mono: [50/239] clang++ Module.Renderer.
5_of_9.cpp
MainFrameActions: Packaging (iOS): mono: [51/239] clang++ Module.Renderer.
3_of_9.cpp
MainFrameActions: Packaging (iOS): mono: [52/239] clang++ Module.Renderer.
6_of_9.cpp
MainFrameActions: Packaging (iOS): mono: [53/239] clang++ Module.Renderer.
7_of_9.cpp
MainFrameActions: Packaging (iOS): mono: [54/239] clang++
AnimGraphRuntime.generated.cpp
MainFrameActions: Packaging (iOS): mono: [55/239] clang++ Module.Renderer.
8_of_9.cpp
MainFrameActions: Packaging (iOS): mono: [56/239] clang++ Module.Renderer.
2_of_9.cpp
MainFrameActions: Packaging (iOS): mono: [57/239] clang++
Module.MovieSceneCapture.cpp
MainFrameActions: Packaging (iOS): mono: [58/239] clang++
Module.Niagara.cpp
MainFrameActions: Packaging (iOS): mono: [59/239] clang++
Module.Foliage.cpp

MainFrameActions: Packaging (iOS): mono: [60/239] clang++ Module.Renderer.
9_of_9.cpp
MainFrameActions: Packaging (iOS): mono: [61/239] clang++
Module.OpenGLDrv.2_of_2.cpp
MainFrameActions: Packaging (iOS): mono: [62/239] clang++
MovieSceneCapture.generated.cpp
MainFrameActions: Packaging (iOS): mono: [63/239] clang++
Module.MetalRHI.cpp
MainFrameActions: Packaging (iOS): mono: [64/239] clang++
Module.SlateRHIRenderer.cpp
MainFrameActions: Packaging (iOS): mono: [65/239] clang++
Niagara.generated.cpp
MainFrameActions: Packaging (iOS): mono: [66/239] clang++
Module.AutomationWorker.cpp
MainFrameActions: Packaging (iOS): mono: [67/239] clang++
Module.OpenGLDrv.1_of_2.cpp
MainFrameActions: Packaging (iOS): mono: [68/239] clang++
Module.LevelSequence.cpp
MainFrameActions: Packaging (iOS): mono: [69/239] clang++
Foliage.generated.cpp
MainFrameActions: Packaging (iOS): mono: [70/239] clang++
Module.MovieScene.cpp
MainFrameActions: Packaging (iOS): mono: [71/239] clang++
Module.ProfilerService.cpp
MainFrameActions: Packaging (iOS): mono: [72/239] clang++
Module.GameplayTasks.cpp
MainFrameActions: Packaging (iOS): mono: [73/239] clang++
MovieScene.generated.cpp
MainFrameActions: Packaging (iOS): mono: [74/239] clang++
Module.GameplayTags.cpp
MainFrameActions: Packaging (iOS): mono: [75/239] clang++
Module.MediaAssets.cpp
MainFrameActions: Packaging (iOS): mono: [76/239] clang++
GameplayTasks.generated.cpp
MainFrameActions: Packaging (iOS): mono: [77/239] clang++
LevelSequence.generated.cpp
MainFrameActions: Packaging (iOS): mono: [78/239] clang++
Module.HeadMountedDisplay.cpp
MainFrameActions: Packaging (iOS): mono: [79/239] clang++
Module.CinematicCamera.cpp
MainFrameActions: Packaging (iOS): mono: [80/239] clang++
Module.MoviePlayer.cpp
MainFrameActions: Packaging (iOS): mono: [81/239] clang++
Module.GameLiveStreaming.cpp
MainFrameActions: Packaging (iOS): mono: [82/239] clang++
MediaAssets.generated.cpp
MainFrameActions: Packaging (iOS): mono: [83/239] clang++

HeadMountedDisplay.generated.cpp
MainFrameActions: Packaging (iOS): mono: [84/239] clang++
GameplayTags.generated.cpp
MainFrameActions: Packaging (iOS): mono: [85/239] clang++
Module.UtilityShaders.cpp
MainFrameActions: Packaging (iOS): mono: [86/239] clang++
Module.IOSAudio.cpp
MainFrameActions: Packaging (iOS): mono: [87/239] clang++
CinematicCamera.generated.cpp
MainFrameActions: Packaging (iOS): mono: [88/239] clang++
GameLiveStreaming.generated.cpp
MainFrameActions: Packaging (iOS): mono: [89/239] clang++
Module.StreamingPauseRendering.cpp
MainFrameActions: Packaging (iOS): mono: [90/239] clang++
Module.SlateNullRenderer.cpp
MainFrameActions: Packaging (iOS): mono: [91/239] clang++
MoviePlayer.generated.cpp
MainFrameActions: Packaging (iOS): mono: [92/239] clang++
Module.NullNetworkReplayStreaming.cpp
MainFrameActions: Packaging (iOS): mono: [93/239] clang++
Netherlands_iOS_CB.generated.cpp
MainFrameActions: Packaging (iOS): mono: [94/239] clang++
Netherlands_iOS_CBGameMode.cpp
MainFrameActions: Packaging (iOS): mono: [95/239] clang++
Netherlands_iOS_CB.cpp
MainFrameActions: Packaging (iOS): mono: [96/239] clang++ Module.Engine.
15_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [97/239] clang++ Module.Engine.
32_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [98/239] clang++ Module.Engine.
18_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [99/239] clang++ Module.Engine.
1_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [100/239] clang++ Module.Engine.
23_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [101/239] clang++ Module.Engine.
10_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [102/239] clang++ Module.Engine.
22_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [103/239] clang++ Module.Engine.
5_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [104/239] clang++ Module.Engine.
12_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [105/239] clang++ Module.Engine.
29_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [106/239] clang++ Module.Engine.
9_of_34.cpp

MainFrameActions: Packaging (iOS): mono: [107/239] clang++ Module.Engine.
33_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [108/239] clang++ Module.Engine.
4_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [109/239] clang++ Module.Engine.
27_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [110/239] clang++ Module.Engine.
21_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [111/239] clang++ Module.Engine.
3_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [112/239] clang++ Module.Engine.
11_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [113/239] clang++ Module.Engine.
24_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [114/239] clang++ Module.Engine.
28_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [115/239] clang++ Module.Engine.
19_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [116/239] clang++ Module.Engine.
30_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [117/239] clang++
Module.AIModule.2_of_3.cpp
MainFrameActions: Packaging (iOS): mono: [118/239] clang++ Module.Engine.
25_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [119/239] clang++ Module.Engine.
2_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [120/239] clang++ Module.Engine.
31_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [121/239] clang++ Module.Engine.
8_of_34.cpp
MainFrameActions: Packaging (iOS): mono: [122/239] clang++
AIModule.generated.cpp
MainFrameActions: Packaging (iOS): mono: [123/239] clang++
Module.Landscape.1_of_3.cpp
MainFrameActions: Packaging (iOS): mono: [124/239] clang++
Module.AIModule.3_of_3.cpp
MainFrameActions: Packaging (iOS): mono: [125/239] clang++
Module.AIModule.1_of_3.cpp
MainFrameActions: Packaging (iOS): mono: [126/239] clang++
Module.GameplayDebugger.cpp
MainFrameActions: Packaging (iOS): mono: [127/239] clang++ Module.Slate.
3_of_4.cpp
MainFrameActions: Packaging (iOS): mono: [128/239] clang++ Module.Slate.
2_of_4.cpp
MainFrameActions: Packaging (iOS): mono: [129/239] clang++
Module.Landscape.2_of_3.cpp
MainFrameActions: Packaging (iOS): mono: [130/239] clang++ Module.Slate.

4_of_4.cpp
MainFrameActions: Packaging (iOS): mono: [131/239] clang++ Module.Slate.
1_of_4.cpp
MainFrameActions: Packaging (iOS): mono: [132/239] clang++
Module.AppFramework.1_of_2.cpp
MainFrameActions: Packaging (iOS): mono: [133/239] clang++
Module.SlateReflector.cpp
MainFrameActions: Packaging (iOS): mono: [134/239] clang++
Module.MessageLog.cpp
MainFrameActions: Packaging (iOS): mono: [135/239] clang++
Slate.generated.cpp
MainFrameActions: Packaging (iOS): mono: [136/239] clang++
Module.TaskGraph.cpp
MainFrameActions: Packaging (iOS): mono: [137/239] clang++
Module.RealtimeProfiler.cpp
MainFrameActions: Packaging (iOS): mono: [138/239] clang++
Module.EditorStyle.cpp
MainFrameActions: Packaging (iOS): mono: [139/239] clang++
EditorStyle.generated.cpp
MainFrameActions: Packaging (iOS): mono: [140/239] clang++
SlateReflector.generated.cpp
MainFrameActions: Packaging (iOS): mono: [141/239] clang++
Module.AppFramework.2_of_2.cpp
MainFrameActions: Packaging (iOS): mono: [142/239] clang++
GameplayDebugger.generated.cpp
MainFrameActions: Packaging (iOS): mono: [143/239] clang++
Landscape.generated.cpp
MainFrameActions: Packaging (iOS): mono: [144/239] clang++
Module.Landscape.3_of_3.cpp
MainFrameActions: Packaging (iOS): mono: [145/239] clang++
Module.SlateCore.1_of_2.cpp
MainFrameActions: Packaging (iOS): mono: [146/239] clang++
Module.SlateCore.2_of_2.cpp
MainFrameActions: Packaging (iOS): mono: [147/239] clang++
SlateCore.generated.cpp
MainFrameActions: Packaging (iOS): mono: [148/239] clang++
Module.CoreUObject.1_of_5.cpp
MainFrameActions: Packaging (iOS): mono: [149/239] clang++
Module.OnlineSubsystem.cpp
MainFrameActions: Packaging (iOS): mono: [150/239] clang++
Module.CoreUObject.3_of_5.cpp
MainFrameActions: Packaging (iOS): mono: [151/239] clang++
Module.AutomationController.cpp
MainFrameActions: Packaging (iOS): mono: [152/239] clang++
Module.CoreUObject.4_of_5.cpp
MainFrameActions: Packaging (iOS): mono: [153/239] clang++
Module.SessionServices.cpp

MainFrameActions: Packaging (iOS): mono: [154/239] clang++
Module.CoreUObject.2_of_5.cpp
MainFrameActions: Packaging (iOS): mono: [155/239] clang++ Module.Core.
2_of_7.cpp
MainFrameActions: Packaging (iOS): mono: [156/239] clang++ Module.Core.
3_of_7.cpp
MainFrameActions: Packaging (iOS): mono: [157/239] clang++
OnlineSubsystem.generated.cpp
MainFrameActions: Packaging (iOS): mono: [158/239] clang++
Module.Messaging.cpp
MainFrameActions: Packaging (iOS): mono: [159/239] clang++ Module.Core.
5_of_7.cpp
MainFrameActions: Packaging (iOS): mono: [160/239] clang++
Module.AssetRegistry.cpp
MainFrameActions: Packaging (iOS): mono: [161/239] clang++
Module.Serialization.cpp
MainFrameActions: Packaging (iOS): mono: [162/239] clang++
Module.MaterialShaderQualitySettings.cpp
MainFrameActions: Packaging (iOS): mono: [163/239] clang++
Module.JsonUtilities.cpp
MainFrameActions: Packaging (iOS): mono: [164/239] clang++
EngineSettings.generated.cpp
MainFrameActions: Packaging (iOS): mono: [165/239] clang++
Module.EngineSettings.cpp
MainFrameActions: Packaging (iOS): mono: [166/239] clang++ Module.Core.
1_of_7.cpp
MainFrameActions: Packaging (iOS): mono: [167/239] clang++
JsonUtilities.generated.cpp
MainFrameActions: Packaging (iOS): mono: [168/239] clang++
MaterialShaderQualitySettings.generated.cpp
MainFrameActions: Packaging (iOS): mono: [169/239] clang++
Module.InputCore.cpp
MainFrameActions: Packaging (iOS): mono: [170/239] clang++
Module.VectorVM.cpp
MainFrameActions: Packaging (iOS): mono: [171/239] clang++
Module.UnrealEdMessages.cpp
MainFrameActions: Packaging (iOS): mono: [172/239] clang++
UnrealEdMessages.generated.cpp
MainFrameActions: Packaging (iOS): mono: [173/239] clang++
Module.PacketHandler.cpp
MainFrameActions: Packaging (iOS): mono: [174/239] clang++
InputCore.generated.cpp
MainFrameActions: Packaging (iOS): mono: [175/239] clang++
EngineMessages.generated.cpp
MainFrameActions: Packaging (iOS): mono: [176/239] clang++
Module.EngineMessages.cpp
MainFrameActions: Packaging (iOS): mono: [177/239] clang++

Module.LaunchDaemonMessages.cpp
MainFrameActions: Packaging (iOS): mono: [178/239] clang++
LaunchDaemonMessages.generated.cpp
MainFrameActions: Packaging (iOS): mono: [179/239] clang++
Module.SessionMessages.cpp
MainFrameActions: Packaging (iOS): mono: [180/239] clang++
SessionMessages.generated.cpp
MainFrameActions: Packaging (iOS): mono: [181/239] clang++
VectorVM.generated.cpp
MainFrameActions: Packaging (iOS): mono: [182/239] clang++
Module.IOSRuntimeSettings.cpp
MainFrameActions: Packaging (iOS): mono: [183/239] clang++
Module.ProfilerMessages.cpp
MainFrameActions: Packaging (iOS): mono: [184/239] clang++
PacketHandler.generated.cpp
MainFrameActions: Packaging (iOS): mono: [185/239] clang++
ProfilerMessages.generated.cpp
MainFrameActions: Packaging (iOS): mono: [186/239] clang++
Module.AutomationMessages.cpp
MainFrameActions: Packaging (iOS): mono: [187/239] clang++
AutomationMessages.generated.cpp
MainFrameActions: Packaging (iOS): mono: [188/239] clang++
IOSRuntimeSettings.generated.cpp
MainFrameActions: Packaging (iOS): mono: [189/239] clang++
Serialization.generated.cpp
MainFrameActions: Packaging (iOS): mono: [190/239] clang++
Module.CoreUObject.5_of_5.cpp
MainFrameActions: Packaging (iOS): mono: [191/239] clang++
Module.ImageWrapper.cpp
MainFrameActions: Packaging (iOS): mono: [192/239] clang++ Module.Core.
4_of_7.cpp
MainFrameActions: Packaging (iOS): mono: [193/239] clang++
CoreUObject.generated.cpp
MainFrameActions: Packaging (iOS): mono: [194/239] clang++ Module.Core.
7_of_7.cpp
MainFrameActions: Packaging (iOS): mono: [195/239] clang++
Module.ShaderCore.cpp
MainFrameActions: Packaging (iOS): mono: [196/239] clang++
Module.AnalyticsET.cpp
MainFrameActions: Packaging (iOS): mono: [197/239] clang++
Module.Navmesh.2_of_3.cpp
MainFrameActions: Packaging (iOS): mono: [198/239] clang++
Module.HTTP.cpp
MainFrameActions: Packaging (iOS): mono: [199/239] clang++
Module.Navmesh.1_of_3.cpp
MainFrameActions: Packaging (iOS): mono: [200/239] clang++
Module.Sockets.cpp

MainFrameActions: Packaging (iOS): mono: [201/239] clang++
Module.HttpNetworkReplayStreaming.cpp
MainFrameActions: Packaging (iOS): mono: [202/239] clang++
Module.Projects.cpp
MainFrameActions: Packaging (iOS): mono: [203/239] clang++ Module.RHI.cpp
MainFrameActions: Packaging (iOS): mono: [204/239] clang++
Module.Networking.cpp
MainFrameActions: Packaging (iOS): mono: [205/239] clang++
Module.RenderCore.cpp
MainFrameActions: Packaging (iOS): mono: [206/239] clang++
Module.NetworkFile.cpp
MainFrameActions: Packaging (iOS): mono: [207/239] clang++
Module.SynthBenchmark.cpp
MainFrameActions: Packaging (iOS): mono: [208/239] clang++
Module.Internationalization.cpp
MainFrameActions: Packaging (iOS): mono: [209/239] clang++
Module.NullDrv.cpp
MainFrameActions: Packaging (iOS): mono: [210/239] clang++
Module.StreamingFile.cpp
MainFrameActions: Packaging (iOS): mono: [211/239] clang++ Module.Json.cpp
MainFrameActions: Packaging (iOS): mono: [212/239] clang++
Module.NetworkReplayStreaming.cpp
MainFrameActions: Packaging (iOS): mono: [213/239] clang++ Module.Core.
6_of_7.cpp
MainFrameActions: Packaging (iOS): mono: [214/239] clang++
Module.PakFile.cpp
MainFrameActions: Packaging (iOS): mono: [215/239] clang++
Module.Voice.cpp
MainFrameActions: Packaging (iOS): mono: [216/239] clang++
Module.Media.cpp
MainFrameActions: Packaging (iOS): mono: [217/239] clang++
Module.HardwareSurvey.cpp
MainFrameActions: Packaging (iOS): mono: [218/239] clang++
Module.Analytics.cpp
MainFrameActions: Packaging (iOS): mono: [219/239] clang++
Module.DatabaseSupport.cpp
MainFrameActions: Packaging (iOS): mono: [220/239] clang++
Module.Advertising.cpp
MainFrameActions: Packaging (iOS): mono: [221/239] clang++
Module.SandboxFile.cpp
MainFrameActions: Packaging (iOS): mono: [222/239] clang++
Module.ReliabilityHandlerComponent.cpp
MainFrameActions: Packaging (iOS): mono: [223/239] clang++
Module.ImageCore.cpp
MainFrameActions: Packaging (iOS): mono: [224/239] clang++
Module.Navmesh.3_of_3.cpp
MainFrameActions: Packaging (iOS): mono: [225/239] libtool /Users/Shared/

SourceUE/Engine/Plugins/Slate/SlateRemote/Binaries/IOS/
Netherlands_iOS_CB-SlateRemote.a
MainFrameActions: Packaging (iOS): mono: [226/239] libtool /Users/Shared/
SourceUE/Engine/Plugins/Blendables/LightPropagationVolume/Binaries/IOS/
Netherlands_iOS_CB-LightPropagationVolumeRuntime.a
MainFrameActions: Packaging (iOS): mono: [227/239] libtool /Users/Shared/
SourceUE/Engine/Plugins/2D/Paper2D/Binaries/IOS/Netherlands_iOS_CB-
Paper2D.a
MainFrameActions: Packaging (iOS): mono: [228/239] libtool /Users/Shared/
SourceUE/Engine/Plugins/Runtime/ProceduralMeshComponent/Binaries/IOS/
Netherlands_iOS_CB-ProceduralMeshComponent.a
MainFrameActions: Packaging (iOS): mono: [229/239] clang++
UELinkerFixups.cpp
MainFrameActions: Packaging (iOS): mono: [230/239] libtool /Users/Shared/
SourceUE/Engine/Plugins/Messaging/UdpMessaging/Binaries/IOS/
Netherlands_iOS_CB-UdpMessaging.a
MainFrameActions: Packaging (iOS): mono: [231/239] libtool /Users/Shared/
SourceUE/Engine/Plugins/Runtime/CustomMeshComponent/Binaries/IOS/
Netherlands_iOS_CB-CustomMeshComponent.a
MainFrameActions: Packaging (iOS): mono: [232/239] libtool /Users/Shared/
SourceUE/Engine/Plugins/Runtime/ArchVisCharacter/Binaries/IOS/
Netherlands_iOS_CB-ArchVisCharacter.a
MainFrameActions: Packaging (iOS): mono: [233/239] libtool /Users/Shared/
SourceUE/Engine/Plugins/Runtime/CableComponent/Binaries/IOS/
Netherlands_iOS_CB-CableComponent.a
MainFrameActions: Packaging (iOS): mono: [234/239] libtool /Users/Shared/
SourceUE/Engine/Plugins/Runtime/AppleMoviePlayer/Binaries/IOS/
Netherlands_iOS_CB-AppleMoviePlayer.a
MainFrameActions: Packaging (iOS): mono: [235/239] libtool /Users/Shared/
SourceUE/Engine/Plugins/Media/AvfMedia/Binaries/IOS/Netherlands_iOS_CB-
AvfMedia.a
MainFrameActions: Packaging (iOS): mono: [236/239] libtool /Users/Shared/
SourceUE/Engine/Plugins/Runtime/IOSDeviceProfileSelector/Binaries/IOS/
Netherlands_iOS_CB-IOSDeviceProfileSelector.a
MainFrameActions: Packaging (iOS): mono: [237/239] libtool /Users/Shared/
SourceUE/Engine/Plugins/Experimental/CharacterAI/Binaries/IOS/
Netherlands_iOS_CB-CharacterAI.a
MainFrameActions: Packaging (iOS): mono: [238/239] libtool /Users/Shared/
SourceUE/Engine/Plugins/Runtime/ExampleDeviceProfileSelector/Binaries/IOS/
Netherlands_iOS_CB-ExampleDeviceProfileSelector.a
MainFrameActions: Packaging (iOS): mono: [239/239] clang++ /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Binaries/IOS/Netherlands_iOS_CB
MainFrameActions: Packaging (iOS): mono: Total build time: 1427.59 seconds
MainFrameActions: Packaging (iOS): mono: Compiling with iPhoneOS SDK 9.3
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took
1428.030605s to run mono, ExitCode=0
MainFrameActions: Packaging (iOS): Project.Build: ***** BUILD COMMAND

COMPLETED *****

MainFrameActions: Packaging (iOS): Project.Cook: ***** COOK COMMAND
STARTED *****

MainFrameActions: Packaging (iOS): Project.Cook: Cleaning cooked data.

MainFrameActions: Packaging (iOS): CommandUtils.RunCommandlet: Running
UE4Editor Cook for project /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Netherlands_iOS_CB.uproject

MainFrameActions: Packaging (iOS): CommandUtils.RunCommandlet:
Commandlet log file is /Users/Shared/SourceUE/Engine/Programs/
AutomationTool/Saved/Cook-2016.06.17-16.22.05.txt

MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: /Users/Shared/
SourceUE/Engine/Binaries/Mac/UE4Editor.app/Contents/MacOS/UE4Editor /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Netherlands_iOS_CB.uproject -
run=Cook -TargetPlatform=IOS -fileopenlog -unversioned -abslog=/Users/
Shared/SourceUE/Engine/Programs/AutomationTool/Saved/
Cook-2016.06.17-16.22.

05.txt -stdout -FORCELOGFLUSH -CrashForUAT -unattended -UTF8Output

MainFrameActions: Packaging (iOS): UE4Editor:

MainFrameActions: Packaging (iOS): UE4Editor: LogInit:Display: Running engine
for game: Netherlands_iOS_CB

MainFrameActions: Packaging (iOS): UE4Editor: LogInit:Display:
RandInit(-551869872) SRandInit(-551867285).

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.06:558]
[0]LogShaderCompilers:Display: Using Local Shader Compiler.

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.07:242]
[0]LogDerivedDataCache:Display: Max Cache Size: 512 MB

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.07:349]
[0]LogDerivedDataCache:Display: Loaded Boot cache: ../../../../bradmartin/
Desktop/Netherlands_iOS_CB/DerivedDataCache/Boot.ddc

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.07:350]
[0]LogDerivedDataCache:Warning: Shared data cache path was not usable, will
not use it.

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.08:344]
[0]LogTemp:Display: Loaded TP AllDesktopTargetPlatform

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.08:379]
[0]LogTemp:Display: Loaded TP MacClientTargetPlatform

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.08:414]
[0]LogTemp:Display: Loaded TP MacNoEditorTargetPlatform

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.08:450]
[0]LogTemp:Display: Loaded TP MacServerTargetPlatform

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.08:485]
[0]LogTemp:Display: Loaded TP MacTargetPlatform

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.08:519]
[0]LogTemp:Display: Loaded TP Android_ASTCTargetPlatform

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.08:554]
[0]LogTemp:Display: Loaded TP Android_ATCTargetPlatform

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.08:589]

[0]LogTemp:Display: Loaded TP Android_DXTTargetPlatform
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.08:623]
[0]LogTemp:Display: Loaded TP Android_ETC1TargetPlatform
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.08:658]
[0]LogTemp:Display: Loaded TP Android_ETC2TargetPlatform
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.08:727]
[0]LogTemp:Display: Loaded TP Android_MultiTargetPlatform
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.08:727]
[0]LogTemp:Display: Loaded TP Android_PVRTCTargetPlatform
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.08:763]
[0]LogTemp:Display: Loaded TP AndroidTargetPlatform
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.08:780]
[0]LogTemp:Display: Loaded TP HTML5TargetPlatform
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.08:821]
[0]LogTemp:Display: Loaded TP IOSTargetPlatform
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.08:855]
[0]LogTemp:Display: Loaded TP TVOSTargetPlatform
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.08:855]
[0]LogTargetPlatformManager:Display: Building Assets For IOS
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.10:803]
[0]LogCook:Display: Max memory allowance for cook 8192mb
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.10:803]
[0]LogCook:Display: Mobile HDR setting 0
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.11:145]
[0]LogCook:Display: Done creating registry. It took 0.34s.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.11:194]
[0]LogCook:Display: Invalidating cooked content because Engine:/Script/
EngineSettings.GameMapsSettings:GameInstanceClass:/Script/
Engine.GameInstance ini setting was out of date
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.13:656]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'LookUpRate' for InputAxis LookUpRate
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.13:656]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'TurnRate' for InputAxis TurnRate
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.13:657]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'MoveRight' for InputAxis MoveRight
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.13:657]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'MoveForward' for InputAxis MoveForward
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.13:657]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'LookUp' for InputAxis LookUp
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.13:657]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'Turn' for InputAxis Turn

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.13:663]
[0]LogBlueprint:Warning: Compiler Warning [0008.34] Compile of
FirstPersonCharacter successful, but with 6 Warning(s) [in 13 ms] (/Game/
FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.13:663]
[0]LogBlueprint:Warning: Compiler Warning [0008.34] Compile of
FirstPersonCharacter successful, but with 7 Warning(s) [in 0 ms] (/Game/
FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.13:663]
[0]LogBlueprint:Warning: Compiler Warning [0008.34] Compile of
FirstPersonCharacter successful, but with 8 Warning(s) [in 0 ms] (/Game/
FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.13:675]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'LookUpRate' for InputAxis LookUpRate
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.13:675]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'TurnRate' for InputAxis TurnRate
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.13:675]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'MoveRight' for InputAxis MoveRight
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.13:675]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'MoveForward' for InputAxis MoveForward
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.13:675]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'LookUp' for InputAxis LookUp
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.13:676]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'Turn' for InputAxis Turn
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.13:680]
[0]LogBlueprint:Warning: Compiler Warning [0008.36] Compile of
FirstPersonCharacter successful, but with 6 Warning(s) [in 11 ms] (/Game/
FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.13:680]
[0]LogBlueprint:Warning: Compiler Warning [0008.36] Compile of
FirstPersonCharacter successful, but with 7 Warning(s) [in 0 ms] (/Game/
FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.13:680]
[0]LogBlueprint:Warning: Compiler Warning [0008.36] Compile of
FirstPersonCharacter successful, but with 8 Warning(s) [in 0 ms] (/Game/
FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:075]
[0]LogCook:Display: Cooking /Engine/MobileResources/HUD/
VirtualJoystick_Thumb -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/
VirtualJoystick_Thumb.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:076]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
MobileResources/HUD/VirtualJoystick_Thumb.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:079]
[0]LogCook:Display: Cooking /Engine/EngineFonts/Roboto -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineFonts/Roboto.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:114]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineFonts/
Roboto.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:114]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/
Widget3DPassThrough_Translucent -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/
Widget3DPassThrough_Translucent.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:116]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/Widget3DPassThrough_Translucent.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:116]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/Widget3DPassThrough -
> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EngineMaterials/Widget3DPassThrough.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:118]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/Widget3DPassThrough.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:118]
[0]LogCook:Display: Cooking /Engine/Functions/Engine_MaterialFunctions01/
Texturing/ScaleUVsByCenter -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/
Engine_MaterialFunctions01/Texturing/ScaleUVsByCenter.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:119]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/
Engine_MaterialFunctions01/Texturing/ScaleUVsByCenter.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:120]
[0]LogCook:Display: Cooking /Engine/Functions/Engine_MaterialFunctions02/
Utility/BreakOutFloat2Components -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/
Engine_MaterialFunctions02/Utility/BreakOutFloat2Components.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:121]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/
Engine_MaterialFunctions02/Utility/BreakOutFloat2Components.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:121]
[0]LogCook:Display: Cooking /Engine/Functions/Engine_MaterialFunctions02/
ScreenResolution -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/Functions/Engine_MaterialFunctions02/
ScreenResolution.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:122]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/
Engine_MaterialFunctions02/ScreenResolution.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:122]
[0]LogCook:Display: Cooking /Engine/Functions/Engine_MaterialFunctions02/
Texturing/ScreenAlignedUVs -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/
Engine_MaterialFunctions02/Texturing/ScreenAlignedUVs.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:123]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/
Engine_MaterialFunctions02/Texturing/ScreenAlignedUVs.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:124]
[0]LogCook:Display: Cooking /Engine/Functions/Engine_MaterialFunctions01/
Shading/PowerToRoughness -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/
Engine_MaterialFunctions01/Shading/PowerToRoughness.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:125]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/
Engine_MaterialFunctions01/Shading/PowerToRoughness.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:125]
[0]LogCook:Display: Cooking /Engine/Functions/Engine_MaterialFunctions01/
Shading/ConvertFromDiffSpec -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/
Engine_MaterialFunctions01/Shading/ConvertFromDiffSpec.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:126]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/
Engine_MaterialFunctions01/Shading/ConvertFromDiffSpec.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:127]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/WorldGridMaterial -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EngineMaterials/WorldGridMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:206]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/WorldGridMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:206]
[0]LogCook:Display: Cooking /Engine/Functions/Engine_MaterialFunctions01/
Opacity/CameraDepthFade -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/

Saved/Cooked/IOS/Engine/Content/Functions/Engine_MaterialFunctions01/Opacity/CameraDepthFade.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:208]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/Engine_MaterialFunctions01/Opacity/CameraDepthFade.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:209]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/DefaultDeferredDecalMaterial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/DefaultDeferredDecalMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:231]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/DefaultDeferredDecalMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:231]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/DefaultLightFunctionMaterial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/DefaultLightFunctionMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:234]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/DefaultLightFunctionMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:234]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/DefaultPostProcessMaterial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/DefaultPostProcessMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:238]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/DefaultPostProcessMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:239]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/Widget3DPassThrough_Translucent_OneSided -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/Widget3DPassThrough_Translucent_OneSided.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:240]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/Widget3DPassThrough_Translucent_OneSided.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:240]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/Widget3DPassThrough_Opaque -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/Widget3DPassThrough_Opaque.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:242]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/Widget3DPassThrough_Opaque.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:242]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/
Widget3DPassThrough_Opaque_OneSided -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/
Widget3DPassThrough_Opaque_OneSided.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:244]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/Widget3DPassThrough_Opaque_OneSided.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:244]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/
Widget3DPassThrough_Masked -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/
Widget3DPassThrough_Masked.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:245]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/Widget3DPassThrough_Masked.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:246]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/
Widget3DPassThrough_Masked_OneSided -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/
Widget3DPassThrough_Masked_OneSided.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:247]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/Widget3DPassThrough_Masked_OneSided.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:248]
[0]LogCook:Display: Cooking /Engine/EditorMeshes/Camera/
SM_CraneRig_Base -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/EditorMeshes/Camera/SM_CraneRig_Base.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:249]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMeshes/Camera/SM_CraneRig_Base.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:249]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/Camera/MI_CineMat_Rig
-> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EditorMaterials/Camera/MI_CineMat_Rig.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:250]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMaterials/Camera/MI_CineMat_Rig.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:250]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/Camera/CineMat -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/Camera/CineMat.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:262]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/Camera/CineMat.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:262]
[0]LogCook:Display: Cooking /Engine/EditorMeshes/Camera/SM_CraneRig_Arm -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMeshes/Camera/SM_CraneRig_Arm.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:264]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMeshes/Camera/SM_CraneRig_Arm.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:264]
[0]LogCook:Display: Cooking /Engine/EditorMeshes/Camera/SM_CraneRig_Mount -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMeshes/Camera/SM_CraneRig_Mount.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:266]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMeshes/Camera/SM_CraneRig_Mount.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:266]
[0]LogCook:Display: Cooking /Engine/EditorMeshes/Camera/SM_CraneRig_Body -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMeshes/Camera/SM_CraneRig_Body.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:268]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMeshes/Camera/SM_CraneRig_Body.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:268]
[0]LogCook:Display: Cooking /Engine/EditorMeshes/Camera/SM_RailRig_Track -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMeshes/Camera/SM_RailRig_Track.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:270]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMeshes/Camera/SM_RailRig_Track.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:270]
[0]LogCook:Display: Cooking /Engine/EditorMeshes/Camera/SM_RailRig_Mount -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMeshes/Camera/SM_RailRig_Mount.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:272]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/

Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMeshes/Camera/SM_RailRig_Mount.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:273]
[0]LogCook:Display: Cooking /Engine/EditorLandscapeResources/DataLayer -
> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EditorLandscapeResources/DataLayer.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:274]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorLandscapeResources/DataLayer.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:274]
[0]LogCook:Display: Cooking /Engine/EngineDamageTypes/
DmgTypeBP_Environmental -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineDamageTypes/
DmgTypeBP_Environmental.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:445]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineDamageTypes/DmgTypeBP_Environmental.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:446]
[0]LogCook:Display: Cooking /Engine/EngineMeshes/Sphere -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMeshes/Sphere.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:448]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMeshes/Sphere.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:449]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/
DefaultTextMaterialOpaque -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/EngineMaterials/
DefaultTextMaterialOpaque.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:457]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/DefaultTextMaterialOpaque.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:461]
[0]LogCook:Display: Cooking /Engine/EngineSounds/Master -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineSounds/Master.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:461]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineSounds/Master.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:461]
[0]LogCook:Display: Cooking /Engine/EngineSounds/Music -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/

EngineSounds/Music.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:462]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineSounds/Music.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:462]
[0]LogCook:Display: Cooking /Engine/EngineSounds/SFX -> /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineSounds/SFX.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:463]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineSounds/SFX.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:463]
[0]LogCook:Display: Cooking /Engine/EngineSounds/Normal_Attack -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineSounds/Normal_Attack.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:463]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineSounds/Normal_Attack.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:463]
[0]LogCook:Display: Cooking /Engine/EngineSounds/Special_Attack_PSM -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EngineSounds/Special_Attack_PSM.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:464]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineSounds/Special_Attack_PSM.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:464]
[0]LogCook:Display: Cooking /Engine/EngineSounds/
Duck_Normal_Attack_MixMod -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineSounds/
Duck_Normal_Attack_MixMod.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:464]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineSounds/Duck_Normal_Attack_MixMod.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:465]
[0]LogCook:Display: Cooking /Engine/EngineSounds/Voice -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineSounds/Voice.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:465]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineSounds/Voice.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:465]

[0]LogCook:Display: Cooking /Engine/EngineMeshes/Cylinder -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMeshes/Cylinder.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:467]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMeshes/Cylinder.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:467]

[0]LogCook:Display: Cooking /Engine/EngineMaterials/DefaultMaterial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/DefaultMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:500]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/DefaultMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:500]

[0]LogCook:Display: Cooking /Engine/EngineTireTypes/DefaultTireType -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineTireTypes/DefaultTireType.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:501]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineTireTypes/DefaultTireType.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:501]

[0]LogCook:Display: Cooking /Engine/VREditor/TransformGizmo/TransformGizmoMaterial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/TransformGizmo/TransformGizmoMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:505]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/TransformGizmo/TransformGizmoMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:506]

[0]LogCook:Display: Cooking /Engine/VREditor/TransformGizmo/TranslucentTransformGizmoMaterial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/TransformGizmo/TranslucentTransformGizmoMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:507]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/TransformGizmo/TranslucentTransformGizmoMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:508]

[0]LogCook:Display: Cooking /Engine/VREditor/TransformGizmo/TranslationHandle -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/TransformGizmo/TranslationHandle.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:509]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/TransformGizmo/TranslationHandle.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:510]
[0]LogCook:Display: Cooking /Engine/VREditor/TransformGizmo/PlaneTranslationHandle -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/TransformGizmo/PlaneTranslationHandle.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:511]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/TransformGizmo/PlaneTranslationHandle.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:511]
[0]LogCook:Display: Cooking /Engine/VREditor/TransformGizmo/RotationHandle -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/TransformGizmo/RotationHandle.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:513]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/TransformGizmo/RotationHandle.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:513]
[0]LogCook:Display: Cooking /Engine/VREditor/TransformGizmo/StretchingHandle -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/TransformGizmo/StretchingHandle.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:514]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/TransformGizmo/StretchingHandle.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:515]
[0]LogCook:Display: Cooking /Engine/VREditor/TransformGizmo/BoundingBoxCorner -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/TransformGizmo/BoundingBoxCorner.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:516]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/TransformGizmo/BoundingBoxCorner.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:517]
[0]LogCook:Display: Cooking /Engine/VREditor/TransformGizmo/BoundingBoxEdge -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/TransformGizmo/BoundingBoxEdge.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:518]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/TransformGizmo/BoundingBoxEdge.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:518]

[0]LogCook:Display: Cooking /Engine/VREditor/TransformGizmo/
UniformScaleHandle -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/VREditor/TransformGizmo/
UniformScaleHandle.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:520]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/
TransformGizmo/UniformScaleHandle.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:520]
[0]LogCook:Display: Cooking /Engine/VREditor/Fonts/VRTextMaterial -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
VREditor/Fonts/VRTextMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:522]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/
Fonts/VRTextMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:522]
[0]LogCook:Display: Cooking /Engine/VREditor/FloatingText/
LineSegmentCylinder -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/VREditor/FloatingText/
LineSegmentCylinder.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:524]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/
FloatingText/LineSegmentCylinder.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:524]
[0]LogCook:Display: Cooking /Engine/VREditor/FloatingText/LineMaterial -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/VREditor/FloatingText/LineMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:525]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/
FloatingText/LineMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:526]
[0]LogCook:Display: Cooking /Engine/VREditor/FloatingText/JointSphere -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/VREditor/FloatingText/JointSphere.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:528]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/
FloatingText/JointSphere.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:528]
[0]LogCook:Display: Cooking /Engine/VREditor/Fonts/
TranslucentVRTextMaterial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/VREditor/Fonts/
TranslucentVRTextMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:531]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/Fonts/TranslucentVRTextMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:532]
[0]LogCook:Display: Cooking /Engine/VREditor/UI/SM_ContentWindow_01 -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/UI/SM_ContentWindow_01.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:534]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/UI/SM_ContentWindow_01.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:534]
[0]LogCook:Display: Cooking /Engine/VREditor/UI/M_ContentWindow -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/UI/M_ContentWindow.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:540]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/UI/M_ContentWindow.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:541]
[0]LogCook:Display: Cooking /Engine/VREditor/UI/SelectionBarMesh -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/UI/SelectionBarMesh.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:543]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/UI/SelectionBarMesh.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:544]
[0]LogCook:Display: Cooking /Engine/VREditor/UI/CloseButtonMesh -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/UI/CloseButtonMesh.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:545]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/UI/CloseButtonMesh.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:545]
[0]LogCook:Display: Cooking /Engine/Tutorial/Basics/LevelEditorAttract -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/Basics/LevelEditorAttract.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:546]
[0]LogSavePackage:Display: No exports found (or all exports are editor-only) for LevelEditorAttract. Package will not be saved.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:546]
[0]LogCook:Display: Cooking /Engine/Tutorial/ContentIntroCurve -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/ContentIntroCurve.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:546]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/ContentIntroCurve.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:547]

[0]LogCook:Display: Cooking /Paper2D/MaskedUnlitSpriteMaterial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Plugins/2D/Paper2D/Content/MaskedUnlitSpriteMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:548]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Plugins/2D/Paper2D/Content/MaskedUnlitSpriteMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:548]

[0]LogCook:Display: Cooking /Paper2D/DefaultSpriteMaterial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Plugins/2D/Paper2D/Content/DefaultSpriteMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:549]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Plugins/2D/Paper2D/Content/DefaultSpriteMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:550]

[0]LogCook:Display: Cooking /Paper2D/DummySpriteTexture -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Plugins/2D/Paper2D/Content/DummySpriteTexture.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:550]

[0]LogSavePackage:Display: No exports found (or all exports are editor-only) for DummySpriteTexture. Package will not be saved.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:551]

[0]LogCook:Display: Cooking /Paper2D/OpaqueUnlitSpriteMaterial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Plugins/2D/Paper2D/Content/OpaqueUnlitSpriteMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:552]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Plugins/2D/Paper2D/Content/OpaqueUnlitSpriteMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:552]

[0]LogCook:Display: Cooking /Paper2D/DefaultPaperTerrainMaterial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Plugins/2D/Paper2D/Content/DefaultPaperTerrainMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:553]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Plugins/2D/Paper2D/Content/DefaultPaperTerrainMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:553]

[0]LogCook:Display: Cooking /Paper2D/DummySprite -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Plugins/2D/Paper2D/Content/DummySprite.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:554]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Plugins/2D/Paper2D/Content/DummySprite.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:554]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/RemoveSurfaceMaterial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/RemoveSurfaceMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:556]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/RemoveSurfaceMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:556]
[0]LogCook:Display: Cooking /Engine/EngineDebugMaterials/DebugMeshMaterial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineDebugMaterials/DebugMeshMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:557]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineDebugMaterials/DebugMeshMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:557]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/M_InvalidLightmapSettings -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/M_InvalidLightmapSettings.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:567]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/M_InvalidLightmapSettings.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:568]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/GizmoMaterial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/GizmoMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:569]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/GizmoMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:570]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/DefaultPhysicalMaterial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/DefaultPhysicalMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:571]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/DefaultPhysicalMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:571]
[0]LogCook:Display: Cooking /Engine/EngineFonts/RobotoTiny -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/

EngineFonts/RobotoTiny.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:578]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineFonts/
RobotoTiny.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:579]
[0]LogCook:Display: Cooking /Engine/EditorSounds/Notifications/
CompileStart_Cue -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/EditorSounds/Notifications/
CompileStart_Cue.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:580]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorSounds/Notifications/CompileStart_Cue.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:580]
[0]LogCook:Display: Cooking /Engine/EditorSounds/Notifications/
CompileSuccess -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/EditorSounds/Notifications/CompileSuccess.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:581]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorSounds/Notifications/CompileSuccess.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:581]
[0]LogCook:Display: Cooking /Engine/EditorSounds/Notifications/
CompileSuccess_Cue -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/EditorSounds/Notifications/
CompileSuccess_Cue.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:582]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorSounds/Notifications/CompileSuccess_Cue.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:583]
[0]LogCook:Display: Cooking /Engine/EditorSounds/Notifications/
CompileFailed_Cue -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/EditorSounds/Notifications/
CompileFailed_Cue.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:584]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorSounds/Notifications/CompileFailed_Cue.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:584]
[0]LogCook:Display: Cooking /Engine/EditorSounds/Notifications/CompileFailed
-> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EditorSounds/Notifications/CompileFailed.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:585]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/

EditorSounds/Notifications/CompileFailed.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:585]
[0]LogCook:Display: Cooking /Engine/BasicShapes/Cube -> /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/BasicShapes/
Cube.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:587]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/BasicShapes/
Cube.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:588]
[0]LogCook:Display: Cooking /Engine/BasicShapes/Sphere -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
BasicShapes/Sphere.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:590]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/BasicShapes/
Sphere.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:590]
[0]LogCook:Display: Cooking /Engine/BasicShapes/Cylinder -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
BasicShapes/Cylinder.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:592]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/BasicShapes/
Cylinder.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:593]
[0]LogCook:Display: Cooking /Engine/BasicShapes/Cone -> /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/BasicShapes/
Cone.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:594]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/BasicShapes/
Cone.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:594]
[0]LogCook:Display: Cooking /Engine/BasicShapes/BasicShapeMaterial -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/BasicShapes/BasicShapeMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:603]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/BasicShapes/
BasicShapeMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:604]
[0]LogCook:Display: Cooking /Engine/EngineDebugMaterials/GeomMaterial -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EngineDebugMaterials/GeomMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:606]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/

Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineDebugMaterials/GeomMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:606]
[0]LogCook:Display: Cooking /Engine/EngineDebugMaterials/
BoneWeightMaterial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/EngineDebugMaterials/BoneWeightMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:630]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineDebugMaterials/BoneWeightMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:630]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/PhAT_JointLimitMaterial -
> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EditorMaterials/PhAT_JointLimitMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:633]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMaterials/PhAT_JointLimitMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:633]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/
PreviewShadowIndicatorMaterial -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/
PreviewShadowIndicatorMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:636]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMaterials/PreviewShadowIndicatorMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:636]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/EditorBrushMaterial -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EngineMaterials/EditorBrushMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:638]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/EditorBrushMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:639]
[0]LogCook:Display: Cooking /Engine/EditorMeshes/ColorCalibrator/
SM_ColorCalibrator -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/EditorMeshes/ColorCalibrator/
SM_ColorCalibrator.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:648]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMeshes/ColorCalibrator/SM_ColorCalibrator.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:648]
[0]LogCook:Display: Cooking /Engine/EditorMeshes/ColorCalibrator/
M_ChromeBall -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/

Cooked/IOS/Engine/Content/EditorMeshes/ColorCalibrator/
M_ChromeBall.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:657]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMeshes/ColorCalibrator/M_ChromeBall.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:657]
[0]LogCook:Display: Cooking /Engine/EditorMeshes/ColorCalibrator/
M_ClearCoat -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/EditorMeshes/ColorCalibrator/M_ClearCoat.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:662]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMeshes/ColorCalibrator/M_ClearCoat.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:662]
[0]LogCook:Display: Cooking /Engine/EditorMeshes/ColorCalibrator/
M_ClearCoatBlack -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/EditorMeshes/ColorCalibrator/
M_ClearCoatBlack.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:669]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMeshes/ColorCalibrator/M_ClearCoatBlack.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:669]
[0]LogCook:Display: Cooking /Engine/EditorMeshes/ColorCalibrator/
M_ColorGrid -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/
IOS/Engine/Content/EditorMeshes/ColorCalibrator/M_ColorGrid.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:679]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMeshes/ColorCalibrator/M_ColorGrid.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:679]
[0]LogCook:Display: Cooking /Engine/EditorMeshes/ColorCalibrator/
M_GreyBall -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/
IOS/Engine/Content/EditorMeshes/ColorCalibrator/M_GreyBall.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:689]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMeshes/ColorCalibrator/M_GreyBall.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:690]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/
StaticMeshEditorTutorial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/
StaticMeshEditorTutorial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:691]
[0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for StaticMeshEditorTutorial. Package will not be saved.

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:691]
[0]LogCook:Display: Cooking /Engine/EngineMeshes/Cube -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMeshes/Cube.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:693]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMeshes/Cube.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:693]
[0]LogCook:Display: Cooking /Engine/Tutorial/Basics/LevelEditorOverview -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/Tutorial/Basics/LevelEditorOverview.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:694]
[0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for LevelEditorOverview. Package will not be saved.

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:694]
[0]LogCook:Display: Cooking /Engine/Tutorial/BlueprintTutorials/
BlueprintEditorTutorial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/Tutorial/BlueprintTutorials/
BlueprintEditorTutorial.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:695]
[0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for BlueprintEditorTutorial. Package will not be saved.

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:695]
[0]LogCook:Display: Cooking /Engine/Tutorial/BlueprintTutorials/
BlueprintMacroLibrariesEditorOverview -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
BlueprintTutorials/BlueprintMacroLibrariesEditorOverview.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:695]
[0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for BlueprintMacroLibrariesEditorOverview. Package will not be saved.

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:696]
[0]LogCook:Display: Cooking /Engine/Tutorial/BlueprintTutorials/TutorialAssets/
Tutorial_BP_MacroLib -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/Tutorial/BlueprintTutorials/TutorialAssets/
Tutorial_BP_MacroLib.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:701]
[0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for Tutorial_BP_MacroLib. Package will not be saved.

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:701]
[0]LogCook:Display: Cooking /Engine/Tutorial/BlueprintTutorials/
BlueprintInterfacesEditorOverview -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
BlueprintTutorials/BlueprintInterfacesEditorOverview.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:701]
[0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for BlueprintInterfacesEditorOverview. Package will not be saved.

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:702]
[0]LogCook:Display: Cooking /Engine/Tutorial/BlueprintTutorials/TutorialAssets/
Tutorial_BP_Interface -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/Tutorial/BlueprintTutorials/TutorialAssets/
Tutorial_BP_Interface.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:703]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
BlueprintTutorials/TutorialAssets/Tutorial_BP_Interface.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:703]
[0]LogCook:Display: Cooking /Engine/Tutorial/BlueprintTutorials/
LevelBlueprintEditorOverview -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
BlueprintTutorials/LevelBlueprintEditorOverview.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:704]
[0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for LevelBlueprintEditorOverview. Package will not be saved.

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:704]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/
DestructibleMeshEditorTutorial -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/
DestructibleMeshEditorTutorial.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:705]
[0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for DestructibleMeshEditorTutorial. Package will not be saved.

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:705]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/TutorialAssets/
Tutorial_DM -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/
IOS/Engine/Content/Tutorial/SubEditors/TutorialAssets/Tutorial_DM.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:714]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
SubEditors/TutorialAssets/Tutorial_DM.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:714]
[0]LogCook:Display: Cooking /Engine/EditorMeshes/EditorCube -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMeshes/EditorCube.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:715]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMeshes/EditorCube.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:715]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/MaterialEditorTutorial
-> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/Tutorial/SubEditors/MaterialEditorTutorial.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:717]
[0]LogSavePackage:Display: No exports found (or all exports are editor-only)

for MaterialEditorTutorial. Package will not be saved.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:717]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/TutorialAssets/
TutorialMaterial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/Tutorial/SubEditors/TutorialAssets/
TutorialMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:722]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
SubEditors/TutorialAssets/TutorialMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:722]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/
ParticleSystemEditorTutorial -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/
ParticleSystemEditorTutorial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:723]
[0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for ParticleSystemEditorTutorial. Package will not be saved.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:723]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/TutorialAssets/
M_smoke_subUV_blackbody -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/
TutorialAssets/M_smoke_subUV_blackbody.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:725]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
SubEditors/TutorialAssets/M_smoke_subUV_blackbody.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:726]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/
PersonaAnimEditorWalkThrough -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/
PersonaAnimEditorWalkthrough.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:727]
[0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for PersonaAnimEditorWalkthrough. Package will not be saved.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:728]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/TutorialAssets/
Character/NewBlendSpace1D -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/
TutorialAssets/Character/NewBlendSpace1D.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:729]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
SubEditors/TutorialAssets/Character/NewBlendSpace1D.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:730]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/TutorialAssets/
Character/Tutorial_Idle -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/

Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/TutorialAssets/
Character/Tutorial_Idle.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:733]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
SubEditors/TutorialAssets/Character/Tutorial_Idle.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:733]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/TutorialAssets/
Character/TutorialTPP_Skeleton -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/
TutorialAssets/Character/TutorialTPP_Skeleton.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:734]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
SubEditors/TutorialAssets/Character/TutorialTPP_Skeleton.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:734]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/TutorialAssets/
Character/Tutorial_Walk_Fwd -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/
TutorialAssets/Character/Tutorial_Walk_Fwd.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:736]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
SubEditors/TutorialAssets/Character/Tutorial_Walk_Fwd.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:736]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/TutorialAssets/
Character/TutorialTPP -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/TutorialAssets/
Character/TutorialTPP.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:738]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
SubEditors/TutorialAssets/Character/TutorialTPP.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:739]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/TutorialAssets/
Character/TutorialTPP_Mat -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/TutorialAssets/
Character/TutorialTPP_Mat.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:752]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
SubEditors/TutorialAssets/Character/TutorialTPP_Mat.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:752]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/TutorialAssets/
Character/TutorialTPP_PhysicsAsset -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/
TutorialAssets/Character/TutorialTPP_PhysicsAsset.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:754]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
SubEditors/TutorialAssets/Character/TutorialTPP_PhysicsAsset.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:755]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/
PersonaAnimBlueprintEditorWalkthrough -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/
PersonaAnimBlueprintEditorWalkthrough.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:756]
[0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for PersonaAnimBlueprintEditorWalkthrough. Package will not be saved.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:756]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/TutorialAssets/
Character/TutorialTPP_AnimBlueprint -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/
TutorialAssets/Character/TutorialTPP_AnimBlueprint.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:765]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
SubEditors/TutorialAssets/Character/TutorialTPP_AnimBlueprint.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:765]
[0]LogCook:Display: Cooking /Engine/EditorBlueprintResources/
StandardMacros -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/EditorBlueprintResources/StandardMacros.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:833]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorBlueprintResources/StandardMacros.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:834]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/TutorialAssets/
Character/TutorialCharacter -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/TutorialAssets/
Character/TutorialCharacter.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:841]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
SubEditors/TutorialAssets/Character/TutorialCharacter.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:842]
[0]LogCook:Display: Cooking /Engine/Tutorial/Paper2D/SpriteEditorTutorial -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/Tutorial/Paper2D/SpriteEditorTutorial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:842]
[0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for SpriteEditorTutorial. Package will not be saved.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:843]
[0]LogCook:Display: Cooking /Engine/Tutorial/Paper2D/FlipbookEditorTutorial -

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> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/Tutorial/Paper2D/FlipbookEditorTutorial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:843]
[ 0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for FlipbookEditorTutorial. Package will not be saved.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:844]
[ 0]LogCook:Display: Cooking /Engine/Tutorial/Landscape/
Landscape_Manage_Mode -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/Tutorial/Landscape/
Landscape_Manage_Mode.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:844]
[ 0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for Landscape_Manage_Mode. Package will not be saved.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:845]
[ 0]LogCook:Display: Cooking /Engine/Tutorial/Landscape/
Landscape_Sculpt_Mode -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/Tutorial/Landscape/
Landscape_Sculpt_Mode.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:854]
[ 0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for Landscape_Sculpt_Mode. Package will not be saved.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:854]
[ 0]LogCook:Display: Cooking /Engine/Tutorial/Landscape/
Landscape_Painting_Mode -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/Tutorial/Landscape/
Landscape_Painting_Mode.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:860]
[ 0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for Landscape_Painting_Mode. Package will not be saved.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:861]
[ 0]LogCook:Display: Cooking /Engine/Tutorial/Landscape/
LandscapeWalkThrough -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/Tutorial/Landscape/
LandscapeWalkThrough.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:861]
[ 0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for LandscapeWalkThrough. Package will not be saved.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:861]
[ 0]LogCook:Display: Cooking /Engine/Tutorial/Foliage/Foliage_Intro_Tutorial -
> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/Tutorial/Foliage/Foliage_Intro_Tutorial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:862]
[ 0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for Foliage_Intro_Tutorial. Package will not be saved.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:862]
[ 0]LogCook:Display: Cooking /Engine/Tutorial/Foliage/
Foliage_Using_The_Tool_Tutorial -> /Users/bradmartin/Desktop/
```


Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/Foliage/
Foliage_Using_The_Tool_Tutorial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:863]
[0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for Foliage_Using_The_Tool_Tutorial. Package will not be saved.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:863]
[0]LogCook:Display: Cooking /Engine/Tutorial/Foliage/Foliage_Settings_Tutorial
-> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/Tutorial/Foliage/Foliage_Settings_Tutorial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:864]
[0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for Foliage_Settings_Tutorial. Package will not be saved.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:864]
[0]LogCook:Display: Cooking /Engine/EditorResources/S_Actor -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorResources/S_Actor.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:865]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorResources/S_Actor.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:865]
[0]LogCook:Display: Cooking /Engine/EngineResources/WhiteSquareTexture -
> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EngineResources/WhiteSquareTexture.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:866]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineResources/WhiteSquareTexture.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:866]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/
T_Default_Material_Grid_M -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/EngineMaterials/
T_Default_Material_Grid_M.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:867]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/T_Default_Material_Grid_M.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:867]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/
T_Default_Material_Grid_N -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/EngineMaterials/
T_Default_Material_Grid_N.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:868]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/T_Default_Material_Grid_N.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:868]

[0]LogCook:Display: Cooking /Engine/EngineMaterials/DefaultDiffuse -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/DefaultDiffuse.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:874]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/DefaultDiffuse.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:874]
[0]LogCook:Display: Cooking /Engine/EngineResources/DefaultTexture -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineResources/DefaultTexture.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:875]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineResources/DefaultTexture.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:875]
[0]LogCook:Display: Cooking /Engine/EngineResources/AICON-Red -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineResources/AICON-Red.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:876]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineResources/AICON-Red.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:876]
[0]LogCook:Display: Cooking /Engine/EngineResources/AICON-Green -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineResources/AICON-Green.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:877]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineResources/AICON-Green.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:878]
[0]LogCook:Display: Cooking /Engine/Maps/Templates/Thumbnails/Default -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Maps/Templates/Thumbnails/Default.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:880]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Maps/Templates/Thumbnails/Default.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:880]
[0]LogCook:Display: Cooking /Engine/Maps/Templates/Thumbnails/VR-Basic -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Maps/Templates/Thumbnails/VR-Basic.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:882]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Maps/Templates/Thumbnails/VR-Basic.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:882]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/ParticleSystems/
PSysThumbnail_NoImage -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/EditorMaterials/ParticleSystems/
PSysThumbnail_NoImage.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:883]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMaterials/ParticleSystems/PSysThumbnail_NoImage.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:883]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/ParticleSystems/
PSysThumbnail_OOD -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/EditorMaterials/ParticleSystems/
PSysThumbnail_OOD.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:885]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMaterials/ParticleSystems/PSysThumbnail_OOD.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:885]
[0]LogCook:Display: Cooking /Engine/EngineFonts/RobotoDistanceField -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EngineFonts/RobotoDistanceField.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:887]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineFonts/
RobotoDistanceField.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:887]
[0]LogCook:Display: Cooking /Engine/EditorResources/S_Trigger -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorResources/S_Trigger.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:889]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorResources/S_Trigger.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:889]
[0]LogCook:Display: Cooking /Engine/EngineResources/GradientTexture0 -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EngineResources/GradientTexture0.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:890]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineResources/GradientTexture0.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:890]
[0]LogCook:Display: Cooking /Engine/EngineResources/Black -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineResources/Black.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:891]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineResources/Black.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:891]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/MatineeGroups/MAT_Groups_Float -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Float.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:892]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Float.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:892]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/MatineeGroups/MAT_Groups_Director -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Director.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:893]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Director.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:893]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/MatineeGroups/MAT_Groups_Event -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Event.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:894]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Event.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:894]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/MatineeGroups/MAT_Groups_Anim -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Anim.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:895]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Anim.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:895]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/MatineeGroups/MAT_Groups_Fade -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Fade.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:896]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/

EditorMaterials/MatineeGroups/MAT_Groups_Fade.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:896]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/MatineeGroups/
MAT_Groups_Move -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/
MAT_Groups_Move.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:896]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMaterials/MatineeGroups/MAT_Groups_Move.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:897]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/MatineeGroups/
MAT_Groups_Slomo -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/
MAT_Groups_Slomo.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:897]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMaterials/MatineeGroups/MAT_Groups_Slomo.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:898]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/MatineeGroups/
MAT_ColorTrack -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/
MAT_ColorTrack.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:898]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMaterials/MatineeGroups/MAT_ColorTrack.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:899]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/MAT_Groups_Toggle -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EditorMaterials/MAT_Groups_Toggle.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:899]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMaterials/MAT_Groups_Toggle.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:899]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/MatineeGroups/
MAT_Groups_AudioMaster -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/
MAT_Groups_AudioMaster.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:900]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMaterials/MatineeGroups/MAT_Groups_AudioMaster.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:900]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/MatineeGroups/

MAT_Groups_Sound -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/
MAT_Groups_Sound.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:901]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMaterials/MatineeGroups/MAT_Groups_Sound.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:901]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/MatineeGroups/
MAT_Groups_Vector -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/
MAT_Groups_Vector.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:902]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMaterials/MatineeGroups/MAT_Groups_Vector.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:902]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/MAT_Groups_Visibility -
> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EditorMaterials/MAT_Groups_Visibility.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:903]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMaterials/MAT_Groups_Visibility.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:903]
[0]LogCook:Display: Cooking /Engine/EngineResources/DefaultTextureCube -
> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EngineResources/DefaultTextureCube.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:904]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineResources/DefaultTextureCube.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:904]
[0]LogCook:Display: Cooking /Engine/VREditor/LaserPointer/
VR_LaserPower_01 -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/VREditor/LaserPointer/VR_LaserPower_01.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:905]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/
LaserPointer/VR_LaserPower_01.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:905]
[0]LogCook:Display: Cooking /Engine/VREditor/Fonts/VRText_RobotoLarge -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/VREditor/Fonts/VRText_RobotoLarge.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:906]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/

Fonts/VRText_RobotoLarge.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:906]
[0]LogCook:Display: Cooking /Engine/VREditor/Devices/Vive/UE4_Logo -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/VREditor/Devices/Vive/UE4_Logo.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:907]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/VREditor/
Devices/Vive/UE4_Logo.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:908]
[0]LogCook:Display: Cooking /Paper2D/PlaceholderTextures/
DummySpriteTexture -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Plugins/2D/Paper2D/Content/PlaceholderTextures/
DummySpriteTexture.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:909]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Plugins/2D/Paper2D/
Content/PlaceholderTextures/DummySpriteTexture.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:909]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/InvalidLightmapSettings
-> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EngineMaterials/InvalidLightmapSettings.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:910]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/InvalidLightmapSettings.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:910]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/
Good64x64TilingNoiseHighFreq -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/
Good64x64TilingNoiseHighFreq.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:911]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/Good64x64TilingNoiseHighFreq.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:911]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/DefaultBokeh -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/DefaultBokeh.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:912]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/DefaultBokeh.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:912]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/PreintegratedSkinBRDF
-> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EngineMaterials/PreintegratedSkinBRDF.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:913]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/PreintegratedSkinBRDF.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:914]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/MiniFont -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/MiniFont.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:914]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/MiniFont.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:914]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/
WeightMapPlaceholderTexture -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/
WeightMapPlaceholderTexture.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:915]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/WeightMapPlaceholderTexture.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:915]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/DefaultWhiteGrid -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EngineMaterials/DefaultWhiteGrid.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:916]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/DefaultWhiteGrid.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:916]
[0]LogCook:Display: Cooking /Engine/EngineMaterials/DefaultNormal -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/DefaultNormal.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:921]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineMaterials/DefaultNormal.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:921]
[0]LogCook:Display: Cooking /Engine/EditorResources/BSPVertex -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorResources/BSPVertex.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:922]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorResources/BSPVertex.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:922]
[0]LogCook:Display: Cooking /Engine/EngineDebugMaterials/HeatmapGradient

-> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EngineDebugMaterials/HeatmapGradient.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:922]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EngineDebugMaterials/HeatmapGradient.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:923]
[0]LogCook:Display: Cooking /Engine/EditorMaterials/PreviewShadowIndicator -
> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/EditorMaterials/PreviewShadowIndicator.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:923]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMaterials/PreviewShadowIndicator.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:924]
[0]LogCook:Display: Cooking /Engine/EditorMeshes/ColorCalibrator/
T_ColorGrid -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/
IOS/Engine/Content/EditorMeshes/ColorCalibrator/T_ColorGrid.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:925]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorMeshes/ColorCalibrator/T_ColorGrid.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:925]
[0]LogCook:Display: Cooking /Engine/Tutorial/BlueprintTutorials/TutorialAssets/
Blueprint_64x -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/Tutorial/BlueprintTutorials/TutorialAssets/
Blueprint_64x.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:926]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
BlueprintTutorials/TutorialAssets/Blueprint_64x.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:926]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/TutorialAssets/
icon_Editor_Preferences_General_40x -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/
TutorialAssets/icon_Editor_Preferences_General_40x.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:927]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
SubEditors/TutorialAssets/icon_Editor_Preferences_General_40x.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:927]
[0]LogCook:Display: Cooking /Engine/Tutorial/Paper2D/TutorialAssets/
Paper2DSprite_TutorialIcon -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/Tutorial/Paper2D/TutorialAssets/
Paper2DSprite_TutorialIcon.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:928]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/

Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
Paper2D/TutorialAssets/Paper2DSprite_TutorialIcon.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:928]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/TutorialAssets/
icon_ShowSkeletalMeshes_40x -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/
TutorialAssets/icon_ShowSkeletalMeshes_40x.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:929]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
SubEditors/TutorialAssets/icon_ShowSkeletalMeshes_40x.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:930]
[0]LogCook:Display: Cooking /Engine/Tutorial/Landscape/TutorialAssets/
Landscape -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/
IOS/Engine/Content/Tutorial/Landscape/TutorialAssets/Landscape.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:931]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
Landscape/TutorialAssets/Landscape.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:931]
[0]LogCook:Display: Cooking /Engine/Tutorial/Foliage/TutorialAssets/Foliage -
> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/Tutorial/Foliage/TutorialAssets/Foliage.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:932]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
Foliage/TutorialAssets/Foliage.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:932]
[0]LogCook:Display: Cooking /Engine/Tutorial/Basics/TutorialAssets/
icon_tab_Levels_40x -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/Tutorial/Basics/TutorialAssets/
icon_tab_Levels_40x.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:933]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
Basics/TutorialAssets/icon_tab_Levels_40x.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:934]
[0]LogCook:Display: Cooking /Engine/Tutorial/BlueprintTutorials/TutorialAssets/
BlueprintMacroLibrary_64x -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/Tutorial/BlueprintTutorials/TutorialAssets/
BlueprintMacroLibrary_64x.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:935]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
BlueprintTutorials/TutorialAssets/BlueprintMacroLibrary_64x.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:935]
[0]LogCook:Display: Cooking /Engine/Tutorial/BlueprintTutorials/TutorialAssets/

BlueprintInterface_64x -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/Tutorial/BlueprintTutorials/TutorialAssets/
BlueprintInterface_64x.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:936]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
BlueprintTutorials/TutorialAssets/BlueprintInterface_64x.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:936]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/TutorialAssets/
TutorialParticleSystem -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/TutorialAssets/
TutorialParticleSystem.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:941]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
SubEditors/TutorialAssets/TutorialParticleSystem.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:941]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/TutorialAssets/
T_SmokeSubUV_8X8 -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/Tutorial/SubEditors/TutorialAssets/
T_SmokeSubUV_8X8.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:945]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
SubEditors/TutorialAssets/T_SmokeSubUV_8X8.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:945]
[0]LogCook:Display: Cooking /Engine/Tutorial/SubEditors/TutorialAssets/
T_soft_smoke -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/Tutorial/SubEditors/TutorialAssets/
T_soft_smoke.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:947]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
SubEditors/TutorialAssets/T_soft_smoke.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:947]
[0]LogCook:Display: Cooking /Engine/Tutorial/Paper2D/TutorialAssets/
Paper2DFlipbook_TutorialIcon -> /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/Paper2D/
TutorialAssets/Paper2DFlipbook_TutorialIcon.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:948]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Tutorial/
Paper2D/TutorialAssets/Paper2DFlipbook_TutorialIcon.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.14:948]
[0]LogCookCommandlet:Display: GC...
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:123]
[0]LogCook:Display: Cooking /Engine/MobileResources/HUD/

T_Castle_ThumbstickOutter -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/
T_Castle_ThumbstickOutter.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:124]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
MobileResources/HUD/T_Castle_ThumbstickOutter.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:126]
[0]LogCook:Display: Cooking /Engine/MobileResources/HUD/
MobileHUDDirectionPad -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/
MobileHUDDirectionPad.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:128]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
MobileResources/HUD/MobileHUDDirectionPad.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:129]
[0]LogCook:Display: Cooking /Engine/MobileResources/HUD/
MobileHUDButton2_off -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/
MobileHUDButton2_off.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:131]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
MobileResources/HUD/MobileHUDButton2_off.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:132]
[0]LogCook:Display: Marking ../../Engine/Content/MobileResources/HUD/
VirtualJoystick_Thumb.uasset as reloading for cooker because it's been cooked
for platforms IOS.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:133]
[0]LogCook:Display: Cooking /Engine/MobileResources/HUD/
DefaultVirtualJoysticks -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/
DefaultVirtualJoysticks.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:134]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
MobileResources/HUD/DefaultVirtualJoysticks.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:135]
[0]LogCook:Display: Cooking /Engine/MobileResources/HUD/AnalogHat -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/MobileResources/HUD/AnalogHat.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:136]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
MobileResources/HUD/AnalogHat.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:182]

[0]LogCook:Display: Marking ../../Engine/Content/BasicShapes/BasicShapeMaterial.uasset as reloading for cooker because it's been cooked for platforms IOS.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:183]
[0]LogCook:Display: Marking ../../Engine/Content/BasicShapes/Cube.uasset as reloading for cooker because it's been cooked for platforms IOS.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:218]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references unknown Axis 'LookUpRate' for InputAxis LookUpRate
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:218]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references unknown Axis 'TurnRate' for InputAxis TurnRate
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:218]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references unknown Axis 'MoveRight' for InputAxis MoveRight
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:218]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references unknown Axis 'MoveForward' for InputAxis MoveForward
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:219]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references unknown Axis 'LookUp' for InputAxis LookUp
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:219]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references unknown Axis 'Turn' for InputAxis Turn
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:222]
[0]LogBlueprint:Warning: Compiler Warning [0009.90] Compile of FirstPersonCharacter successful, but with 6 Warning(s) [in 10 ms] (/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:223]
[0]LogBlueprint:Warning: Compiler Warning [0009.90] Compile of FirstPersonCharacter successful, but with 7 Warning(s) [in 0 ms] (/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:223]
[0]LogBlueprint:Warning: Compiler Warning [0009.90] Compile of FirstPersonCharacter successful, but with 8 Warning(s) [in 0 ms] (/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:233]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references unknown Axis 'LookUpRate' for InputAxis LookUpRate
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:233]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references unknown Axis 'TurnRate' for InputAxis TurnRate
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:233]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references unknown Axis 'MoveRight' for InputAxis MoveRight
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:234]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references

unknown Axis 'MoveForward' for InputAxis MoveForward
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:234]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'LookUp' for InputAxis LookUp
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:234]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'Turn' for InputAxis Turn
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:238]
[0]LogBlueprint:Warning: Compiler Warning [0009.91] Compile of
FirstPersonCharacter successful, but with 6 Warning(s) [in 10 ms] (/Game/
FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:238]
[0]LogBlueprint:Warning: Compiler Warning [0009.91] Compile of
FirstPersonCharacter successful, but with 7 Warning(s) [in 0 ms] (/Game/
FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:238]
[0]LogBlueprint:Warning: Compiler Warning [0009.91] Compile of
FirstPersonCharacter successful, but with 8 Warning(s) [in 0 ms] (/Game/
FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:264]
[0]LogCook:Display: Cooking /Game/FirstPersonBP/Blueprints/
FirstPersonGameMode -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Netherlands_iOS_CB/Content/FirstPersonBP/Blueprints/
FirstPersonGameMode.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:267]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/FirstPersonBP/Blueprints/FirstPersonGameMode.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:268]
[0]LogCook:Display: Marking ../..../Engine/Content/EngineMaterials/
DefaultNormal.uasset as reloading for cooker because it's been cooked for
platforms IOS.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:286]
[0]LogCook:Display: Cooking /Engine/Maps/Entry -> /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Maps/
Entry.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:293]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Maps/
Entry.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:312]
[0]LogCook:Display: Cooking /Game/HMD/Maps/Scenes/Access -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Access.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:322]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/

Content/HMD/Maps/Scenes/Access.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:336]
[0]LogCook:Display: Cooking /Game/HMD/Maps/Scenes/MasterSuite -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/MasterSuite.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:344]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Maps/Scenes/MasterSuite.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:345]
[0]LogCook:Display: Cooking /Engine/EditorResources/EmptyActor -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorResources/EmptyActor.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:347]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
EditorResources/EmptyActor.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:359]
[0]LogCook:Display: Cooking /Game/HMD/Maps/Scenes/MasterCloset -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/MasterCloset.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:367]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Maps/Scenes/MasterCloset.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:381]
[0]LogCook:Display: Cooking /Game/HMD/Maps/Scenes/MasterBed -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/MasterBed.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:389]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Maps/Scenes/MasterBed.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:402]
[0]LogCook:Display: Cooking /Game/HMD/Maps/Scenes/Living -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Living.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:410]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Maps/Scenes/Living.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:424]
[0]LogCook:Display: Cooking /Game/HMD/Maps/Scenes/Kitchen -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Kitchen.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:432]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/

Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Maps/Scenes/Kitchen.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:454]
[0]LogCook:Display: Cooking /Game/HMD/Maps/Scenes/Intro_Level -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Intro_Level.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:465]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Maps/Scenes/Intro_Level.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:478]
[0]LogCook:Display: Cooking /Game/HMD/Maps/Scenes/Girl -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Girl.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:486]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Maps/Scenes/Girl.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:500]
[0]LogCook:Display: Cooking /Game/HMD/Maps/Scenes/Foyer -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Foyer.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:510]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Maps/Scenes/Foyer.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:523]
[0]LogCook:Display: Cooking /Game/HMD/Maps/Scenes/Entry -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Entry.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:531]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Maps/Scenes/Entry.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:546]
[0]LogCook:Display: Cooking /Game/HMD/Maps/Scenes/Boys -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Boys.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:555]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Maps/Scenes/Boys.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:568]
[0]LogCook:Display: Cooking /Game/HMD/Maps/Scenes/BasementHall -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/BasementHall.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:577]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Maps/Scenes/BasementHall.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:591]
[0]LogCook:Display: Cooking /Game/HMD/Maps/Scenes/Basement -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Basement.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:600]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Basement.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:657]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references unknown Axis 'LookUpRate' for InputAxis LookUpRate
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:657]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references unknown Axis 'TurnRate' for InputAxis TurnRate
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:658]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references unknown Axis 'MoveRight' for InputAxis MoveRight
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:658]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references unknown Axis 'MoveForward' for InputAxis MoveForward
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:658]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references unknown Axis 'LookUp' for InputAxis LookUp
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:658]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references unknown Axis 'Turn' for InputAxis Turn
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:661]
[0]LogBlueprint:Warning: Compiler Warning [0010.34] Compile of VR_Character successful, but with 6 Warning(s) [in 8 ms] (/Game/HMD/Blueprints/VR_Character.VR_Character)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:662]
[0]LogBlueprint:Warning: Compiler Warning [0010.34] Compile of VR_Character successful, but with 7 Warning(s) [in 0 ms] (/Game/HMD/Blueprints/VR_Character.VR_Character)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:662]
[0]LogBlueprint:Warning: Compiler Warning [0010.34] Compile of VR_Character successful, but with 8 Warning(s) [in 0 ms] (/Game/HMD/Blueprints/VR_Character.VR_Character)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:669]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references unknown Axis 'LookUpRate' for InputAxis LookUpRate
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:669]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references unknown Axis 'TurnRate' for InputAxis TurnRate

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:669]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'MoveRight' for InputAxis MoveRight
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:670]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'MoveForward' for InputAxis MoveForward
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:670]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'LookUp' for InputAxis LookUp
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:670]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'Turn' for InputAxis Turn
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:673]
[0]LogBlueprint:Warning: Compiler Warning [0010.35] Compile of VR_Character
successful, but with 6 Warning(s) [in 8 ms] (/Game/HMD/Blueprints/
VR_Character.VR_Character)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:673]
[0]LogBlueprint:Warning: Compiler Warning [0010.35] Compile of VR_Character
successful, but with 7 Warning(s) [in 0 ms] (/Game/HMD/Blueprints/
VR_Character.VR_Character)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:673]
[0]LogBlueprint:Warning: Compiler Warning [0010.35] Compile of VR_Character
successful, but with 8 Warning(s) [in 0 ms] (/Game/HMD/Blueprints/
VR_Character.VR_Character)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:719]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'LookUpRate' for InputAxis LookUpRate
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:719]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'TurnRate' for InputAxis TurnRate
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:719]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'MoveRight' for InputAxis MoveRight
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:720]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'MoveForward' for InputAxis MoveForward
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:720]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'LookUp' for InputAxis LookUp
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:720]
[0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'Turn' for InputAxis Turn
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:723]
[0]LogBlueprint:Warning: Compiler Warning [0010.40] Compile of VR_Pawn
successful, but with 6 Warning(s) [in 8 ms] (/Game/HMD/Blueprints/
VR_Pawn.VR_Pawn)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:723]

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[ 0]LogBlueprint:Warning: Compiler Warning [0010.40] Compile of VR_Pawn
successful, but with 7 Warning(s) [in 0 ms] (/Game/HMD/Blueprints/
VR_Pawn.VR_Pawn)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:723]
[ 0]LogBlueprint:Warning: Compiler Warning [0010.40] Compile of VR_Pawn
successful, but with 8 Warning(s) [in 0 ms] (/Game/HMD/Blueprints/
VR_Pawn.VR_Pawn)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:730]
[ 0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'LookUpRate' for InputAxis LookUpRate
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:730]
[ 0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'TurnRate' for InputAxis TurnRate
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:730]
[ 0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'MoveRight' for InputAxis MoveRight
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:731]
[ 0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'MoveForward' for InputAxis MoveForward
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:731]
[ 0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'LookUp' for InputAxis LookUp
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:731]
[ 0]LogBlueprint:Warning: Compiler Warning Input Axis Event references
unknown Axis 'Turn' for InputAxis Turn
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:734]
[ 0]LogBlueprint:Warning: Compiler Warning [0010.41] Compile of VR_Pawn
successful, but with 6 Warning(s) [in 8 ms] (/Game/HMD/Blueprints/
VR_Pawn.VR_Pawn)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:734]
[ 0]LogBlueprint:Warning: Compiler Warning [0010.41] Compile of VR_Pawn
successful, but with 7 Warning(s) [in 0 ms] (/Game/HMD/Blueprints/
VR_Pawn.VR_Pawn)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:734]
[ 0]LogBlueprint:Warning: Compiler Warning [0010.41] Compile of VR_Pawn
successful, but with 8 Warning(s) [in 0 ms] (/Game/HMD/Blueprints/
VR_Pawn.VR_Pawn)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:764]
[ 0]LogCook:Display: Cooking /Game/HMD/Maps/Cardboard_Level -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Cardboard_Level.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:786]
[ 0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Maps/Cardboard_Level.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:787]
[ 0]LogCook:Display: Cooking /Game/HMD/Textures/Test/M_EntryPNG -> /
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Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Test/M_EntryPNG.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:798]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/Test/M_EntryPNG.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:808]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Test/M_Entry2048 -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Test/M_Entry2048.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:814]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/Test/M_Entry2048.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:824]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Test/M_Entry1024 -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Test/M_Entry1024.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:830]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/Test/M_Entry1024.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:840]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Test/M_Entry -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Test/M_Entry.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:844]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/Test/M_Entry.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:858]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Test/EntryPNG -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Test/EntryPNG.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:878]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/Test/EntryPNG.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:894]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Netherlands_TopHall -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_TopHall.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:912]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/Netherlands_TopHall.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:915]

[0]LogCook:Display: Cooking /Game/HMD/Textures/Warehouse-with-lights -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Textures/Warehouse-with-lights.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:921]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Textures/Warehouse-with-lights.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:933]

[0]LogCook:Display: Cooking /Game/HMD/Textures/Netherlands_Entry -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Entry.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:948]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Entry.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:953]

[0]LogCook:Display: Cooking /Engine/MobileResources/T_MobileControls_texture -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/MobileResources/T_MobileControls_texture.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:954]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/MobileResources/T_MobileControls_texture.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:957]

[0]LogCook:Display: Cooking /Game/HMD/Meshes/SM_Pointer -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Meshes/SM_Pointer.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:959]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Meshes/SM_Pointer.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:961]

[0]LogCook:Display: Cooking /Game/HMD/Meshes/PointerSphere -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Meshes/PointerSphere.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:963]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Meshes/PointerSphere.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:963]

[0]LogCook:Display: Cooking /Game/HMD/Meshes/PointerArrow -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Meshes/PointerArrow.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:965]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/

Content/HMD/Meshes/PointerArrow.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:967]
[0]LogCook:Display: Cooking /Game/HMD/Materials/Warehouse-with-lights -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/Warehouse-with-lights.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:969]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/Warehouse-with-lights.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:970]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_Girl -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Girl.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:975]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_Girl.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:976]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_Foyer -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Foyer.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:983]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_Foyer.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:984]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_Entry -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Entry.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:988]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_Entry.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:989]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_EmissiveBase -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_EmissiveBase.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:996]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_EmissiveBase.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:996]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_Emissive_Inst_Red -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Emissive_Inst_Red.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:998]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/

Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_Emissive_Inst_Red.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.15:999]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_Emissive_Inst_Blue -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Emissive_Inst_Blue.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:000]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_Emissive_Inst_Blue.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:000]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_Boys -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Boys.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:005]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_Boys.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:006]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_BasementHall -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_BasementHall.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:010]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_BasementHall.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:011]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_Basement -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Basement.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:017]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_Basement.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:018]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_BaseMAT -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_BaseMAT.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:023]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_BaseMAT.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:023]
[0]LogCook:Display: Cooking /Game/HMD/Blueprints/3dWidget/
BP_WidgetScreen -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Blueprints/3dWidget/
BP_WidgetScreen.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:025]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Blueprints/3dWidget/BP_WidgetScreen.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:025]
[0]LogCook:Display: Cooking /Game/HMD/Blueprints/3dWidget/3dWidget -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/3dWidget/3dWidget.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:034]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Blueprints/3dWidget/3dWidget.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:034]
[0]LogCook:Display: Cooking /Game/HMD/Blueprints/VR_PlayerController -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/VR_PlayerController.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:040]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Blueprints/VR_PlayerController.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:040]
[0]LogCook:Display: Cooking /Game/HMD/Blueprints/
VR_PlayerCameraManager -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Blueprints/
VR_PlayerCameraManager.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:044]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Blueprints/VR_PlayerCameraManager.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:045]
[0]LogCook:Display: Cooking /Game/HMD/Blueprints/VR_Pawn -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/VR_Pawn.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:085]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Blueprints/VR_Pawn.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:085]
[0]LogCook:Display: Cooking /Game/HMD/Blueprints/VR_GameMode -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/VR_GameMode.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:090]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Blueprints/VR_GameMode.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:091]
[0]LogCook:Display: Cooking /Game/HMD/Blueprints/VR_Character -> /Users/

bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/VR_Character.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:137]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Blueprints/VR_Character.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:138]
[0]LogCook:Display: Cooking /Game/HMD/Blueprints/My_HUD -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/My_HUD.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:146]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Blueprints/My_HUD.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:147]
[0]LogCook:Display: Cooking /Game/HMD/Blueprints/E_Positions -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/E_Positions.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:147]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Blueprints/E_Positions.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:148]
[0]LogCook:Display: Cooking /Game/HMD/Blueprints/BP_Scene -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/BP_Scene.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:158]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Blueprints/BP_Scene.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:166]
[0]LogCook:Display: Cooking /Game/HMD/Blueprints/BP_PointerLabel -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/BP_PointerLabel.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:169]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Blueprints/BP_PointerLabel.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:170]
[0]LogCook:Display: Cooking /Game/HMD/Blueprints/BP_Pointer -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/BP_Pointer.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:187]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Blueprints/BP_Pointer.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:203]

[0]LogCook:Display: Cooking /Game/Geometry/Meshes/TemplateFloor -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/Geometry/Meshes/TemplateFloor.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:205]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/Geometry/Meshes/TemplateFloor.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:205]

[0]LogCook:Display: Cooking /Game/Geometry/Meshes/CubeMaterial -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/Geometry/Meshes/CubeMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:214]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/Geometry/Meshes/CubeMaterial.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:217]

[0]LogCook:Display: Cooking /Game/Geometry/Meshes/1M_Cube_Chamfer -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/Geometry/Meshes/1M_Cube_Chamfer.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:219]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/Geometry/Meshes/1M_Cube_Chamfer.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:221]

[0]LogCook:Display: Cooking /Game/Geometry/Meshes/1M_Cube -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/Geometry/Meshes/1M_Cube.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:222]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/Geometry/Meshes/1M_Cube.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:223]

[0]LogCook:Display: Cooking /Game/FirstPersonBP/Blueprints/FirstPersonHUD -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/FirstPersonBP/Blueprints/FirstPersonHUD.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:238]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/FirstPersonBP/Blueprints/FirstPersonHUD.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:239]

[0]LogCook:Display: Cooking /Game/FirstPersonBP/Blueprints/FirstPersonCharacter -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/FirstPersonBP/Blueprints/FirstPersonCharacter.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:295]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/

Content/FirstPersonBP/Blueprints/FirstPersonCharacter.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:298]
[0]LogCook:Display: Cooking /Game/FirstPersonBP/FirstPersonOverview -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/FirstPersonBP/FirstPersonOverview.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:299]
[0]LogSavePackage:Display: No exports found (or all exports are editor-only)
for FirstPersonOverview. Package will not be saved.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:300]
[0]LogCook:Display: Cooking /Engine/MobileResources/HUD/
VirtualJoystick_Background -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/
VirtualJoystick_Background.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:301]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
MobileResources/HUD/VirtualJoystick_Background.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:302]
[0]LogCook:Display: Cooking /Engine/MobileResources/HUD/
MobileHUDButton1_on -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/
MobileHUDButton1_on.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:303]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
MobileResources/HUD/MobileHUDButton1_on.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:305]
[0]LogCook:Display: Cooking /Engine/MobileResources/T_MobileMenu2 -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/
Content/MobileResources/T_MobileMenu2.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:305]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
MobileResources/T_MobileMenu2.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:311]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Test/Entry -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Test/Entry.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:319]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/Test/Entry.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:335]
[0]LogCook:Display: Cooking /Game/HMD/Maps/Scenes/Pool -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Pool.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:343]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Pool.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:357]
[0]LogCook:Display: Cooking /Game/HMD/Maps/Scenes/Hall3 -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Hall3.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:366]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Hall3.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:381]
[0]LogCook:Display: Cooking /Game/HMD/Maps/Scenes/Hall2 -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Hall2.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:390]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Hall2.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:392]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Test/Entry1024 -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Textures/Test/Entry1024.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:395]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Textures/Test/Entry1024.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:408]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Netherlands_Entry_DoorClosed -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Entry_DoorClosed.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:422]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Entry_DoorClosed.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:423]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_Kitchen -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Materials/M_Kitchen.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:430]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Materials/M_Kitchen.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:442]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_Intro -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/

Netherlands_iOS_CB/Content/HMD/Materials/M_Intro.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:453]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_Intro.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:453]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_Hall3 -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Hall3.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:460]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_Hall3.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:460]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_Hall2 -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Hall2.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:465]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_Hall2.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:467]
[0]LogCook:Display: Cooking /Engine/MobileResources/HUD/
T_Castle_ThumbstickInner -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/
T_Castle_ThumbstickInner.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:468]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
MobileResources/HUD/T_Castle_ThumbstickInner.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:481]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Netherlands_MasterSuite -
> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_MasterSuite.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:500]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/Netherlands_MasterSuite.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:514]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Netherlands_Hall -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Hall.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:535]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/Netherlands_Hall.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:536]

[0]LogCook:Display: Cooking /Engine/MobileResources/HUD/
LeftVirtualJoystickOnly -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/
LeftVirtualJoystickOnly.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:537]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
MobileResources/HUD/LeftVirtualJoystickOnly.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:554]
[0]LogCook:Display: Cooking /Game/HMD/Maps/Scenes/WorkOut -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/WorkOut.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:562]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Maps/Scenes/WorkOut.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:576]
[0]LogCook:Display: Cooking /Game/HMD/Maps/Scenes/TopBath -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/TopBath.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:585]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Maps/Scenes/TopBath.umap
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:594]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Netherlands_WorkOut -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_WorkOut.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:610]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/Netherlands_WorkOut.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:624]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Netherlands_Girls_Room -
> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Girls_Room.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:640]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/Netherlands_Girls_Room.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:645]
[0]LogCook:Display: Cooking /Engine/MobileResources/HUD/
MobileHUDDirectionPad3 -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/
MobileHUDDirectionPad3.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:646]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/

Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
MobileResources/HUD/MobileHUDDirectionPad3.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:646]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_MasterSuite -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_MasterSuite.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:651]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_MasterSuite.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:652]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_MasterCloset -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_MasterCloset.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:656]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_MasterCloset.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:657]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_MasterBed -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_MasterBed.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:662]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_MasterBed.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:662]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_Living -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Living.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:667]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_Living.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:668]
[0]LogCook:Display: Cooking /Engine/MobileResources/HUD/
MobileHUDDirectionStick -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/
MobileHUDDirectionStick.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:669]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
MobileResources/HUD/MobileHUDDirectionStick.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:670]
[0]LogCook:Display: Cooking /Engine/MobileResources/HUD/
MobileHUDButton3 -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/
Cooked/IOS/Engine/Content/MobileResources/HUD/MobileHUDButton3.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:671]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
MobileResources/HUD/MobileHUDButton3.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:681]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Netherlands_TopBath -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_TopBath.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:696]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/Netherlands_TopBath.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:698]
[0]LogCook:Display: Cooking /Engine/MobileResources/HUD/
MobileHUDButtonFire -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/
MobileHUDButtonFire.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:699]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
MobileResources/HUD/MobileHUDButtonFire.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:711]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Netherlands_MasterCloset
-> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_MasterCloset.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:724]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/Netherlands_MasterCloset.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:738]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Netherlands_Master_Bed -
> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Master_Bed.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:754]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/Netherlands_Master_Bed.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:755]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_WorkOut -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_WorkOut.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:760]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_WorkOut.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:761]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_TopBath -> /Users/

bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_TopBath.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:766]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_TopBath.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:767]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_Test -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Test.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:776]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_Test.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:776]
[0]LogCook:Display: Cooking /Game/HMD/Materials/M_Pool -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Pool.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:783]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Materials/M_Pool.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:786]
[0]LogCook:Display: Cooking /Engine/MobileResources/HUD/
MobileHUDDirectionPad2 -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/
MobileHUDDirectionPad2.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:787]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
MobileResources/HUD/MobileHUDDirectionPad2.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:797]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Netherlands_Kitchen -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Kitchen.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:812]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/Netherlands_Kitchen.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:813]
[0]LogCook:Display: Cooking /Game/HMD/Textures/FirstPersonCrosshair -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/FirstPersonCrosshair.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:814]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/FirstPersonCrosshair.uasset

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:817]
[0]LogCook:Display: Cooking /Engine/MobileResources/HUD/
MobileHUDButton1_off -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/
MobileHUDButton1_off.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:818]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/
MobileResources/HUD/MobileHUDButton1_off.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:828]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Netherlands_BasementHall
-> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_BasementHall.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:840]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/Netherlands_BasementHall.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:855]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Netherlands_Basement -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Basement.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:866]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/Netherlands_Basement.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:880]
[0]LogCook:Display: Cooking /Game/HMD/Textures/Netherlands_Pool -> /
Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Pool.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:893]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Textures/Netherlands_Pool.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:894]
[0]LogCook:Display: Cooking /Game/HMD/Meshes/SM_Sphere -> /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Meshes/SM_Sphere.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:896]
[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/
Content/HMD/Meshes/SM_Sphere.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:900]
[0]LogCook:Display: Cooking /Engine/MobileResources/HUD/
MobileHUDButton2_on -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/
Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/
MobileHUDButton2_on.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:901]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/MobileHUDButton2_on.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:911]

[0]LogCook:Display: Cooking /Game/HMD/Textures/Netherlands_Basement_Mat -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Basement_Mat.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:916]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Basement_Mat.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:926]

[0]LogCook:Display: Cooking /Game/HMD/Textures/Netherlands_Living -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Living.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:943]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Living.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:957]

[0]LogCook:Display: Cooking /Game/HMD/Textures/Netherlands_Boys -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Boys.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:971]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Boys.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.16:985]

[0]LogCook:Display: Cooking /Game/HMD/Textures/Netherlands_Foyer -> /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Foyer.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:001]

[0]LogSavePackage:Display: Finished SavePackage /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Foyer.uasset
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:073]

[0]LogChunkManifestGenerator:Display: Saving asset registry.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:079]

[0]LogChunkManifestGenerator:Display: Generated asset registry num assets 280, size is 189.63kb
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:088]

[0]LogChunkManifestGenerator:Display: Done saving asset registry.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:144]

[0]LogCook:Display: Cook by the book total time in tick 3.285085s total time 6.340472
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:145]

[0]LogCookCommandlet:Display: GC...
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:327]
[0]LogCookCommandlet:Display: CookStats
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:327]
[0]LogCookCommandlet:Display: -----
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:328]
[0]LogCookCommandlet:Display: Cook.Profile,Path=
0,CookWallTimeSec=12.003878
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:328]
[0]LogCookCommandlet:Display: Cook.Profile,Path= 0.
0,StartupWallTimeSec=5.478958
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:328]
[0]LogCookCommandlet:Display: Cook.Profile,Path= 0. 0.
0,NewCookTimeSec=6.524719
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:328]
[0]LogCookCommandlet:Display: Cook.Profile,Path= 0. 0. 0.
0,StartCookByTheBookTimeSec=2.694263
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:329]
[0]LogCookCommandlet:Display: Cook.Profile,Path= 0. 0. 0.
1,TickCookOnTheSideTimeSec=3.428537
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:329]
[0]LogCookCommandlet:Display: Cook.Profile,Path= 0. 0. 0. 1.
0,TickCookOnTheSideLoadPackagesTimeSec=0.775636
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:329]
[0]LogCookCommandlet:Display: Cook.Profile,Path= 0. 0. 0. 1.
1,TickCookOnTheSideResolveRedirectorsTimeSec=0.569544
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:329]
[0]LogCookCommandlet:Display: Cook.Profile,Path= 0. 0. 0. 1.
2,TickCookOnTheSideSaveCookedPackageTimeSec=1.784488
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:329]
[0]LogCookCommandlet:Display: Cook.Profile,Path= 0. 0. 0. 1.
3,TickCookOnTheSideBeginPackageCacheForCookedPlatformDataTimeSec=0.
008302
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:329]
[0]LogCookCommandlet:Display: Cook.Profile,Path= 0. 0. 0. 1.
4,TickCookOnTheSideFinishPackageCacheForCookedPlatformDataTimeSec=0.
104191
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:329]
[0]LogCookCommandlet:Display: Cook.Profile,Path= 0. 0. 0.
2,TickLoopGCTimeSec=0.356572
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:329]
[0]LogCookCommandlet:Display: Cook.Profile,Path= 0. 0. 0.
3,TickLoopRecompileShaderRequestsTimeSec=0.019584
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:329]
[0]LogCookCommandlet:Display: Cook.Profile,Path= 0. 0. 0.
4,TickLoopShaderProcessAsyncResultsTimeSec=0.000888
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:329]

[0]LogCookCommandlet:Display: Cook.Profile,Path= 0. 0. 0.
5, TickLoopProcessDeferredCommandsTimeSec=0.008770
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:329]
[0]LogCookCommandlet:Display: Cook.Profile,Path= 0. 0. 0.
6, TickLoopTickCommandletStatsTimeSec=0.000178
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:330]
[0]LogCookCommandlet:Display:
DDC.Usage, ThreadName=GameThread, Call=Get, HitOrMiss=Hit, Count=301, TimeSec=0.232908, MB=76.817977, MB/s=329.821675, Node= 0: LimitKeyLength
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:330]
[0]LogCookCommandlet:Display:
DDC.Usage, ThreadName=OthrThread, Call=Get, HitOrMiss=Hit, Count=305, TimeSec=0.450988, MB=104.222718, MB/s=231.098588, Node= 0: LimitKeyLength
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:330]
[0]LogCookCommandlet:Display:
DDC.Usage, ThreadName=GameThread, Call=Exists, HitOrMiss=Hit, Count=107, TimeSec=0.006853, MB=0.000000, MB/s=0.000000, Node= 0: LimitKeyLength
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:330]
[0]LogCookCommandlet:Display:
DDC.Usage, ThreadName=GameThread, Call=Get, HitOrMiss=Hit, Count=301, TimeSec=0.215355, MB=78.454809, MB/s=364.304489, Node= 0. 0: AsyncPut
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:330]
[0]LogCookCommandlet:Display:
DDC.Usage, ThreadName=OthrThread, Call=Get, HitOrMiss=Hit, Count=305, TimeSec=0.447734, MB=104.298446, MB/s=232.947509, Node= 0. 0: AsyncPut
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:330]
[0]LogCookCommandlet:Display:
DDC.Usage, ThreadName=GameThread, Call=Exists, HitOrMiss=Hit, Count=107, TimeSec=0.006085, MB=0.000000, MB/s=0.000000, Node= 0. 0: AsyncPut
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:330]
[0]LogCookCommandlet:Display:
DDC.Usage, ThreadName=GameThread, Call=Get, HitOrMiss=Hit, Count=301, TimeSec=0.214968, MB=78.454809, MB/s=364.960462, Node= 0. 0. 0: Hierarchical
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:330]
[0]LogCookCommandlet:Display:
DDC.Usage, ThreadName=OthrThread, Call=Get, HitOrMiss=Hit, Count=305, TimeSec=0.446989, MB=104.298446, MB/s=233.335729, Node= 0. 0. 0: Hierarchical
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:330]
[0]LogCookCommandlet:Display:
DDC.Usage, ThreadName=GameThread, Call=Exists, HitOrMiss=Hit, Count=107, TimeSec=0.005948, MB=0.000000, MB/s=0.000000, Node= 0. 0. 0: Hierarchical
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:330]
[0]LogCookCommandlet:Display:
DDC.Usage, ThreadName=OthrThread, Call=Put, HitOrMiss=Hit, Count=50, TimeSec=0.018487, MB=28.686769, MB/s=1551.712322, Node= 0. 0. 0. 0: AsyncPut
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:330]
[0]LogCookCommandlet:Display:

DDC.Usage,ThreadName=GameThread,Call=Put,HitOrMiss=Miss,Count=50,TimeSec=0.015434,MB=0.000000,MB/s=0.000000,Node= 0. 0. 0. 0: AsyncPutSync
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:331]
[0]LogCookCommandlet:Display:
DDC.Usage,ThreadName=GameThread,Call=Get,HitOrMiss=Hit,Count=60,TimeSec=0.000351,MB=1.029841,MB/s=2931.448823,Node= 0. 0. 0. 0. 0:
MemoryBackend.../.../bradmartin/Desktop/Netherlands_iOS_CB/
DerivedDataCache/Boot.ddc
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:331]
[0]LogCookCommandlet:Display:
DDC.Usage,ThreadName=OthrThread,Call=Put,HitOrMiss=Hit,Count=50,TimeSec=0.018183,MB=28.686769,MB/s=1577.674892,Node= 0. 0. 0. 0. 0:
MemoryBackend.../.../bradmartin/Desktop/Netherlands_iOS_CB/
DerivedDataCache/Boot.ddc
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:331]
[0]LogCookCommandlet:Display:
DDC.Usage,ThreadName=GameThread,Call=Exists,HitOrMiss=Hit,Count=60,TimeSec=0.000113,MB=0.000000,MB/s=0.000000,Node= 0. 0. 0. 0. 0:
MemoryBackend.../.../bradmartin/Desktop/Netherlands_iOS_CB/
DerivedDataCache/Boot.ddc
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:331]
[0]LogCookCommandlet:Display:
DDC.Usage,ThreadName=GameThread,Call=Exists,HitOrMiss=Miss,Count=398,TimeSec=0.000293,MB=0.000000,MB/s=0.000000,Node= 0. 0. 0. 0. 0:
MemoryBackend.../.../bradmartin/Desktop/Netherlands_iOS_CB/
DerivedDataCache/Boot.ddc
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:331]
[0]LogCookCommandlet:Display:
DDC.Usage,ThreadName=OthrThread,Call=Exists,HitOrMiss=Miss,Count=355,TimeSec=0.000223,MB=0.000000,MB/s=0.000000,Node= 0. 0. 0. 0. 0:
MemoryBackend.../.../bradmartin/Desktop/Netherlands_iOS_CB/
DerivedDataCache/Boot.ddc
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:331]
[0]LogCookCommandlet:Display:
DDC.Usage,ThreadName=OthrThread,Call=Put,HitOrMiss=Miss,Count=60,TimeSec=0.001416,MB=0.000000,MB/s=0.000000,Node= 0. 0. 0. 1: AsyncPut
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:331]
[0]LogCookCommandlet:Display:
DDC.Usage,ThreadName=GameThread,Call=Put,HitOrMiss=Miss,Count=60,TimeSec=0.000698,MB=0.000000,MB/s=0.000000,Node= 0. 0. 0. 1: AsyncPutSync
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:331]
[0]LogCookCommandlet:Display:
DDC.Usage,ThreadName=GameThread,Call=Get,HitOrMiss=Hit,Count=241,TimeSec=0.188442,MB=77.424968,MB/s=410.869682,Node= 0. 0. 0. 1. 0:
CorruptionWrapper
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:331]
[0]LogCookCommandlet:Display:

DDC.Usage,ThreadName=OthrThread,Call=Get,HitOrMiss=Hit,Count=305,TimeSec=0.434366,MB=104.298446,MB/s=240.116360,Node= 0. 0. 0. 1. 0:
CorruptionWrapper
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:331]
[0]LogCookCommandlet:Display:
DDC.Usage,ThreadName=GameThread,Call=Exists,HitOrMiss=Hit,Count=348,TimeSec=0.015058,MB=0.000000,MB/s=0.000000,Node= 0. 0. 0. 1. 0:
CorruptionWrapper
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:331]
[0]LogCookCommandlet:Display:
DDC.Usage,ThreadName=OthrThread,Call=Exists,HitOrMiss=Hit,Count=365,TimeSec=0.013399,MB=0.000000,MB/s=0.000000,Node= 0. 0. 0. 1. 0:
CorruptionWrapper
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:331]
[0]LogCookCommandlet:Display:
DDC.Usage,ThreadName=GameThread,Call=Get,HitOrMiss=Hit,Count=241,TimeSec=0.139397,MB=77.428645,MB/s=555.455343,Node= 0. 0. 0. 1. 0. 0:
FileSystem.../.../Engine/DerivedDataCache
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:332]
[0]LogCookCommandlet:Display:
DDC.Usage,ThreadName=OthrThread,Call=Get,HitOrMiss=Hit,Count=305,TimeSec=0.367212,MB=104.303100,MB/s=284.040549,Node= 0. 0. 0. 1. 0. 0:
FileSystem.../.../Engine/DerivedDataCache
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:332]
[0]LogCookCommandlet:Display:
DDC.Usage,ThreadName=GameThread,Call=Exists,HitOrMiss=Hit,Count=348,TimeSec=0.014955,MB=0.000000,MB/s=0.000000,Node= 0. 0. 0. 1. 0. 0:
FileSystem.../.../Engine/DerivedDataCache
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:332]
[0]LogCookCommandlet:Display:
DDC.Usage,ThreadName=OthrThread,Call=Exists,HitOrMiss=Hit,Count=365,TimeSec=0.013294,MB=0.000000,MB/s=0.000000,Node= 0. 0. 0. 1. 0. 0:
FileSystem.../.../Engine/DerivedDataCache
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:332]
[0]LogCookCommandlet:Display:
DDC.Usage,ThreadName=GameThread,Call=Get,HitOrMiss=Miss,Count=301,TimeSec=0.000228,MB=0.000000,MB/s=0.000000,Node= 0. 0. 1:
MemoryBackend.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:332]
[0]LogCookCommandlet:Display:
DDC.Usage,ThreadName=OthrThread,Call=Get,HitOrMiss=Miss,Count=305,TimeSec=0.000549,MB=0.000000,MB/s=0.000000,Node= 0. 0. 1: MemoryBackend.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:332]
[0]LogCookCommandlet:Display:
DDC.Usage,ThreadName=GameThread,Call=Exists,HitOrMiss=Miss,Count=107,TimeSec=0.000081,MB=0.000000,MB/s=0.000000,Node= 0. 0. 1:
MemoryBackend.

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:332]
[0]LogCookCommandlet:Display:
DDC.Summary,TotalGetHits=606,TotalGets=606,TotalHitPct=1.000000,LocalHit
Pct=0.900990,SharedHitPct=0.000000,OtherHitPct=0.099010,MissPct=0.000000
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:332]
[0]LogInit:Display:
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:332]
[0]LogInit:Display: Warning/Error Summary (Unique only)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:332]
[0]LogInit:Display: -----
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:332]
[0]LogInit:Display: LogDerivedDataCache:Warning: Shared data cache path
was not usable, will not use it.
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:332]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning Input Axis Event
references unknown Axis 'LookUpRate' for InputAxis LookUpRate
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:332]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning Input Axis Event
references unknown Axis 'TurnRate' for InputAxis TurnRate
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:333]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning Input Axis Event
references unknown Axis 'MoveRight' for InputAxis MoveRight
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:333]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning Input Axis Event
references unknown Axis 'MoveForward' for InputAxis MoveForward
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:333]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning Input Axis Event
references unknown Axis 'LookUp' for InputAxis LookUp
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:333]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning Input Axis Event
references unknown Axis 'Turn' for InputAxis Turn
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:333]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0008.34] Compile
of FirstPersonCharacter successful, but with 6 Warning(s) [in 13 ms] (/Game/
FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:333]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0008.34] Compile
of FirstPersonCharacter successful, but with 7 Warning(s) [in 0 ms] (/Game/
FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:333]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0008.34] Compile
of FirstPersonCharacter successful, but with 8 Warning(s) [in 0 ms] (/Game/
FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:333]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0008.36] Compile
of FirstPersonCharacter successful, but with 6 Warning(s) [in 11 ms] (/Game/
FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:333]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0008.36] Compile of FirstPersonCharacter successful, but with 7 Warning(s) [in 0 ms] (/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:333]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0008.36] Compile of FirstPersonCharacter successful, but with 8 Warning(s) [in 0 ms] (/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:333]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0009.90] Compile of FirstPersonCharacter successful, but with 6 Warning(s) [in 10 ms] (/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:333]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0009.90] Compile of FirstPersonCharacter successful, but with 7 Warning(s) [in 0 ms] (/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:333]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0009.90] Compile of FirstPersonCharacter successful, but with 8 Warning(s) [in 0 ms] (/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:333]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0009.91] Compile of FirstPersonCharacter successful, but with 6 Warning(s) [in 10 ms] (/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:333]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0009.91] Compile of FirstPersonCharacter successful, but with 7 Warning(s) [in 0 ms] (/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:333]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0009.91] Compile of FirstPersonCharacter successful, but with 8 Warning(s) [in 0 ms] (/Game/FirstPersonBP/Blueprints/FirstPersonCharacter.FirstPersonCharacter)

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:334]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0010.34] Compile of VR_Character successful, but with 6 Warning(s) [in 8 ms] (/Game/HMD/Blueprints/VR_Character.VR_Character)

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:334]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0010.34] Compile of VR_Character successful, but with 7 Warning(s) [in 0 ms] (/Game/HMD/Blueprints/VR_Character.VR_Character)

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:334]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0010.34] Compile of VR_Character successful, but with 8 Warning(s) [in 0 ms] (/Game/HMD/Blueprints/VR_Character.VR_Character)

MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:334]
[0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0010.35] Compile of VR_Character successful, but with 6 Warning(s) [in 8 ms] (/Game/HMD/

```
Blueprints/VR_Character.VR_Character)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:334]
[ 0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0010.35] Compile
of VR_Character successful, but with 7 Warning(s) [in 0 ms] (/Game/HMD/
Blueprints/VR_Character.VR_Character)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:334]
[ 0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0010.35] Compile
of VR_Character successful, but with 8 Warning(s) [in 0 ms] (/Game/HMD/
Blueprints/VR_Character.VR_Character)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:334]
[ 0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0010.40] Compile
of VR_Pawn successful, but with 6 Warning(s) [in 8 ms] (/Game/HMD/Blueprints/
VR_Pawn.VR_Pawn)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:334]
[ 0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0010.40] Compile
of VR_Pawn successful, but with 7 Warning(s) [in 0 ms] (/Game/HMD/Blueprints/
VR_Pawn.VR_Pawn)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:334]
[ 0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0010.40] Compile
of VR_Pawn successful, but with 8 Warning(s) [in 0 ms] (/Game/HMD/Blueprints/
VR_Pawn.VR_Pawn)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:334]
[ 0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0010.41] Compile
of VR_Pawn successful, but with 6 Warning(s) [in 8 ms] (/Game/HMD/Blueprints/
VR_Pawn.VR_Pawn)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:334]
[ 0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0010.41] Compile
of VR_Pawn successful, but with 7 Warning(s) [in 0 ms] (/Game/HMD/Blueprints/
VR_Pawn.VR_Pawn)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:334]
[ 0]LogInit:Display: LogBlueprint:Warning: Compiler Warning [0010.41] Compile
of VR_Pawn successful, but with 8 Warning(s) [in 0 ms] (/Game/HMD/Blueprints/
VR_Pawn.VR_Pawn)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:334]
[ 0]LogInit:Display:
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:334]
[ 0]LogInit:Display: Success - 0 error(s), 73 warning(s)
MainFrameActions: Packaging (iOS): UE4Editor: [2016.06.17-21.22.17:335]
[ 0]LogInit:Display:
MainFrameActions: Packaging (iOS): UE4Editor: Execution of commandlet took:
6.53 seconds
MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took
12.747733s to run UE4Editor, ExitCode=0
MainFrameActions: Packaging (iOS): Project.Cook: ***** COOK COMMAND
COMPLETED *****
MainFrameActions: Packaging (iOS): Project.CopyBuildToStagingDirectory:
***** STAGE COMMAND STARTED *****
```

MainFrameActions: Packaging (iOS): Project.WriteStageCommandline: Creating UE4CommandLine.txt

MainFrameActions: Packaging (iOS): Project.CreateStagingManifest: Creating Staging Manifest...

MainFrameActions: Packaging (iOS): CookPlat IOS, this IOSPlatform

MainFrameActions: Packaging (iOS): Getting IOS Deploy()

MainFrameActions: Packaging (iOS): Project.CleanStagingDirectory: Cleaning Stage Directory: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/StagedBuilds/IOS

MainFrameActions: Packaging (iOS): Project.CreatePakUsingStagingManifest: Creating pak using staging manifest.

MainFrameActions: Packaging (iOS): Project.RunUnrealPak: Running UnrealPak

MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: /Users/Shared/SourceUE/Engine/Binaries/Mac/UnrealPak /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/StagedBuilds/IOS/cookeddata/netherlands_ios_cb/content/paks/netherlands_ios_cb-ios.pak -create="/Users/bradmartin/Library/Logs/Unreal Engine/LocalBuildLogs/PakList_netherlands_ios_cb-ios.txt" -order="/Users/bradmartin/Desktop/Netherlands_iOS_CB/Build/IOS/FileOpenOrder/CookerOpenOrder.log -UTF8Output -multiprocess

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Loading response file /Users/bradmartin/Library/Logs/Unreal Engine/LocalBuildLogs/PakList_netherlands_ios_cb-ios.txt

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/

Netherlands_iOS_CB.uproject Dest: ../../../../Netherlands_iOS_CB/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Plugins/2D/Paper2D/Paper2D.uplugin Dest: ../../../../Engine/Plugins/2D/Paper2D/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Plugins/Blendables/

LightPropagationVolume/LightPropagationVolume.uplugin Dest: ../../../../Engine/Plugins/Blendables/LightPropagationVolume/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Plugins/Experimental/CharacterAI/

CharacterAI.uplugin Dest: ../../../../Engine/Plugins/Experimental/CharacterAI/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Plugins/Media/AvfMedia/

AvfMedia.uplugin Dest: ../../../../Engine/Plugins/Media/AvfMedia/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Plugins/Messaging/UdpMessaging/

UdpMessaging.uplugin Dest: ../../../../Engine/Plugins/Messaging/UdpMessaging/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Plugins/Runtime/AppleMoviePlayer/

AppleMoviePlayer.uplugin Dest: ../../../../Engine/Plugins/Runtime/AppleMoviePlayer/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

Source: /Users/Shared/SourceUE/Engine/Plugins/Runtime/ArchVisCharacter/
ArchVisCharacter.uplugin Dest: ../../Engine/Plugins/Runtime/ArchVisCharacter/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Plugins/Runtime/CableComponent/
CableComponent.uplugin Dest: ../../Engine/Plugins/Runtime/CableComponent/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Plugins/Runtime/
CustomMeshComponent/CustomMeshComponent.uplugin Dest: ../../Engine/
Plugins/Runtime/CustomMeshComponent/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Plugins/Runtime/
ExampleDeviceProfileSelector/ExampleDeviceProfileSelector.uplugin
Dest: ../../Engine/Plugins/Runtime/ExampleDeviceProfileSelector/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Plugins/Runtime/GoogleVR/
GoogleVRHMD/GoogleVRHMD.uplugin Dest: ../../Engine/Plugins/Runtime/
GoogleVR/GoogleVRHMD/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Plugins/Runtime/
IOSDeviceProfileSelector/IOSDeviceProfileSelector.uplugin Dest: ../../Engine/
Plugins/Runtime/IOSDeviceProfileSelector/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Plugins/Runtime/
ProceduralMeshComponent/ProceduralMeshComponent.uplugin Dest: ../../
Engine/Plugins/Runtime/ProceduralMeshComponent/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Plugins/Slate/SlateRemote/
SlateRemote.uplugin Dest: ../../Engine/Plugins/Slate/SlateRemote/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Checkerboard.png
Dest: ../../Engine/Content/Slate/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
BoxShadow.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Button.png
Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
Button_Disabled.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
Button_Hovered.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
Button_Pressed.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Check.png
Dest: ../../../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/CheckBox.png
Dest: ../../../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
CheckBox_Checked.png Dest: ../../../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
CheckBox_Checked_Hovered.png Dest: ../../../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
CheckBox_Hovered.png Dest: ../../../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
CheckBox_Undetermined.png Dest: ../../../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
CheckBox_Undetermined_Hovered.png Dest: ../../../../Engine/Content/Slate/
Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Checker.png
Dest: ../../../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Circle.png
Dest: ../../../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ColorPicker_Mode_16x.png Dest: ../../../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ColorPicker_Separator.png Dest: ../../../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ColorPicker_SliderHandle.png Dest: ../../../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ColorSpectrum.png Dest: ../../../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ColorWheel.png Dest: ../../../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ColumnHeader.png Dest: ../../../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/

ColumnHeaderMenuButton_Hovered.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ColumnHeaderMenuButton_Normal.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ColumnHeader_Arrow.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ColumnHeader_Hovered.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ComboArrow.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
CursorPing.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
DebugBorder.PNG Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Delimiter.png
Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
DownArrow.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
DropZoneIndicator_Above.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
DropZoneIndicator_Below.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
DropZoneIndicator_Onto.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
EditableTextSelectionBackground.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
EventMessage_Default.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ExpansionButton_CloseOverlay.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
GroupBorder.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
HeaderSplitterGrip.PNG Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
LastColumnHeader_Hovered.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
NoiseBackground.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ProgressBar_Background.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ProgressBar_Fill.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ProgressBar_Marquee.PNG Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
RadioButton_SelectedBack_16x.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
RadioButton_Selected_16x.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
RadioButton_Unselected_16x.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
RoundedSelection_16x.PNG Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ScrollBorderShadowBottom.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ScrollBorderShadowTop.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ScrollBoxShadowBottom.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ScrollBoxShadowLeft.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ScrollBoxShadowRight.png Dest: ../../Engine/Content/Slate/Common/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
ScrollBarShadowTop.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
Scrollbar_Background_Horizontal.png Dest: ../../Engine/Content/Slate/
Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
Scrollbar_Background_Vertical.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
Scrollbar_Thumb.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
SearchGlass.PNG Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Selection.png
Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Selector.png
Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Separator.png
Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
SmallCheck.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
SmallCheckBox.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
SmallCheckBox_Checked.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
SmallCheckBox_Checked_Hovered.png Dest: ../../Engine/Content/Slate/
Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
SmallCheckBox_Hovered.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
SmallCheckBox_Undetermined.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
SmallCheckBox_Undetermined_Hovered.png Dest: ../../Engine/Content/Slate/

Common/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
SortDownArrow.png Dest: ../../../../Engine/Content/Slate/Common/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
SortDownArrows.png Dest: ../../../../Engine/Content/Slate/Common/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
SortUpArrow.png Dest: ../../../../Engine/Content/Slate/Common/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
SortUpArrows.png Dest: ../../../../Engine/Content/Slate/Common/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
SpinArrows.png Dest: ../../../../Engine/Content/Slate/Common/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Spinbox.PNG
Dest: ../../../../Engine/Content/Slate/Common/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
Spinbox_Fill.png Dest: ../../../../Engine/Content/Slate/Common/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
Spinbox_Fill_Hovered.png Dest: ../../../../Engine/Content/Slate/Common/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
Spinbox_Hovered.png Dest: ../../../../Engine/Content/Slate/Common/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
SplitterHandleHighlight.png Dest: ../../../../Engine/Content/Slate/Common/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
SubmenuArrow.png Dest: ../../../../Engine/Content/Slate/Common/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
TableViewHeader.png Dest: ../../../../Engine/Content/Slate/Common/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
TableViewMajorColumn.png Dest: ../../../../Engine/Content/Slate/Common/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
TextBlockHighlightShape.png Dest: ../../../../Engine/Content/Slate/Common/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
TextBlockHighlightShape_Empty.png Dest: ../../../../Engine/Content/Slate/Common/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/TextBox.png
Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
TextBoxLabelBorder.PNG Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
TextBox_Hovered.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
TextBox_ReadOnly.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
TextBox_Special.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
TextBox_Special_Hovered.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
Throbber_Piece.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
TreeArrow_Collapsed.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
TreeArrow_Collapsed_Hovered.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
TreeArrow_Expanded.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
TreeArrow_Expanded_Hovered.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/UpArrow.png
Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
VolumeControl_High.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
VolumeControl_Low.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
VolumeControl_Mid.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
VolumeControl_Muted.png Dest: ../../Engine/Content/Slate/Common/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/
VolumeControl_Off.png Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/X.PNG
Dest: ../../Engine/Content/Slate/Common/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowBackground.png Dest: ../../Engine/Content/Slate/Common/Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowBorder.png Dest: ../../Engine/Content/Slate/Common/Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowButton_Close_Hovered.png Dest: ../../Engine/Content/Slate/Common/
Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowButton_Close_Normal.png Dest: ../../Engine/Content/Slate/Common/
Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowButton_Close_Pressed.png Dest: ../../Engine/Content/Slate/Common/
Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowButton_Maximize_Disabled.png Dest: ../../Engine/Content/Slate/
Common/Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowButton_Maximize_Hovered.png Dest: ../../Engine/Content/Slate/
Common/Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowButton_Maximize_Normal.png Dest: ../../Engine/Content/Slate/
Common/Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowButton_Maximize_Pressed.png Dest: ../../Engine/Content/Slate/
Common/Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowButton_Minimize_Disabled.png Dest: ../../Engine/Content/Slate/
Common/Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowButton_Minimize_Hovered.png Dest: ../../Engine/Content/Slate/

Common/Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowButton_Minimize_Normal.png Dest: ../../../../Engine/Content/Slate/
Common/Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowButton_Minimize_Pressed.png Dest: ../../../../Engine/Content/Slate/
Common/Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowButton_Restore_Hovered.png Dest: ../../../../Engine/Content/Slate/
Common/Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowButton_Restore_Normal.png Dest: ../../../../Engine/Content/Slate/Common/
Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowButton_Restore_Pressed.png Dest: ../../../../Engine/Content/Slate/
Common/Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowOutline.png Dest: ../../../../Engine/Content/Slate/Common/Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowTitle.png Dest: ../../../../Engine/Content/Slate/Common/Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowTitle_Flashing.png Dest: ../../../../Engine/Content/Slate/Common/Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Common/Window/
WindowTitle_Inactive.png Dest: ../../../../Engine/Content/Slate/Common/Window/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/CrashTracker/
MouseCursor.png Dest: ../../../../Engine/Content/Slate/CrashTracker/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/CrashTracker/
Record.png Dest: ../../../../Engine/Content/Slate/CrashTracker/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
AppTabContentArea.png Dest: ../../../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
AppTabWellSeparator.png Dest: ../../../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/

AppTab_Active.png Dest: ../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
AppTab_ColorOverlay.png Dest: ../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
AppTab_Foreground.png Dest: ../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
AppTab_Hovered.png Dest: ../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
AppTab_Inactive.png Dest: ../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
CloseApp_Hovered.png Dest: ../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
CloseApp_Normal.png Dest: ../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
CloseApp_Pressed.png Dest: ../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
DockingIndicator_Center.png Dest: ../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
OuterDockingIndicator.png Dest: ../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
ShowTabwellButton_Hovered.png Dest: ../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
ShowTabwellButton_Normal.png Dest: ../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
ShowTabwellButton_Pressed.png Dest: ../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
TabContentArea.png Dest: ../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
TabWellSeparator.png Dest: ../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/Tab_Active.png
Dest: ../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
Tab_ColorOverlay.png Dest: ../../../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
Tab_Foreground.png Dest: ../../../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
Tab_Hovered.png Dest: ../../../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Docking/
Tab_Inactive.png Dest: ../../../../Engine/Content/Slate/Docking/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Fonts/
DroidSansFallback.ttf Dest: ../../../../Engine/Content/Slate/Fonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Fonts/
DroidSansMono.ttf Dest: ../../../../Engine/Content/Slate/Fonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Fonts/
Google_Android_License.txt Dest: ../../../../Engine/Content/Slate/Fonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Fonts/Last Resort
Font.tps Dest: ../../../../Engine/Content/Slate/Fonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Fonts/LastResort.ttf
Dest: ../../../../Engine/Content/Slate/Fonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Fonts/Nanum Fonts
License.rtf Dest: ../../../../Engine/Content/Slate/Fonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Fonts/NanumGothic
TTF.tps Dest: ../../../../Engine/Content/Slate/Fonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Fonts/NanumGothic.ttf
Dest: ../../../../Engine/Content/Slate/Fonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Fonts/Noto.tps
Dest: ../../../../Engine/Content/Slate/Fonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Fonts/
NotoNaskhArabicUI-Regular.ttf Dest: ../../../../Engine/Content/Slate/Fonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Fonts/Roboto-Bold.ttf
Dest: ../../../../Engine/Content/Slate/Fonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Fonts/Roboto-Light.ttf
Dest: ../../../../Engine/Content/Slate/Fonts/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Fonts/Roboto-Regular.ttf
Dest: ../../../../Engine/Content/Slate/Fonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Fonts/Roboto.tps
Dest: ../../../../Engine/Content/Slate/Fonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/BackIcon.png
Dest: ../../../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/Cross_12x.png
Dest: ../../../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/
DefaultAppIcon.png Dest: ../../../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/Empty_14x.png
Dest: ../../../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/NextIcon.png
Dest: ../../../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/
PlusSymbol_12x.png Dest: ../../../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/TrashCan.png
Dest: ../../../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/
TrashCan_Small.png Dest: ../../../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/
cursor_cardinal_cross.png Dest: ../../../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/cursor_grab.png
Dest: ../../../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/denied_16x.png
Dest: ../../../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/ellipsis_12x.png
Dest: ../../../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/
eyedropper_16px.png Dest: ../../../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/

icon_Downloads_16x.png Dest: ../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/
icon_error_16x.png Dest: ../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/
icon_generic_toolbar.png Dest: ../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/
icon_help_16x.png Dest: ../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/icon_info_16x.png
Dest: ../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/
icon_redo_16px.png Dest: ../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/
icon_tab_WidgetReflector_16x.png Dest: ../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/
icon_tab_WidgetReflector_40x.png Dest: ../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/
icon_tab_toolbar_16px.png Dest: ../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/
icon_undo_16px.png Dest: ../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/
icon_warning_16x.png Dest: ../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/
notificationlist_fail.png Dest: ../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/
notificationlist_success.png Dest: ../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Icons/
toolbar_expand_16x.png Dest: ../../Engine/Content/Slate/Icons/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/MessageLog/
Log_Error.png Dest: ../../Engine/Content/Slate/MessageLog/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/MessageLog/
Log_Note.png Dest: ../../Engine/Content/Slate/MessageLog/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

Source: /Users/Shared/SourceUE/Engine/Content/Slate/MessageLog/
Log_Warning.png Dest: ../../../../Engine/Content/Slate/MessageLog/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Old/Border.PNG
Dest: ../../../../Engine/Content/Slate/Old/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Old/Buton.png
Dest: ../../../../Engine/Content/Slate/Old/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Old/DashedBorder.png
Dest: ../../../../Engine/Content/Slate/Old/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Old/HyperlinkDotted.png
Dest: ../../../../Engine/Content/Slate/Old/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Old/
HyperlinkUnderline.png Dest: ../../../../Engine/Content/Slate/Old/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Old/
Menu_Background.png Dest: ../../../../Engine/Content/Slate/Old/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Old/
Menu_Background_Inverted_Border_Bold.png Dest: ../../../../Engine/Content/Slate/
Old/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Old/
Notification_Border_Flash.png Dest: ../../../../Engine/Content/Slate/Old/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Old/
ToolBar_Background.png Dest: ../../../../Engine/Content/Slate/Old/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Old/
ToolTip_Background.png Dest: ../../../../Engine/Content/Slate/Old/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Old/
ToolTip_BrightBackground.png Dest: ../../../../Engine/Content/Slate/Old/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Old/White.png
Dest: ../../../../Engine/Content/Slate/Old/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Testing/
BrushWireframe.png Dest: ../../../../Engine/Content/Slate/Testing/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Testing/
DefaultPawn_16px.png Dest: ../../../../Engine/Content/Slate/Testing/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Testing/

FlatColorSquare.png Dest: ../../Engine/Content/Slate/Testing/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Testing/
GammaReference.png Dest: ../../Engine/Content/Slate/Testing/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Testing/Hyperlink.png
Dest: ../../Engine/Content/Slate/Testing/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Testing/Lit.png
Dest: ../../Engine/Content/Slate/Testing/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Testing/
NewLevelBlank.png Dest: ../../Engine/Content/Slate/Testing/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Testing/
TestRotation.png Dest: ../../Engine/Content/Slate/Testing/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Testing/UE4Icon.png
Dest: ../../Engine/Content/Slate/Testing/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Testing/Unlit.png
Dest: ../../Engine/Content/Slate/Testing/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Testing/Wireframe.png
Dest: ../../Engine/Content/Slate/Testing/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Testing/Fonts/Roboto-
BlackItalic.ttf Dest: ../../Engine/Content/Slate/Testing/Fonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Testing/Fonts/Roboto-
BoldItalic.ttf Dest: ../../Engine/Content/Slate/Testing/Fonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Testing/Fonts/Roboto-
Italic.ttf Dest: ../../Engine/Content/Slate/Testing/Fonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Tutorials/
TutorialBorder.png Dest: ../../Engine/Content/Slate/Tutorials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Slate/Tutorials/
TutorialShadow.png Dest: ../../Engine/Content/Slate/Tutorials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Stats/
FPSChart_Postamble.html Dest: ../../Engine/Content/Stats/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Stats/
FPSChart_Preamble.html Dest: ../../Engine/Content/Stats/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/en_VU.res Dest: ../ ../Engine/Content/Internationalization/icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/en_WS.res Dest: ../ ../Engine/Content/Internationalization/icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/en_ZA.res Dest: ../ ../Engine/Content/Internationalization/icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/en_ZM.res Dest: ../ ../Engine/Content/Internationalization/icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/en_ZW.res Dest: ../ ../Engine/Content/Internationalization/icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/ibm-1047_P100-1995.cnv Dest: ../ ../Engine/Content/
Internationalization/icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/ibm-37_P100-1995.cnv Dest: ../ ../Engine/Content/Internationalization/
icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/keyTypeData.res Dest: ../ ../Engine/Content/Internationalization/
icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/leet.res Dest: ../ ../Engine/Content/Internationalization/icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/nfc.nrm Dest: ../ ../Engine/Content/Internationalization/icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/nfkc.nrm Dest: ../ ../Engine/Content/Internationalization/icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/nfkc_cf.nrm Dest: ../ ../Engine/Content/Internationalization/icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/numberingSystems.res Dest: ../ ../Engine/Content/Internationalization/
icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/pool.res Dest: ../ ../Engine/Content/Internationalization/icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/res_index.res Dest: ../../Engine/Content/Internationalization/icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/root.res Dest: ../../Engine/Content/Internationalization/icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/unames.icu Dest: ../../Engine/Content/Internationalization/icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/uts46.nrm Dest: ../../Engine/Content/Internationalization/icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zoneinfo64.res Dest: ../../Engine/Content/Internationalization/icudt53l/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/brkitr/char.brk Dest: ../../Engine/Content/Internationalization/icudt53l/
brkitr/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/brkitr/en.res Dest: ../../Engine/Content/Internationalization/icudt53l/
brkitr/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/brkitr/en_US.res Dest: ../../Engine/Content/Internationalization/icudt53l/
brkitr/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/brkitr/en_US_POSIX.res Dest: ../../Engine/Content/Internationalization/
icudt53l/brkitr/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/brkitr/leet.res Dest: ../../Engine/Content/Internationalization/icudt53l/
brkitr/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/brkitr/line.brk Dest: ../../Engine/Content/Internationalization/icudt53l/
brkitr/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/brkitr/res_index.res Dest: ../../Engine/Content/Internationalization/
icudt53l/brkitr/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/brkitr/root.res Dest: ../../Engine/Content/Internationalization/icudt53l/
brkitr/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/brkitr/sent.brk Dest: ../../Engine/Content/Internationalization/icudt53l/brkitr/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/brkitr/title.brk Dest: ../../Engine/Content/Internationalization/icudt53l/brkitr/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/brkitr/word.brk Dest: ../../Engine/Content/Internationalization/icudt53l/brkitr/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/brkitr/word_POSIX.brk Dest: ../../Engine/Content/Internationalization/icudt53l/brkitr/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/coll/en.res Dest: ../../Engine/Content/Internationalization/icudt53l/coll/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/coll/en_US.res Dest: ../../Engine/Content/Internationalization/icudt53l/coll/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/coll/en_US_POSIX.res Dest: ../../Engine/Content/Internationalization/icudt53l/coll/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/coll/leet.res Dest: ../../Engine/Content/Internationalization/icudt53l/coll/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/coll/res_index.res Dest: ../../Engine/Content/Internationalization/icudt53l/coll/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/coll/root.res Dest: ../../Engine/Content/Internationalization/icudt53l/coll/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/coll/ucadata.icu Dest: ../../Engine/Content/Internationalization/icudt53l/coll/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/curr/en.res Dest: ../../Engine/Content/Internationalization/icudt53l/curr/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/curr/en_001.res Dest: ../../Engine/Content/Internationalization/icudt53l/curr/

Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/curr/en_ZA.res Dest: ../../../../Engine/Content/Internationalization/icudt53l/
curr/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/curr/en_ZM.res Dest: ../../../../Engine/Content/Internationalization/icudt53l/
curr/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/curr/en_ZW.res Dest: ../../../../Engine/Content/Internationalization/icudt53l/
curr/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/curr/leet.res Dest: ../../../../Engine/Content/Internationalization/icudt53l/curr/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/curr/pool.res Dest: ../../../../Engine/Content/Internationalization/icudt53l/
curr/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/curr/res_index.res Dest: ../../../../Engine/Content/Internationalization/
icudt53l/curr/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/curr/root.res Dest: ../../../../Engine/Content/Internationalization/icudt53l/
curr/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/curr/supplementalData.res Dest: ../../../../Engine/Content/
Internationalization/icudt53l/curr/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/lang/en.res Dest: ../../../../Engine/Content/Internationalization/icudt53l/lang/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/lang/en_150.res Dest: ../../../../Engine/Content/Internationalization/icudt53l/
lang/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/lang/en_AG.res Dest: ../../../../Engine/Content/Internationalization/icudt53l/
lang/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/lang/en_AI.res Dest: ../../../../Engine/Content/Internationalization/icudt53l/
lang/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/

lang/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/lang/res_index.res Dest: ../../../../Engine/Content/Internationalization/
icudt53l/lang/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/lang/root.res Dest: ../../../../Engine/Content/Internationalization/icudt53l/
lang/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/rbnf/en.res Dest: ../../../../Engine/Content/Internationalization/icudt53l/rbnf/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/rbnf/leet.res Dest: ../../../../Engine/Content/Internationalization/icudt53l/rbnf/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/rbnf/res_index.res Dest: ../../../../Engine/Content/Internationalization/
icudt53l/rbnf/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/rbnf/root.res Dest: ../../../../Engine/Content/Internationalization/icudt53l/
rbnf/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/region/en.res Dest: ../../../../Engine/Content/Internationalization/icudt53l/
region/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/region/en_150.res Dest: ../../../../Engine/Content/Internationalization/
icudt53l/region/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/region/en_AG.res Dest: ../../../../Engine/Content/Internationalization/
icudt53l/region/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/region/en_AI.res Dest: ../../../../Engine/Content/Internationalization/
icudt53l/region/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/region/en_AU.res Dest: ../../../../Engine/Content/Internationalization/
icudt53l/region/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/region/en_BB.res Dest: ../../../../Engine/Content/Internationalization/
icudt53l/region/

icudt53l/region/en_TZ.res Dest: ../../Engine/Content/Internationalization/
icudt53l/region/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/region/en_UG.res Dest: ../../Engine/Content/Internationalization/
icudt53l/region/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/region/en_VC.res Dest: ../../Engine/Content/Internationalization/
icudt53l/region/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/region/en_VG.res Dest: ../../Engine/Content/Internationalization/
icudt53l/region/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/region/en_VU.res Dest: ../../Engine/Content/Internationalization/
icudt53l/region/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/region/en_WS.res Dest: ../../Engine/Content/Internationalization/
icudt53l/region/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/region/en_ZA.res Dest: ../../Engine/Content/Internationalization/
icudt53l/region/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/region/en_ZM.res Dest: ../../Engine/Content/Internationalization/
icudt53l/region/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/region/en_ZW.res Dest: ../../Engine/Content/Internationalization/
icudt53l/region/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/region/leet.res Dest: ../../Engine/Content/Internationalization/icudt53l/
region/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/region/pool.res Dest: ../../Engine/Content/Internationalization/icudt53l/
region/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/
icudt53l/region/res_index.res Dest: ../../Engine/Content/Internationalization/
icudt53l/region/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/region/root.res Dest: ../../Engine/Content/Internationalization/icudt53l/region/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en_001.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en_150.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en_AG.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en_AI.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en_AU.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en_BB.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en_BE.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en_BM.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en_BS.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en_BW.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

icudt53l/zone/en_TZ.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en_UG.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en_VC.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en_VG.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en_VU.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en_WS.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en_ZA.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en_ZM.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/en_ZW.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/leet.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/pool.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/res_index.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

Source: /Users/Shared/SourceUE/Engine/Content/Internationalization/English/icudt53l/zone/root.res Dest: ../../Engine/Content/Internationalization/icudt53l/zone/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/Base.ini Dest: ../../Engine/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/BaseCompat.ini Dest: ../../Engine/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/BaseDeviceProfiles.ini Dest: ../../Engine/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/BaseEditor.ini Dest: ../../Engine/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/BaseEditorKeyBindings.ini Dest: ../../Engine/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/BaseEditorLayout.ini Dest: ../../Engine/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/BaseEditorPerProjectUserSettings.ini Dest: ../../Engine/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/BaseEditorSettings.ini Dest: ../../Engine/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/BaseEngine.ini Dest: ../../Engine/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/BaseGame.ini Dest: ../../Engine/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/BaseHardware.ini Dest: ../../Engine/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/BaseInput.ini Dest: ../../Engine/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/BaseLightmass.ini Dest: ../../Engine/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/BaseScalability.ini Dest: ../../Engine/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/ConsoleVariables.ini

Dest: ../../Engine/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/controller.vdf Dest: ../../
Engine/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/IOS/IOSEngine.ini Dest: ../../
Engine/Config/IOS/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/Localization/Category.ini
Dest: ../../Engine/Config/Localization/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/Localization/Editor.ini
Dest: ../../Engine/Config/Localization/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/Localization/EditorTutorials.ini
Dest: ../../Engine/Config/Localization/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/Localization/Engine.ini
Dest: ../../Engine/Config/Localization/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/Localization/Keywords.ini
Dest: ../../Engine/Config/Localization/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/Localization/
PortableObjectExport.ini Dest: ../../Engine/Config/Localization/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/Localization/
PortableObjectImport.ini Dest: ../../Engine/Config/Localization/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/Localization/PropertyNames.ini
Dest: ../../Engine/Config/Localization/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/Localization/RepairData.ini
Dest: ../../Engine/Config/Localization/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/Localization/
ResourceFileGen.ini Dest: ../../Engine/Config/Localization/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/Localization/ToolTips.ini
Dest: ../../Engine/Config/Localization/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/Localization/WordCount.ini
Dest: ../../Engine/Config/Localization/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/Shared/SourceUE/Engine/Config/Windows/WindowsEngine.ini
Dest: ../../Engine/Config/Windows/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

Source: /Users/Shared/SourceUE/Engine/Content/Localization/Engine/en/
Engine.locres Dest: ../../../../Engine/Content/Localization/Engine/en/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Config/DefaultEditor.ini
Dest: ../../../../Netherlands_iOS_CB/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Temp/IOS/
DefaultEngine.ini Dest: ../../../../Netherlands_iOS_CB/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Config/
DefaultGame.ini Dest: ../../../../Netherlands_iOS_CB/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Config/DefaultInput.ini
Dest: ../../../../Netherlands_iOS_CB/Config/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/GlobalShaderCache-GLSL_ES2_IOS.bin Dest: ../../../../Engine/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/GlobalShaderCache-SF_METAL.bin Dest: ../../../../Engine/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/BasicShapes/BasicShapeMaterial.uasset Dest: ../../../../Engine/
Content/BasicShapes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/BasicShapes/Cone.uasset Dest: ../../../../Engine/Content/
BasicShapes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/BasicShapes/Cube.uasset Dest: ../../../../Engine/Content/
BasicShapes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/BasicShapes/Cylinder.uasset Dest: ../../../../Engine/Content/
BasicShapes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/BasicShapes/Sphere.uasset Dest: ../../../../Engine/Content/
BasicShapes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorBlueprintResources/StandardMacros.uasset Dest: ../../../../
Engine/Content/EditorBlueprintResources/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorLandscapeResources/DataLayer.uasset Dest: ../../../../

Engine/Content/EditorLandscapeResources/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMaterials/GizmoMaterial.uasset Dest: ../../Engine/
Content/EditorMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMaterials/MAT_Groups_Toggle.uasset Dest: ../../Engine/
Content/EditorMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMaterials/MAT_Groups_Visibility.uasset Dest: ../../
Engine/Content/EditorMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMaterials/PhAT_JointLimitMaterial.uasset Dest: ../../
Engine/Content/EditorMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMaterials/PreviewShadowIndicator.uasset Dest: ../../
Engine/Content/EditorMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMaterials/PreviewShadowIndicatorMaterial.uasset
Dest: ../../Engine/Content/EditorMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMaterials/Camera/CineMat.uasset Dest: ../../Engine/
Content/EditorMaterials/Camera/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMaterials/Camera/MI_CineMat_Rig.uasset Dest: ../../
Engine/Content/EditorMaterials/Camera/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMaterials/MatineeGroups/MAT_ColorTrack.uasset
Dest: ../../Engine/Content/EditorMaterials/MatineeGroups/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Anim.uasset
Dest: ../../Engine/Content/EditorMaterials/MatineeGroups/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMaterials/MatineeGroups/
MAT_Groups_AudioMaster.uasset Dest: ../../Engine/Content/EditorMaterials/
MatineeGroups/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Director.uasset
Dest: ../../Engine/Content/EditorMaterials/MatineeGroups/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Event.uasset
Dest: ../../Engine/Content/EditorMaterials/MatineeGroups/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Fade.uasset
Dest: ../../Engine/Content/EditorMaterials/MatineeGroups/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Float.uasset
Dest: ../../Engine/Content/EditorMaterials/MatineeGroups/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Move.uasset
Dest: ../../Engine/Content/EditorMaterials/MatineeGroups/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Slomo.uasset
Dest: ../../Engine/Content/EditorMaterials/MatineeGroups/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Sound.uasset
Dest: ../../Engine/Content/EditorMaterials/MatineeGroups/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Vector.uasset
Dest: ../../Engine/Content/EditorMaterials/MatineeGroups/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/ParticleSystems/
PSysThumbnail_NoImage.uasset Dest: ../../Engine/Content/EditorMaterials/ParticleSystems/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMaterials/ParticleSystems/PSysThumbnail_OOD.uasset
Dest: ../../Engine/Content/EditorMaterials/ParticleSystems/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMeshes/EditorCube.uasset Dest: ../../Engine/Content/EditorMeshes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorMeshes/Camera/SM_CraneRig_Arm.uasset Dest: ../../

Engine/Content/EditorMeshes/Camera/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMeshes/Camera/SM_CraneRig_Base.uasset Dest: ../../..
Engine/Content/EditorMeshes/Camera/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMeshes/Camera/SM_CraneRig_Body.uasset Dest: ../../..
Engine/Content/EditorMeshes/Camera/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMeshes/Camera/SM_CraneRig_Mount.uasset Dest: ../../..
Engine/Content/EditorMeshes/Camera/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMeshes/Camera/SM_RailRig_Mount.uasset Dest: ../../..
Engine/Content/EditorMeshes/Camera/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMeshes/Camera/SM_RailRig_Track.uasset Dest: ../../..
Engine/Content/EditorMeshes/Camera/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMeshes/ColorCalibrator/M_ChromeBall.uasset Dest: ../../..
Engine/Content/EditorMeshes/ColorCalibrator/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMeshes/ColorCalibrator/M_ClearCoat.uasset Dest: ../../..
Engine/Content/EditorMeshes/ColorCalibrator/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMeshes/ColorCalibrator/M_ClearCoatBlack.uasset
Dest: ../../..Engine/Content/EditorMeshes/ColorCalibrator/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMeshes/ColorCalibrator/M_ColorGrid.uasset Dest: ../../..
Engine/Content/EditorMeshes/ColorCalibrator/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMeshes/ColorCalibrator/M_GreyBall.uasset Dest: ../../..
Engine/Content/EditorMeshes/ColorCalibrator/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EditorMeshes/ColorCalibrator/SM_ColorCalibrator.uasset
Dest: ../../..Engine/Content/EditorMeshes/ColorCalibrator/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/

Engine/Content/EditorMeshes/ColorCalibrator/T_ColorGrid.uasset Dest: ../../../../Engine/Content/EditorMeshes/ColorCalibrator/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorResources/BSPVertex.uasset Dest: ../../../../Engine/Content/EditorResources/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorResources/EmptyActor.uasset Dest: ../../../../Engine/Content/EditorResources/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorResources/S_Actor.uasset Dest: ../../../../Engine/Content/EditorResources/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorResources/S_Trigger.uasset Dest: ../../../../Engine/Content/EditorResources/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorSounds/Notifications/CompileFailed.uasset Dest: ../../../../Engine/Content/EditorSounds/Notifications/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorSounds/Notifications/CompileFailed_Cue.uasset
Dest: ../../../../Engine/Content/EditorSounds/Notifications/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorSounds/Notifications/CompileStart_Cue.uasset Dest: ../../../../Engine/Content/EditorSounds/Notifications/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorSounds/Notifications/CompileSuccess.uasset Dest: ../../../../Engine/Content/EditorSounds/Notifications/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EditorSounds/Notifications/CompileSuccess_Cue.uasset
Dest: ../../../../Engine/Content/EditorSounds/Notifications/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineDamageTypes/DmgTypeBP_Environmental.uasset
Dest: ../../../../Engine/Content/EngineDamageTypes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineDebugMaterials/BoneWeightMaterial.uasset Dest: ../../../../Engine/Content/EngineDebugMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineDebugMaterials/DebugMeshMaterial.uasset Dest: ../../Engine/Content/EngineDebugMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineDebugMaterials/GeomMaterial.uasset Dest: ../../Engine/Content/EngineDebugMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineDebugMaterials/HeatmapGradient.uasset Dest: ../../Engine/Content/EngineDebugMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineFonts/Roboto.uasset Dest: ../../Engine/Content/EngineFonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineFonts/RobotoDistanceField.uasset Dest: ../../Engine/Content/EngineFonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineFonts/RobotoTiny.uasset Dest: ../../Engine/Content/EngineFonts/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/DefaultBokeh.uasset Dest: ../../Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/DefaultDeferredDecalMaterial.uasset Dest: ../../Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/DefaultDiffuse.uasset Dest: ../../Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/DefaultLightFunctionMaterial.uasset Dest: ../../Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/DefaultMaterial.uasset Dest: ../../Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineMaterials/DefaultNormal.uasset Dest: ../../Engine/Content/EngineMaterials/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/DefaultPhysicalMaterial.uasset Dest: ../../
Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/DefaultPostProcessMaterial.uasset Dest: ../../
Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/DefaultTextMaterialOpaque.uasset Dest: ../../
Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/DefaultWhiteGrid.uasset Dest: ../../Engine/
Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/EditorBrushMaterial.uasset Dest: ../../Engine/
Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/Good64x64TilingNoiseHighFreq.uasset
Dest: ../../Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/InvalidLightmapSettings.uasset Dest: ../../
Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/M_InvalidLightmapSettings.uasset Dest: ../../
Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/MiniFont.uasset Dest: ../../Engine/Content/
EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/PreintegratedSkinBRDF.uasset Dest: ../../
Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/RemoveSurfaceMaterial.uasset Dest: ../../
Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/T_Default_Material_Grid_M.uasset Dest: ../../

Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/T_Default_Material_Grid_N.uasset Dest: ../../..
Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/WeightMapPlaceholderTexture.uasset
Dest: ../../..Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/Widget3DPassThrough.uasset Dest: ../../..
Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/Widget3DPassThrough_Masked.uasset
Dest: ../../..Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/
Widget3DPassThrough_Masked_OneSided.uasset Dest: ../../..Engine/Content/
EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/Widget3DPassThrough_Opaque.uasset
Dest: ../../..Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/
Widget3DPassThrough_Opaque_OneSided.uasset Dest: ../../..Engine/Content/
EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/Widget3DPassThrough_Translucent.uasset
Dest: ../../..Engine/Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/
Widget3DPassThrough_Translucent_OneSided.uasset Dest: ../../..Engine/
Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMaterials/WorldGridMaterial.uasset Dest: ../../..Engine/
Content/EngineMaterials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMeshes/Cube.uasset Dest: ../../..Engine/Content/

EngineMeshes/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMeshes/Cylinder.uasset Dest: ../../../../Engine/Content/
EngineMeshes/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineMeshes/Sphere.uasset Dest: ../../../../Engine/Content/
EngineMeshes/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineResources/AICON-Green.uasset Dest: ../../../../Engine/
Content/EngineResources/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineResources/AICON-Red.uasset Dest: ../../../../Engine/
Content/EngineResources/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineResources/Black.uasset Dest: ../../../../Engine/Content/
EngineResources/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineResources/DefaultTexture.uasset Dest: ../../../../Engine/
Content/EngineResources/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineResources/DefaultTextureCube.uasset Dest: ../../../../
Engine/Content/EngineResources/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineResources/GradientTexture0.uasset Dest: ../../../../Engine/
Content/EngineResources/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineResources/WhiteSquareTexture.uasset Dest: ../../../../
Engine/Content/EngineResources/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineSounds/Duck_Normal_Attack_MixMod.uasset
Dest: ../../../../Engine/Content/EngineSounds/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/EngineSounds/Master.uasset Dest: ../../../../Engine/Content/
EngineSounds/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/

Engine/Content/EngineSounds/Music.uasset Dest: ../../Engine/Content/EngineSounds/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineSounds/Normal_Attack.uasset Dest: ../../Engine/Content/EngineSounds/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineSounds/SFX.uasset Dest: ../../Engine/Content/EngineSounds/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineSounds/Special_Attack_PSM.uasset Dest: ../../Engine/Content/EngineSounds/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineSounds/Voice.uasset Dest: ../../Engine/Content/EngineSounds/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/EngineTireTypes/DefaultTireType.uasset Dest: ../../Engine/Content/EngineTireTypes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/Engine_MaterialFunctions01/Opacity/CameraDepthFade.uasset Dest: ../../Engine/Content/Functions/Engine_MaterialFunctions01/Opacity/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/Engine_MaterialFunctions01/Shading/ConvertFromDiffSpec.uasset Dest: ../../Engine/Content/Functions/Engine_MaterialFunctions01/Shading/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/Engine_MaterialFunctions01/Shading/PowerToRoughness.uasset Dest: ../../Engine/Content/Functions/Engine_MaterialFunctions01/Shading/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/Engine_MaterialFunctions01/Texturing/ScaleUVsByCenter.uasset Dest: ../../Engine/Content/Functions/Engine_MaterialFunctions01/Texturing/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/Engine_MaterialFunctions02/ScreenResolution.uasset Dest: ../../Engine/Content/Functions/Engine_MaterialFunctions02/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/Engine_MaterialFunctions02/Texturing/ScreenAlignedUVs.uasset Dest: ../../Engine/Content/Functions/Engine_MaterialFunctions02/Texturing/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Functions/Engine_MaterialFunctions02/Utility/BreakOutFloat2Components.uasset Dest: ../../Engine/Content/Functions/Engine_MaterialFunctions02/Utility/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Maps/Entry.umap Dest: ../../Engine/Content/Maps/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Maps/Templates/Thumbnails/Default.uasset Dest: ../../Engine/Content/Maps/Templates/Thumbnails/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/Maps/Templates/Thumbnails/VR-Basic.uasset Dest: ../../Engine/Content/Maps/Templates/Thumbnails/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/MobileResources/T_MobileControls_texture.uasset Dest: ../../Engine/Content/MobileResources/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/MobileResources/T_MobileMenu2.uasset Dest: ../../Engine/Content/MobileResources/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/AnalogHat.uasset Dest: ../../Engine/Content/MobileResources/HUD/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/DefaultVirtualJoysticks.uasset Dest: ../../Engine/Content/MobileResources/HUD/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/LeftVirtualJoystickOnly.uasset Dest: ../../Engine/Content/MobileResources/HUD/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/MobileHUDButton1_off.uasset Dest: ../../Engine/Content/MobileResources/HUD/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/Engine/Content/MobileResources/HUD/MobileHUDButton1_on.uasset

Dest: ../../Engine/Content/MobileResources/HUD/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/MobileResources/HUD/MobileHUDButton2_off.uasset
Dest: ../../Engine/Content/MobileResources/HUD/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/MobileResources/HUD/MobileHUDButton2_on.uasset
Dest: ../../Engine/Content/MobileResources/HUD/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/MobileResources/HUD/MobileHUDButton3.uasset Dest: ../../
Engine/Content/MobileResources/HUD/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/MobileResources/HUD/MobileHUDButtonFire.uasset Dest: ../../
Engine/Content/MobileResources/HUD/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/MobileResources/HUD/MobileHUDDirectionPad.uasset
Dest: ../../Engine/Content/MobileResources/HUD/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/MobileResources/HUD/MobileHUDDirectionPad2.uasset
Dest: ../../Engine/Content/MobileResources/HUD/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/MobileResources/HUD/MobileHUDDirectionPad3.uasset
Dest: ../../Engine/Content/MobileResources/HUD/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/MobileResources/HUD/MobileHUDDirectionStick.uasset
Dest: ../../Engine/Content/MobileResources/HUD/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/MobileResources/HUD/T_Castle_ThumbstickInner.uasset
Dest: ../../Engine/Content/MobileResources/HUD/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/MobileResources/HUD/T_Castle_ThumbstickOutter.uasset
Dest: ../../Engine/Content/MobileResources/HUD/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/MobileResources/HUD/VirtualJoystick_Background.uasset
Dest: ../../Engine/Content/MobileResources/HUD/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/

Engine/Content/MobileResources/HUD/VirtualJoystick_Thumb.uasset
Dest: ../../Engine/Content/MobileResources/HUD/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/ContentIntroCurve.uasset Dest: ../../Engine/Content/
Tutorial/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/Basics/TutorialAssets/icon_tab_Levels_40x.uasset
Dest: ../../Engine/Content/Tutorial/Basics/TutorialAssets/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/BlueprintTutorials/TutorialAssets/
BlueprintInterface_64x.uasset Dest: ../../Engine/Content/Tutorial/
BlueprintTutorials/TutorialAssets/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/BlueprintTutorials/TutorialAssets/
BlueprintMacroLibrary_64x.uasset Dest: ../../Engine/Content/Tutorial/
BlueprintTutorials/TutorialAssets/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/BlueprintTutorials/TutorialAssets/Blueprint_64x.uasset
Dest: ../../Engine/Content/Tutorial/BlueprintTutorials/TutorialAssets/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/BlueprintTutorials/TutorialAssets/
Tutorial_BP_Interface.uasset Dest: ../../Engine/Content/Tutorial/
BlueprintTutorials/TutorialAssets/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/Foliage/TutorialAssets/Foliage.uasset Dest: ../../
Engine/Content/Tutorial/Foliage/TutorialAssets/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/Landscape/TutorialAssets/Landscape.uasset
Dest: ../../Engine/Content/Tutorial/Landscape/TutorialAssets/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/Paper2D/TutorialAssets/
Paper2DFlipbook_TutorialIcon.uasset Dest: ../../Engine/Content/Tutorial/
Paper2D/TutorialAssets/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/Paper2D/TutorialAssets/
Paper2DSprite_TutorialIcon.uasset Dest: ../../Engine/Content/Tutorial/Paper2D/
TutorialAssets/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/SubEditors/TutorialAssets/
M_smoke_subUV_blackbody.uasset Dest: ../../../../Engine/Content/Tutorial/
SubEditors/TutorialAssets/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/SubEditors/TutorialAssets/T_SmokeSubUV_8X8.uasset
Dest: ../../../../Engine/Content/Tutorial/SubEditors/TutorialAssets/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/SubEditors/TutorialAssets/T_soft_smoke.uasset
Dest: ../../../../Engine/Content/Tutorial/SubEditors/TutorialAssets/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/SubEditors/TutorialAssets/TutorialMaterial.uasset
Dest: ../../../../Engine/Content/Tutorial/SubEditors/TutorialAssets/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/SubEditors/TutorialAssets/TutorialParticleSystem.uasset
Dest: ../../../../Engine/Content/Tutorial/SubEditors/TutorialAssets/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/SubEditors/TutorialAssets/Tutorial_DM.uasset
Dest: ../../../../Engine/Content/Tutorial/SubEditors/TutorialAssets/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/SubEditors/TutorialAssets/
icon_Editor_Preferences_General_40x.uasset Dest: ../../../../Engine/Content/
Tutorial/SubEditors/TutorialAssets/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/SubEditors/TutorialAssets/
icon_ShowSkeletalMeshes_40x.uasset Dest: ../../../../Engine/Content/Tutorial/
SubEditors/TutorialAssets/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/
NewBlendSpace1D.uasset Dest: ../../../../Engine/Content/Tutorial/SubEditors/
TutorialAssets/Character/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/
TutorialCharacter.uasset Dest: ../../../../Engine/Content/Tutorial/SubEditors/
TutorialAssets/Character/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/

Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/TutorialTPP.uasset
Dest: ../../Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/
TutorialTPP_AnimBlueprint.uasset Dest: ../../Engine/Content/Tutorial/
SubEditors/TutorialAssets/Character/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/
TutorialTPP_Mat.uasset Dest: ../../Engine/Content/Tutorial/SubEditors/
TutorialAssets/Character/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/
TutorialTPP_PhysicsAsset.uasset Dest: ../../Engine/Content/Tutorial/
SubEditors/TutorialAssets/Character/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/
TutorialTPP_Skeleton.uasset Dest: ../../Engine/Content/Tutorial/SubEditors/
TutorialAssets/Character/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/Tutorial_Idle.uasset
Dest: ../../Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/
Tutorial_Walk_Fwd.uasset Dest: ../../Engine/Content/Tutorial/SubEditors/
TutorialAssets/Character/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/Devices/Vive/UE4_Logo.uasset Dest: ../../Engine/
Content/VREditor/Devices/Vive/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/FloatingText/JointSphere.uasset Dest: ../../Engine/
Content/VREditor/FloatingText/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/FloatingText/LineMaterial.uasset Dest: ../../Engine/
Content/VREditor/FloatingText/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/FloatingText/LineSegmentCylinder.uasset Dest: ../../
Engine/Content/VREditor/FloatingText/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/Fonts/TranslucentVRTextMaterial.uasset Dest: ../ ../
Engine/Content/VREditor/Fonts/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/Fonts/VRTextMaterial.uasset Dest: ../ ../Engine/
Content/VREditor/Fonts/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/Fonts/VRText_RobotoLarge.uasset Dest: ../ ../Engine/
Content/VREditor/Fonts/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/LaserPointer/VR_LaserPower_01.uasset Dest: ../ ../
Engine/Content/VREditor/LaserPointer/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/TransformGizmo/BoundingBoxCorner.uasset
Dest: ../ ../Engine/Content/VREditor/TransformGizmo/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/TransformGizmo/BoundingBoxEdge.uasset
Dest: ../ ../Engine/Content/VREditor/TransformGizmo/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/TransformGizmo/PlaneTranslationHandle.uasset
Dest: ../ ../Engine/Content/VREditor/TransformGizmo/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/TransformGizmo/RotationHandle.uasset Dest: ../ ../
Engine/Content/VREditor/TransformGizmo/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/TransformGizmo/StretchingHandle.uasset Dest: ../ ../
Engine/Content/VREditor/TransformGizmo/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/TransformGizmo/TransformGizmoMaterial.uasset
Dest: ../ ../Engine/Content/VREditor/TransformGizmo/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/TransformGizmo/TranslationHandle.uasset Dest: ../ ../
Engine/Content/VREditor/TransformGizmo/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/TransformGizmo/

TranslucentTransformGizmoMaterial.uasset Dest: ../../Engine/Content/
VREditor/TransformGizmo/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/TransformGizmo/UniformScaleHandle.uasset
Dest: ../../Engine/Content/VREditor/TransformGizmo/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/UI/CloseButtonMesh.uasset Dest: ../../Engine/
Content/VREditor/UI/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/UI/M_ContentWindow.uasset Dest: ../../Engine/
Content/VREditor/UI/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/UI/SM_ContentWindow_01.uasset Dest: ../../Engine/
Content/VREditor/UI/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Content/VREditor/UI/SelectionBarMesh.uasset Dest: ../../Engine/
Content/VREditor/UI/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Plugins/2D/Paper2D/Content/DefaultPaperTerrainMaterial.uasset
Dest: ../../Engine/Plugins/2D/Paper2D/Content/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Plugins/2D/Paper2D/Content/DefaultSpriteMaterial.uasset Dest: ../../
Engine/Plugins/2D/Paper2D/Content/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Plugins/2D/Paper2D/Content/DummySprite.uasset Dest: ../../Engine/
Plugins/2D/Paper2D/Content/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Plugins/2D/Paper2D/Content/MaskedUnlitSpriteMaterial.uasset
Dest: ../../Engine/Plugins/2D/Paper2D/Content/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Plugins/2D/Paper2D/Content/OpaqueUnlitSpriteMaterial.uasset
Dest: ../../Engine/Plugins/2D/Paper2D/Content/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Engine/Plugins/2D/Paper2D/Content/PlaceholderTextures/
DummySpriteTexture.uasset Dest: ../../Engine/Plugins/2D/Paper2D/Content/
PlaceholderTextures/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/AssetRegistry.bin Dest: ../../Netherlands_iOS_CB/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/CookedIniVersion.txt Dest: ../../Netherlands_iOS_CB/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/FirstPersonBP/Blueprints/
FirstPersonCharacter.uasset Dest: ../../Netherlands_iOS_CB/Content/
FirstPersonBP/Blueprints/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/FirstPersonBP/Blueprints/
FirstPersonGameMode.uasset Dest: ../../Netherlands_iOS_CB/Content/
FirstPersonBP/Blueprints/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/FirstPersonBP/Blueprints/FirstPersonHUD.uasset
Dest: ../../Netherlands_iOS_CB/Content/FirstPersonBP/Blueprints/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/Geometry/Meshes/1M_Cube.uasset Dest: ../../
Netherlands_iOS_CB/Content/Geometry/Meshes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/Geometry/Meshes/1M_Cube_Chamfer.uasset
Dest: ../../Netherlands_iOS_CB/Content/Geometry/Meshes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/Geometry/Meshes/CubeMaterial.uasset
Dest: ../../Netherlands_iOS_CB/Content/Geometry/Meshes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/Geometry/Meshes/TemplateFloor.uasset
Dest: ../../Netherlands_iOS_CB/Content/Geometry/Meshes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/BP_Pointer.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Blueprints/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/BP_PointerLabel.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Blueprints/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/BP_Scene.uasset Dest: ../../

Netherlands_iOS_CB/Content/HMD/Blueprints/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/E_Positions.uasset Dest: ../.../
Netherlands_iOS_CB/Content/HMD/Blueprints/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/My_HUD.uasset Dest: ../.../
Netherlands_iOS_CB/Content/HMD/Blueprints/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/VR_Character.uasset Dest: ../.../
Netherlands_iOS_CB/Content/HMD/Blueprints/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/VR_GameMode.uasset
Dest: ../.../Netherlands_iOS_CB/Content/HMD/Blueprints/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/VR_Pawn.uasset Dest: ../.../
Netherlands_iOS_CB/Content/HMD/Blueprints/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/
VR_PlayerCameraManager.uasset Dest: ../.../Netherlands_iOS_CB/Content/
HMD/Blueprints/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/VR_PlayerController.uasset
Dest: ../.../Netherlands_iOS_CB/Content/HMD/Blueprints/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/3dWidget/3dWidget.uasset
Dest: ../.../Netherlands_iOS_CB/Content/HMD/Blueprints/3dWidget/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Blueprints/3dWidget/
BP_WidgetScreen.uasset Dest: ../.../Netherlands_iOS_CB/Content/HMD/
Blueprints/3dWidget/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Cardboard_Level.umap Dest: ../.../
Netherlands_iOS_CB/Content/HMD/Maps/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Access.umap Dest: ../.../
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Basement.umap Dest: ../../..
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/BasementHall.umap
Dest: ../../..Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Boys.umap Dest: ../../..
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Entry.umap Dest: ../../..
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Foyer.umap Dest: ../../..
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Girl.umap Dest: ../../..
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Hall2.umap Dest: ../../..
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Hall3.umap Dest: ../../..
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Intro_Level.umap Dest: ../../..
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Kitchen.umap Dest: ../../..
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Living.umap Dest: ../../..
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/MasterBed.umap Dest: ../../..

Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/MasterCloset.umap
Dest: ../../Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/MasterSuite.umap
Dest: ../../Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Pool.umap Dest: ../..//
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/TopBath.umap Dest: ../..//
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/WorkOut.umap Dest: ../..//
Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_BaseMAT.uasset Dest: ../..//
Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Basement.uasset Dest: ../..//
Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_BasementHall.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Boys.uasset Dest: ../..//
Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_EmissiveBase.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Emissive_Inst_Blue.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/

Netherlands_iOS_CB/Content/HMD/Materials/M_Emissive_Inst_Red.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Entry.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Foyer.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Girl.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Hall2.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Hall3.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Intro.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Kitchen.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Living.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_MasterBed.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_MasterCloset.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_MasterSuite.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Pool.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_Test.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_TopBath.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/M_WorkOut.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Materials/Warehouse-with-lights.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Materials/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Meshes/PointerArrow.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Meshes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Meshes/PointerSphere.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Meshes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Meshes/SM_Pointer.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Meshes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Meshes/SM_Sphere.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Meshes/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/FirstPersonCrosshair.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Basement.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_BasementHall.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/
Netherlands_Basement_Mat.uasset Dest: ../../Netherlands_iOS_CB/Content/
HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Boys.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Entry.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/
Netherlands_Entry_DoorClosed.uasset Dest: ../../Netherlands_iOS_CB/
Content/HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Foyer.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Girls_Room.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Hall.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Kitchen.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Living.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_MasterCloset.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_MasterSuite.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Master_Bed.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Pool.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_TopBath.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_TopHall.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_WorkOut.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Warehouse-with-lights.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Test/Entry.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Textures/Test/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Test/Entry1024.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Textures/Test/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Test/EntryPNG.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Textures/Test/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Test/M_Entry.uasset Dest: ../../
Netherlands_iOS_CB/Content/HMD/Textures/Test/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Test/M_Entry1024.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/Test/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Test/M_Entry2048.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/Test/

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
Source: /Users/bradmartin/Desktop/Netherlands_iOS_CB/Saved/Cooked/IOS/
Netherlands_iOS_CB/Content/HMD/Textures/Test/M_EntryPNG.uasset
Dest: ../../Netherlands_iOS_CB/Content/HMD/Textures/Test/
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
1052 entries to add to pak file.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Loading
pak order file /Users/bradmartin/Desktop/Netherlands_iOS_CB/Build/IOS/
FileOpenOrder/CookerOpenOrder.log...
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Finished
loading pak order file /Users/bradmartin/Desktop/Netherlands_iOS_CB/Build/
IOS/FileOpenOrder/CookerOpenOrder.log.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Collecting
files to add to pak file...
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Collected
1052 files in 0.00s.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/EditorResources/S_Actor.uasset", 16.40% of
original size. Compressed Size 14510 bytes, Original Size 88490 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/EngineFonts/Roboto.uasset", 392772 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Functions/Engine_MaterialFunctions01/
Shading/PowerToRoughness.uasset", 51.47% of original size. Compressed Size
421 bytes, Original Size 818 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Functions/Engine_MaterialFunctions01/
Shading/ConvertFromDiffSpec.uasset", 48.74% of original size. Compressed
Size 427 bytes, Original Size 876 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/EngineMaterials/DefaultDiffuse.uasset",
69.75% of original size. Compressed Size 244608 bytes, Original Size 350701
bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/EngineMaterials/
DefaultDeferredDecalMaterial.uasset", 47.58% of original size. Compressed Size
1443172 bytes, Original Size 3033224 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/EngineMaterials/
DefaultLightFunctionMaterial.uasset", 53.00% of original size. Compressed Size
13149 bytes, Original Size 24810 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Functions/Engine_MaterialFunctions02/Utility/
BreakOutFloat2Components.uasset", 55.33% of original size. Compressed Size
592 bytes, Original Size 1070 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/EngineMaterials/

DefaultPostProcessMaterial.uasset", 41.02% of original size. Compressed Size 39686 bytes, Original Size 96742 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineResources/DefaultTexture.uasset", 73.02% of original size. Compressed Size 4776 bytes, Original Size 6541 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Functions/Engine_MaterialFunctions01/Texturing/ScaleUVsByCenter.uasset", 32.04% of original size. Compressed Size 1017 bytes, Original Size 3174 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Functions/Engine_MaterialFunctions02/ScreenResolution.uasset", 54.24% of original size. Compressed Size 544 bytes, Original Size 1003 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Functions/Engine_MaterialFunctions02/Texturing/ScreenAlignedUVs.uasset", 11.26% of original size. Compressed Size 1831 bytes, Original Size 16254 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineResources/WhiteSquareTexture.uasset", 35.31% of original size. Compressed Size 482 bytes, Original Size 1365 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineMaterials/Widget3DPassThrough.uasset", 48.10% of original size. Compressed Size 16785 bytes, Original Size 34899 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineMaterials/Widget3DPassThrough_Translucent.uasset", 52.85% of original size. Compressed Size 16437 bytes, Original Size 31102 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineMaterials/Widget3DPassThrough_Translucent_OneSided.uasset", 53.02% of original size. Compressed Size 15450 bytes, Original Size 29141 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineMaterials/Widget3DPassThrough_Opaque.uasset", 52.81% of original size. Compressed Size 16154 bytes, Original Size 30587 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineMaterials/Widget3DPassThrough_Opaque_OneSided.uasset", 53.08% of original size. Compressed Size 15190 bytes, Original Size 28616 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineMaterials/Widget3DPassThrough_Masked.uasset", 37.40% of original size. Compressed Size 28287 bytes, Original Size 75635 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineMaterials/

Widget3DPassThrough_Masked_OneSided.uasset", 35.11% of original size. Compressed Size 25861 bytes, Original Size 73664 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/Camera/CineMat.uasset", 43.59% of original size. Compressed Size 753056 bytes, Original Size 1727469 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/Camera/MI_CineMat_Rig.uasset", 47.30% of original size. Compressed Size 623 bytes, Original Size 1317 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMeshes/Camera/SM_CraneRig_Base.uasset", 48.05% of original size. Compressed Size 37533 bytes, Original Size 78115 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMeshes/Camera/SM_CraneRig_Arm.uasset", 45.48% of original size. Compressed Size 1736 bytes, Original Size 3817 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMeshes/Camera/SM_CraneRig_Mount.uasset", 49.58% of original size. Compressed Size 8008 bytes, Original Size 16153 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMeshes/Camera/SM_CraneRig_Body.uasset", 47.02% of original size. Compressed Size 34490 bytes, Original Size 73355 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMeshes/Camera/SM_RailRig_Track.uasset", 41.64% of original size. Compressed Size 40504 bytes, Original Size 97279 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMeshes/Camera/SM_RailRig_Mount.uasset", 47.50% of original size. Compressed Size 58256 bytes, Original Size 122647 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineResources/AICON-Red.uasset", 64.56% of original size. Compressed Size 2419 bytes, Original Size 3747 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineResources/AICON-Green.uasset", 68.49% of original size. Compressed Size 2569 bytes, Original Size 3751 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Maps/Templates/Thumbnails/Default.uasset", 20.27% of original size. Compressed Size 32649 bytes, Original Size 161066 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Maps/Templates/Thumbnails/VR-Basic.uasset", 36.31% of original size. Compressed Size 58487 bytes, Original Size 161068

bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/ParticleSystems/PSysThumbnail_NoImage.uasset", 9.14% of original size. Compressed Size 2101 bytes, Original Size 22987 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/ParticleSystems/PSysThumbnail_OOD.uasset", 38.89% of original size. Compressed Size 4668 bytes, Original Size 12003 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorLandscapeResources/DataLayer.uasset", 54.12% of original size. Compressed Size 414 bytes, Original Size 765 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineDamageTypes/DmgTypeBP_Environmental.uasset", 45.05% of original size. Compressed Size 460 bytes, Original Size 1021 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineMeshes/Sphere.uasset", 45.07% of original size. Compressed Size 19487 bytes, Original Size 43236 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineFonts/RobotoDistanceField.uasset", 34.35% of original size. Compressed Size 47618 bytes, Original Size 138621 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineMaterials/DefaultTextMaterialOpaque.uasset", 42.59% of original size. Compressed Size 425855 bytes, Original Size 999967 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorResources/S_Trigger.uasset", 8.11% of original size. Compressed Size 28442 bytes, Original Size 350670 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineResources/GradientTexture0.uasset", 13.73% of original size. Compressed Size 910 bytes, Original Size 6627 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineResources/Black.uasset", 35.03% of original size. Compressed Size 469 bytes, Original Size 1339 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Float.uasset", 54.04% of original size. Compressed Size 622 bytes, Original Size 1151 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Director.uasset", 50.91% of original size. Compressed Size 589 bytes, Original Size 1157 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Event.uasset", 55.08% of original size. Compressed Size 634

bytes, Original Size 1151 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Anim.uasset", 54.48% of original size. Compressed Size 626 bytes, Original Size 1149 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Fade.uasset", 48.57% of original size. Compressed Size 527 bytes, Original Size 1085 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Move.uasset", 53.35% of original size. Compressed Size 613 bytes, Original Size 1149 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Slomo.uasset", 52.82% of original size. Compressed Size 608 bytes, Original Size 1151 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/MatineeGroups/MAT_ColorTrack.uasset", 50.60% of original size. Compressed Size 722 bytes, Original Size 1427 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/MAT_Groups_Toggle.uasset", 54.52% of original size. Compressed Size 621 bytes, Original Size 1139 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_AudioMaster.uasset", 52.02% of original size. Compressed Size 605 bytes, Original Size 1163 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Sound.uasset", 54.13% of original size. Compressed Size 623 bytes, Original Size 1151 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/MatineeGroups/MAT_Groups_Vector.uasset", 52.12% of original size. Compressed Size 601 bytes, Original Size 1153 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/MAT_Groups_Visibility.uasset", 51.18% of original size. Compressed Size 587 bytes, Original Size 1147 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineResources/DefaultTextureCube.uasset", 19.80% of original size. Compressed Size 6787 bytes, Original Size 34273 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Functions/Engine_MaterialFunctions01/Opacity/CameraDepthFade.uasset", 53.23% of original size. Compressed Size 601 bytes, Original Size 1129 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/EngineMaterials/
T_Default_Material_Grid_M.uasset", 60.44% of original size. Compressed Size
106362 bytes, Original Size 175967 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/EngineMaterials/
T_Default_Material_Grid_N.uasset", 4.46% of original size. Compressed Size
2012 bytes, Original Size 45124 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/EngineMaterials/DefaultMaterial.uasset",
45.89% of original size. Compressed Size 2699701 bytes, Original Size 5882399
bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/EngineMeshes/Cylinder.uasset", 42.33% of
original size. Compressed Size 7047 bytes, Original Size 16646 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/EngineTireTypes/DefaultTireType.uasset",
50.38% of original size. Compressed Size 262 bytes, Original Size 520 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/VREditor/LaserPointer/
VR_LaserPower_01.uasset", 52.86% of original size. Compressed Size 46804
bytes, Original Size 88535 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/VREditor/TransformGizmo/
TransformGizmoMaterial.uasset", 51.74% of original size. Compressed Size
16173 bytes, Original Size 31260 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/VREditor/TransformGizmo/
TranslucentTransformGizmoMaterial.uasset", 50.97% of original size.
Compressed Size 15002 bytes, Original Size 29433 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/VREditor/TransformGizmo/
TranslationHandle.uasset", 42.40% of original size. Compressed Size 5116
bytes, Original Size 12067 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/VREditor/TransformGizmo/
PlaneTranslationHandle.uasset", 37.00% of original size. Compressed Size 1741
bytes, Original Size 4705 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/VREditor/TransformGizmo/
RotationHandle.uasset", 40.75% of original size. Compressed Size 24103 bytes,
Original Size 59151 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/VREditor/TransformGizmo/
StretchingHandle.uasset", 40.54% of original size. Compressed Size 2893 bytes,
Original Size 7137 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/VREditor/TransformGizmo/

BoundingBoxCorner.uasset", 33.30% of original size. Compressed Size 2235 bytes, Original Size 6711 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/VREditor/TransformGizmo/

BoundingBoxEdge.uasset", 37.06% of original size. Compressed Size 1703 bytes, Original Size 4595 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/VREditor/TransformGizmo/

UniformScaleHandle.uasset", 35.23% of original size. Compressed Size 2131 bytes, Original Size 6049 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/VREditor/FloatingText/LineMaterial.uasset", 53.12% of original size. Compressed Size 13333 bytes, Original Size 25102 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/VREditor/FloatingText/LineSegmentCylinder.uasset", 38.96% of original size. Compressed Size 3319 bytes, Original Size 8520 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/VREditor/FloatingText/JointSphere.uasset", 37.90% of original size. Compressed Size 8439 bytes, Original Size 22268 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/VREditor/Fonts/VRText_RobotoLarge.uasset", 23.79% of original size. Compressed Size 64468 bytes, Original Size 271042 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/VREditor/Fonts/VRTextMaterial.uasset", 32.65% of original size. Compressed Size 23609 bytes, Original Size 72315 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/VREditor/Fonts/TranslucentVRTextMaterial.uasset", 53.46% of original size. Compressed Size 14705 bytes, Original Size 27508 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/VREditor/UI/SelectionBarMesh.uasset", 36.93% of original size. Compressed Size 1533 bytes, Original Size 4151 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/VREditor/UI/CloseButtonMesh.uasset", 32.33% of original size. Compressed Size 13181 bytes, Original Size 40775 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/ContentIntroCurve.uasset", 49.83% of original size. Compressed Size 428 bytes, Original Size 859 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Plugins/2D/Paper2D/Content/PlaceholderTextures/DummySpriteTexture.uasset", 27.51% of original size. Compressed Size 3299 bytes, Original Size 11994 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Plugins/2D/Paper2D/Content/DefaultSpriteMaterial.uasset", 33.06% of original size. Compressed Size 23874 bytes, Original Size 72215 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Plugins/2D/Paper2D/Content/MaskedUnlitSpriteMaterial.uasset", 46.29% of original size. Compressed Size 811 bytes, Original Size 1752 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Plugins/2D/Paper2D/Content/OpaqueUnlitSpriteMaterial.uasset", 53.69% of original size. Compressed Size 14739 bytes, Original Size 27452 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Plugins/2D/Paper2D/Content/DummySprite.uasset", 46.26% of original size. Compressed Size 1076 bytes, Original Size 2326 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Plugins/2D/Paper2D/Content/DefaultPaperTerrainMaterial.uasset", 46.04% of original size. Compressed Size 616 bytes, Original Size 1338 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/EngineMaterials/RemoveSurfaceMaterial.uasset", 53.39% of original size. Compressed Size 13063 bytes, Original Size 24469 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/EngineDebugMaterials/DebugMeshMaterial.uasset", 52.67% of original size. Compressed Size 13642 bytes, Original Size 25903 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/EngineMaterials/InvalidLightmapSettings.uasset", 10.13% of original size. Compressed Size 8973 bytes, Original Size 88543 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/EngineMaterials/M_InvalidLightmapSettings.uasset", 44.67% of original size. Compressed Size 806419 bytes, Original Size 1805264 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/EditorMaterials/GizmoMaterial.uasset", 52.24% of original size. Compressed Size 16772 bytes, Original Size 32104 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/EngineMaterials/Good64x64TilingNoiseHighFreq.uasset", 5174 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/EngineMaterials/DefaultBokeh.uasset", 30.96% of original size. Compressed Size 7114 bytes, Original Size 22979 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/EngineMaterials/PreintegratedSkinBRDF.uasset", 11.71% of original size. Compressed Size 30785 bytes, Original Size 262911 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineMaterials/MiniFont.uasset", 3.27% of original size. Compressed Size 2165 bytes, Original Size 66273 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineMaterials/WeightMapPlaceholderTexture.uasset", 49.94% of original size. Compressed Size 415 bytes, Original Size 831 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineMaterials/DefaultWhiteGrid.uasset", 15.08% of original size. Compressed Size 987 bytes, Original Size 6545 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineMaterials/DefaultPhysicalMaterial.uasset", 49.26% of original size. Compressed Size 268 bytes, Original Size 544 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/EngineFonts/RobotoTiny.uasset", 78697 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorSounds/Notifications/CompileSuccess.uasset", 23.44% of original size. Compressed Size 6068 bytes, Original Size 25884 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorSounds/Notifications/CompileStart_Cue.uasset", 46.81% of original size. Compressed Size 712 bytes, Original Size 1521 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorSounds/Notifications/CompileSuccess_Cue.uasset", 46.67% of original size. Compressed Size 687 bytes, Original Size 1472 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorSounds/Notifications/CompileFailed.uasset", 67.85% of original size. Compressed Size 16866 bytes, Original Size 24858 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorSounds/Notifications/CompileFailed_Cue.uasset", 46.97% of original size. Compressed Size 689 bytes, Original Size 1467 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorResources/EmptyActor.uasset", 11.92% of original size. Compressed Size 41816 bytes, Original Size 350775 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/MobileResources/HUD/AnalogHat.uasset", 58.89% of original size. Compressed Size 1057 bytes, Original Size 1795 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/MobileResources/HUD/VirtualJoystick_Background.uasset", 7.86% of original size. Compressed Size 20684 bytes, Original Size 263186 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/MobileResources/HUD/
VirtualJoystick_Thumb.uasset", 23.30% of original size. Compressed Size 4058
bytes, Original Size 17416 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/MobileResources/HUD/
DefaultVirtualJoysticks.uasset", 34.20% of original size. Compressed Size 864
bytes, Original Size 2526 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/MobileResources/HUD/
MobileHUDButton2_off.uasset", 27.06% of original size. Compressed Size 3280
bytes, Original Size 12121 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/MobileResources/HUD/
MobileHUDDirectionPad.uasset", 37.89% of original size. Compressed Size 4593
bytes, Original Size 12123 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/MobileResources/HUD/
T_Castle_ThumbstickOuter.uasset", 4.37% of original size. Compressed Size
2912 bytes, Original Size 66576 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Test/
Entry.uasset", 59.18% of original size. Compressed Size 828042 bytes, Original
Size 1399291 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Test/
M_Entry2048.uasset", 43.96% of original size. Compressed Size 324563 bytes,
Original Size 738371 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Test/
Entry1024.uasset", 59.45% of original size. Compressed Size 208491 bytes,
Original Size 350691 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Test/
M_Entry1024.uasset", 44.09% of original size. Compressed Size 326692 bytes,
Original Size 740964 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Netherlands_iOS_CB/Content/HMD/Textures/
Netherlands_Entry.uasset", 62.12% of original size. Compressed Size 3474592
bytes, Original Size 5593646 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Test/
M_Entry.uasset", 44.04% of original size. Compressed Size 325889 bytes,
Original Size 739938 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/MobileResources/
T_MobileControls_texture.uasset", 2.59% of original size. Compressed Size
4560 bytes, Original Size 176185 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineMaterials/WorldGridMaterial.uasset", 45.12% of original size. Compressed Size 6389264 bytes, Original Size 14161458 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Meshes/SM_Pointer.uasset", 45.49% of original size. Compressed Size 9850 bytes, Original Size 21652 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Meshes/PointerSphere.uasset", 37.32% of original size. Compressed Size 14047 bytes, Original Size 37640 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Blueprints/BP_PointerLabel.uasset", 40.81% of original size. Compressed Size 1123 bytes, Original Size 2752 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/Geometry/Meshes/CubeMaterial.uasset", 44.76% of original size. Compressed Size 647900 bytes, Original Size 1447372 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/Geometry/Meshes/TemplateFloor.uasset", 29.24% of original size. Compressed Size 5337 bytes, Original Size 18255 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/Geometry/Meshes/1M_Cube_Chamfer.uasset", 42.23% of original size. Compressed Size 9858 bytes, Original Size 23341 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/Geometry/Meshes/1M_Cube.uasset", 36.09% of original size. Compressed Size 2121 bytes, Original Size 5877 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/MobileResources/HUD/MobileHUDButton1_on.uasset", 32.37% of original size. Compressed Size 1261 bytes, Original Size 3895 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/MobileResources/T_MobileMenu2.uasset", 1.59% of original size. Compressed Size 2790 bytes, Original Size 176007 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Entry_DoorClosed.uasset", 41.36% of original size. Compressed Size 2313514 bytes, Original Size 5593668 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/Warehouse-with-lights.uasset", 55.26% of original size. Compressed Size 193806 bytes, Original Size 350711 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_Intro.uasset", 45.67% of original size. Compressed Size 678945 bytes, Original Size 1486538 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/MobileResources/HUD/T_Castle_ThumbstickInner.uasset", 7.97% of original size. Compressed Size 1388 bytes, Original Size 17422 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/MobileResources/HUD/LeftVirtualJoystickOnly.uasset", 41.97% of original size. Compressed Size 818 bytes, Original Size 1949 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/MobileResources/HUD/MobileHUDDirectionPad3.uasset", 28.84% of original size. Compressed Size 12956 bytes, Original Size 44925 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/MobileResources/HUD/MobileHUDDirectionStick.uasset", 37.64% of original size. Compressed Size 1469 bytes, Original Size 3903 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/MobileResources/HUD/MobileHUDButton3.uasset", 42.45% of original size. Compressed Size 768 bytes, Original Size 1809 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/MobileResources/HUD/MobileHUDButtonFire.uasset", 48.73% of original size. Compressed Size 1898 bytes, Original Size 3895 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/MobileResources/HUD/MobileHUDDirectionPad2.uasset", 30.71% of original size. Compressed Size 13798 bytes, Original Size 44925 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/MobileResources/HUD/MobileHUDButton1_off.uasset", 34.74% of original size. Compressed Size 1354 bytes, Original Size 3897 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/MobileResources/HUD/MobileHUDButton2_on.uasset", 20.80% of original size. Compressed Size 2521 bytes, Original Size 12119 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Basement.uasset", 47.75% of original size. Compressed Size 2671163 bytes, Original Size 5593652 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Basement_Mat.uasset", 43.63% of original size. Compressed Size

368835 bytes, Original Size 845292 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/BasicShapes/Cone.uasset", 41.68% of original size. Compressed Size 14944 bytes, Original Size 35852 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/BasicShapes/Cylinder.uasset", 36.92% of original size. Compressed Size 25684 bytes, Original Size 69560 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/BasicShapes/Sphere.uasset", 47.87% of original size. Compressed Size 34964 bytes, Original Size 73033 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/PhAT_JointLimitMaterial.uasset", 52.44% of original size. Compressed Size 13830 bytes, Original Size 26371 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/PreviewShadowIndicator.uasset", 0.73% of original size. Compressed Size 2574 bytes, Original Size 350716 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMaterials/PreviewShadowIndicatorMaterial.uasset", 51.88% of original size. Compressed Size 13515 bytes, Original Size 26048 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMeshes/ColorCalibrator/M_ChromeBall.uasset", 45.03% of original size. Compressed Size 657130 bytes, Original Size 1459220 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMeshes/ColorCalibrator/M_ClearCoat.uasset", 43.44% of original size. Compressed Size 359252 bytes, Original Size 826995 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMeshes/ColorCalibrator/M_ClearCoatBlack.uasset", 43.71% of original size. Compressed Size 356685 bytes, Original Size 816009 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMeshes/ColorCalibrator/T_ColorGrid.uasset", 12.73% of original size. Compressed Size 11268 bytes, Original Size 88532 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMeshes/ColorCalibrator/M_ColorGrid.uasset", 45.50% of original size. Compressed Size 681903 bytes, Original Size 1498771 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMeshes/ColorCalibrator/M_GreyBall.uasset", 44.65% of original size. Compressed Size 643739 bytes, Original Size 1441631 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/EditorMeshes/ColorCalibrator/SM_ColorCalibrator.uasset", 51.19% of original size. Compressed Size 1331047 bytes, Original Size 2600009 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorResources/BSPVertex.uasset", 50.58% of original size. Compressed Size 568 bytes, Original Size 1123 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineDebugMaterials/HeatmapGradient.uasset", 59.24% of original size. Compressed Size 3150 bytes, Original Size 5317 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineDebugMaterials/BoneWeightMaterial.uasset", 48.33% of original size. Compressed Size 2196074 bytes, Original Size 4543836 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineDebugMaterials/GeomMaterial.uasset", 52.81% of original size. Compressed Size 13736 bytes, Original Size 26008 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineMaterials/EditorBrushMaterial.uasset", 53.18% of original size. Compressed Size 13374 bytes, Original Size 25150 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineMeshes/Cube.uasset", 37.20% of original size. Compressed Size 2272 bytes, Original Size 6107 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/Basics/TutorialAssets/icon_tab_Levels_40x.uasset", 45.78% of original size. Compressed Size 3431 bytes, Original Size 7495 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/BlueprintTutorials/TutorialAssets/Blueprint_64x.uasset", 26.58% of original size. Compressed Size 4628 bytes, Original Size 17412 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/BlueprintTutorials/TutorialAssets/BlueprintInterface_64x.uasset", 32.69% of original size. Compressed Size 5698 bytes, Original Size 17430 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/BlueprintTutorials/TutorialAssets/BlueprintMacroLibrary_64x.uasset", 32.32% of original size. Compressed Size 5636 bytes, Original Size 17436 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/BlueprintTutorials/TutorialAssets/Tutorial_BP_Interface.uasset", 41.08% of original size. Compressed Size 486 bytes, Original Size 1183 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/Foliage/TutorialAssets/Foliage.uasset",

32.96% of original size. Compressed Size 2463 bytes, Original Size 7472 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/Landscape/TutorialAssets/Landscape.uasset", 29.37% of original size. Compressed Size 2196 bytes, Original Size 7478 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/Paper2D/TutorialAssets/Paper2DFlipbook_TutorialIcon.uasset", 22.74% of original size. Compressed Size 3977 bytes, Original Size 17491 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/Paper2D/TutorialAssets/Paper2DSprite_TutorialIcon.uasset", 24.54% of original size. Compressed Size 4276 bytes, Original Size 17427 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/SubEditors/TutorialAssets/icon_Editor_Preferences_General_40x.uasset", 49.22% of original size. Compressed Size 3707 bytes, Original Size 7531 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/SubEditors/TutorialAssets/icon_ShowSkeletalMeshes_40x.uasset", 38.64% of original size. Compressed Size 2904 bytes, Original Size 7515 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorMeshes/EditorCube.uasset", 37.88% of original size. Compressed Size 2210 bytes, Original Size 5834 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/SubEditors/TutorialAssets/Tutorial_DM.uasset", 34.95% of original size. Compressed Size 65491 bytes, Original Size 187360 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/SubEditors/TutorialAssets/TutorialMaterial.uasset", 43.83% of original size. Compressed Size 359058 bytes, Original Size 819200 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/SubEditors/TutorialAssets/T_SmokeSubUV_8X8.uasset", 34.83% of original size. Compressed Size 61345 bytes, Original Size 176102 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/SubEditors/TutorialAssets/T_soft_smoke.uasset", 63.85% of original size. Compressed Size 56531 bytes, Original Size 88540 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/SubEditors/TutorialAssets/M_smoke_subUV_blackbody.uasset", 50.96% of original size. Compressed Size 48389 bytes, Original Size 94961 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/SubEditors/TutorialAssets/TutorialParticleSystem.uasset", 20.00% of original size. Compressed Size 3859

bytes, Original Size 19296 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_EmissiveBase.uasset", 43.32% of original size. Compressed Size 346032 bytes, Original Size 798724 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_Emissive_Inst_Blue.uasset", 43.03% of original size. Compressed Size 784 bytes, Original Size 1822 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Blueprints/E_Positions.uasset", 47.44% of original size. Compressed Size 1249 bytes, Original Size 2633 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Meshes/PointerArrow.uasset", 36.23% of original size. Compressed Size 41460 bytes, Original Size 114426 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Blueprints/BP_Pointer.uasset", 29.53% of original size. Compressed Size 3588 bytes, Original Size 12149 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_MasterCloset.uasset", 53.58% of original size. Compressed Size 2997133 bytes, Original Size 5593660 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_MasterCloset.uasset", 43.91% of original size. Compressed Size 324150 bytes, Original Size 738196 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Meshes/SM_Sphere.uasset", 46.76% of original size. Compressed Size 31312 bytes, Original Size 66969 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Scenes/MasterCloset.umap", 31.80% of original size. Compressed Size 3124 bytes, Original Size 9824 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_BasementHall.uasset", 51.35% of original size. Compressed Size 2872521 bytes, Original Size 5593660 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_BasementHall.uasset", 43.88% of original size. Compressed Size 323767 bytes, Original Size 737910 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Scenes/

BasementHall.umap", 28.81% of original size. Compressed Size 3337 bytes, Original Size 11582 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Boys.uasset", 63.12% of original size. Compressed Size 3530804 bytes, Original Size 5593644 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_Boys.uasset", 43.92% of original size. Compressed Size 323929 bytes, Original Size 737526 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Boys.umap", 31.88% of original size. Compressed Size 3294 bytes, Original Size 10332 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_Entry.uasset", 43.94% of original size. Compressed Size 324092 bytes, Original Size 737609 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Entry.umap", 32.04% of original size. Compressed Size 3194 bytes, Original Size 9970 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Foyer.uasset", 66.84% of original size. Compressed Size 3739029 bytes, Original Size 5593646 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_Foyer.uasset", 43.91% of original size. Compressed Size 323909 bytes, Original Size 737591 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Foyer.umap", 24.14% of original size. Compressed Size 3725 bytes, Original Size 15428 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Girls_Room.uasset", 62.94% of original size. Compressed Size 3520743 bytes, Original Size 5593656 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_Girl.uasset", 43.93% of original size. Compressed Size 324028 bytes, Original Size 737519 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Girl.umap", 31.92% of original size. Compressed Size 3107 bytes, Original Size 9734 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/FirstPersonCrosshair.uasset", 48.10% of original size. Compressed Size 608 bytes, Original Size 1264 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/FirstPersonBP/Blueprints/FirstPersonHUD.uasset", 30.52% of original size. Compressed Size 1786 bytes, Original Size 5851 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Blueprints/3dWidget/BP_WidgetScreen.uasset", 36.15% of original size. Compressed Size 1152 bytes, Original Size 3187 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Blueprints/3dWidget/3dWidget.uasset", 36.65% of original size. Compressed Size 1284 bytes, Original Size 3503 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/BasicShapes/BasicShapeMaterial.uasset", 44.94% of original size. Compressed Size 662262 bytes, Original Size 1473552 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/BasicShapes/Cube.uasset", 35.81% of original size. Compressed Size 3044 bytes, Original Size 8501 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/FirstPersonBP/Blueprints/FirstPersonCharacter.uasset", 25.56% of original size. Compressed Size 7899 bytes, Original Size 30903 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/FirstPersonBP/Blueprints/FirstPersonGameMode.uasset", 37.89% of original size. Compressed Size 1044 bytes, Original Size 2755 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_Test.uasset", 45.31% of original size. Compressed Size 673184 bytes, Original Size 1485769 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Intro_Level.umap", 26.32% of original size. Compressed Size 10751 bytes, Original Size 40854 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Kitchen.uasset", 64.67% of original size. Compressed Size 3617506 bytes, Original Size 5593650 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_Kitchen.uasset", 43.92% of original size. Compressed Size 324048 bytes, Original Size 737746 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Kitchen.umap", 32.19% of original size. Compressed Size 3098 bytes, Original Size 9623 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Living.uasset", 64.63% of original size. Compressed Size 3615218 bytes, Original Size 5593648 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_Living.uasset", 43.91% of original size. Compressed Size 323945 bytes, Original Size 737666 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Living.umap", 28.84% of original size. Compressed Size 3327 bytes, Original Size 11537 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Master_Bed.uasset", 64.92% of original size. Compressed Size 3631603 bytes, Original Size 5593656 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_MasterBed.uasset", 43.93% of original size. Compressed Size 324135 bytes, Original Size 737891 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Scenes/MasterBed.umap", 32.04% of original size. Compressed Size 3049 bytes, Original Size 9516 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_Basement.uasset", 44.65% of original size. Compressed Size 378878 bytes, Original Size 848514 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Basement.umap", 26.40% of original size. Compressed Size 3613 bytes, Original Size 13688 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_MasterSuite.uasset", 64.45% of original size. Compressed Size 3605319 bytes, Original Size 5593658 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_MasterSuite.uasset", 43.89% of original size. Compressed Size 323970 bytes, Original Size 738104 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Scenes/MasterSuite.umap", 28.91% of original size. Compressed Size 3345 bytes, Original Size 11569 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Test/EntryPNG.uasset", 61.66% of original size. Compressed Size 3448930 bytes,

Original Size 5593633 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Test/M_EntryPNG.uasset", 44.47% of original size. Compressed Size 578460 bytes, Original Size 1300905 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Access.umap", 15.25% of original size. Compressed Size 4781 bytes, Original Size 31352 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineMaterials/DefaultNormal.uasset", 72.18% of original size. Compressed Size 505610 bytes, Original Size 700524 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Maps/Entry.umap", 27.63% of original size. Compressed Size 3319 bytes, Original Size 12014 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Warehouse-with-lights.uasset", 57.26% of original size. Compressed Size 200815 bytes, Original Size 350710 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_BaseMAT.uasset", 44.06% of original size. Compressed Size 326148 bytes, Original Size 740300 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Blueprints/BP_Scene.uasset", 34.48% of original size. Compressed Size 1866 bytes, Original Size 5412 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Blueprints/My_HUD.uasset", 32.09% of original size. Compressed Size 1511 bytes, Original Size 4709 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Blueprints/VR_Character.uasset", 25.88% of original size. Compressed Size 6703 bytes, Original Size 25901 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Blueprints/VR_PlayerCameraManager.uasset", 40.45% of original size. Compressed Size 930 bytes, Original Size 2299 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Blueprints/VR_PlayerController.uasset", 39.46% of original size. Compressed Size 955 bytes, Original Size 2420 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Blueprints/VR_GameMode.uasset", 37.67% of original size. Compressed Size 1109 bytes,

Original Size 2944 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Blueprints/VR_Pawn.uasset", 25.19% of original size. Compressed Size 6814 bytes, Original Size 27052 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_Emissive_Inst_Red.uasset", 44.46% of original size. Compressed Size 742 bytes, Original Size 1669 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Cardboard_Level.umap", 25.84% of original size. Compressed Size 4967 bytes, Original Size 19222 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Pool.uasset", 56.57% of original size. Compressed Size 3164594 bytes, Original Size 5593644 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_Pool.uasset", 43.91% of original size. Compressed Size 323864 bytes, Original Size 737535 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Pool.umap", 32.23% of original size. Compressed Size 3095 bytes, Original Size 9604 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_TopHall.uasset", 62.87% of original size. Compressed Size 3516595 bytes, Original Size 5593650 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_Hall3.uasset", 43.93% of original size. Compressed Size 324022 bytes, Original Size 737597 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Hall3.umap", 24.00% of original size. Compressed Size 3719 bytes, Original Size 15493 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Textures/Netherlands_Hall.uasset", 64.83% of original size. Compressed Size 3626380 bytes, Original Size 5593644 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Materials/M_Hall2.uasset", 43.91% of original size. Compressed Size 323914 bytes, Original Size 737600 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Scenes/Hall2.umap", 24.21% of original size. Compressed Size 3701 bytes, Original Size 15290 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Netherlands_iOS_CB/Content/HMD/Textures/
Netherlands_WorkOut.uasset", 54.78% of original size. Compressed Size
3064437 bytes, Original Size 5593650 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Netherlands_iOS_CB/Content/HMD/Materials/
M_WorkOut.uasset", 43.94% of original size. Compressed Size 324185 bytes,
Original Size 737754 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
WorkOut.umap", 32.02% of original size. Compressed Size 3179 bytes, Original
Size 9929 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Netherlands_iOS_CB/Content/HMD/Textures/
Netherlands_TopBath.uasset", 60.94% of original size. Compressed Size
3408950 bytes, Original Size 5593650 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Netherlands_iOS_CB/Content/HMD/Materials/
M_TopBath.uasset", 43.93% of original size. Compressed Size 324102 bytes,
Original Size 737755 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Netherlands_iOS_CB/Content/HMD/Maps/Scenes/
TopBath.umap", 32.04% of original size. Compressed Size 3159 bytes, Original
Size 9860 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Config/Base.ini", 32 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Config/BaseCompat.ini", 19.88% of original size.
Compressed Size 3223 bytes, Original Size 16216 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Config/BaseDeviceProfiles.ini", 14.02% of original size.
Compressed Size 2573 bytes, Original Size 18350 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Config/BaseEditor.ini", 14.93% of original size.
Compressed Size 7377 bytes, Original Size 49398 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Config/BaseEditorKeyBindings.ini", 13.07% of original
size. Compressed Size 697 bytes, Original Size 5334 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Config/BaseEditorLayout.ini", 0 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Config/BaseEditorPerProjectUserSettings.ini", 30.80%
of original size. Compressed Size 9165 bytes, Original Size 29753 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Config/BaseEditorSettings.ini", 23.92% of original size.
Compressed Size 1261 bytes, Original Size 5271 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Config/BaseEngine.ini", 16.21% of original size.

Compressed Size 31757 bytes, Original Size 195872 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/BaseGame.ini", 44.13% of original size.
Compressed Size 1397 bytes, Original Size 3166 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/BaseHardware.ini", 40.22% of original size.
Compressed Size 1371 bytes, Original Size 3409 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/BaseInput.ini", 24.94% of original size.
Compressed Size 3974 bytes, Original Size 15935 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/BaseLightmass.ini", 32.54% of original size.
Compressed Size 2930 bytes, Original Size 9005 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/BaseScalability.ini", 21.62% of original size.
Compressed Size 1663 bytes, Original Size 7693 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/ConsoleVariables.ini", 48.84% of original size.
Compressed Size 1201 bytes, Original Size 2459 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/controller.vdf", 29.78% of original size.
Compressed Size 455 bytes, Original Size 1528 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/IOS/IOSEngine.ini", 61.23% of original size.
Compressed Size 289 bytes, Original Size 472 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/Localization/Category.ini", 36.92% of original size. Compressed Size 584 bytes, Original Size 1582 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/Localization/Editor.ini", 33.67% of original size.
Compressed Size 595 bytes, Original Size 1767 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/Localization/EditorTutorials.ini", 36.09% of original size. Compressed Size 545 bytes, Original Size 1510 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/Localization/Engine.ini", 30.30% of original size.
Compressed Size 716 bytes, Original Size 2363 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/Localization/Keywords.ini", 36.92% of original size. Compressed Size 584 bytes, Original Size 1582 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/Localization/PortableObjectExport.ini", 22.71% of original size. Compressed Size 329 bytes, Original Size 1449 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/Localization/PortableObjectImport.ini", 22.84% of original size. Compressed Size 331 bytes, Original Size 1449 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Config/Localization/PropertyNames.ini", 36.43% of original size. Compressed Size 592 bytes, Original Size 1625 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/Localization/RepairData.ini", 16.09% of original size. Compressed Size 416 bytes, Original Size 2586 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/Localization/ResourceFileGen.ini", 21.47% of original size. Compressed Size 328 bytes, Original Size 1528 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/Localization/ToolTips.ini", 35.96% of original size. Compressed Size 598 bytes, Original Size 1663 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/Localization/WordCount.ini", 21.29% of original size. Compressed Size 387 bytes, Original Size 1818 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Config/Windows/WindowsEngine.ini", 61.36% of original size. Compressed Size 335 bytes, Original Size 546 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EditorBlueprintResources/StandardMacros.uasset", 45.11% of original size. Compressed Size 397 bytes, Original Size 880 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineSounds/Duck_Normal_Attack_MixMod.uasset", 46.67% of original size. Compressed Size 568 bytes, Original Size 1217 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineSounds/Master.uasset", 44.77% of original size. Compressed Size 561 bytes, Original Size 1253 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineSounds/Music.uasset", 47.61% of original size. Compressed Size 418 bytes, Original Size 878 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineSounds/Normal_Attack.uasset", 47.64% of original size. Compressed Size 423 bytes, Original Size 888 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineSounds/SFX.uasset", 44.06% of original size. Compressed Size 560 bytes, Original Size 1271 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineSounds/Special_Attack_PSM.uasset", 43.94% of original size. Compressed Size 609 bytes, Original Size 1386 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/EngineSounds/Voice.uasset", 47.72% of original size. Compressed Size 419 bytes, Original Size 878 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/brkitr/char.brk", 10.98% of original size. Compressed Size 1804 bytes, Original Size 16424 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/brkitr/en.res", 60.88% of original size. Compressed Size 263 bytes, Original Size 432 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/brkitr/en_US.res", 72.00% of original size. Compressed Size 72 bytes, Original Size 100 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/brkitr/en_US_POSIX.res", 81.38% of original size. Compressed Size 153 bytes, Original Size 188 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/brkitr/leet.res", 61.91% of original size. Compressed Size 317 bytes, Original Size 512 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/brkitr/line.brk", 9.84% of original size. Compressed Size 11402 bytes, Original Size 115888 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/brkitr/res_index.res", 74.26% of original size. Compressed Size 101 bytes, Original Size 136 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/brkitr/root.res", 57.60% of original size. Compressed Size 288 bytes, Original Size 500 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/brkitr/sent.brk", 12.72% of original size. Compressed Size 3897 bytes, Original Size 30640 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/brkitr/title.brk", 11.22% of original size. Compressed Size 1721 bytes, Original Size 15336 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/brkitr/word.brk", 11.61% of original size. Compressed Size 4899 bytes, Original Size 42200 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/brkitr/word_POSIX.brk", 11.62% of original size. Compressed Size 4907 bytes, Original Size 42216 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/cnvalias.icu", 43.13% of original size. Compressed Size 27573 bytes, Original Size 63926 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/coll/en.res", 72.00% of original size. Compressed Size 72 bytes, Original Size 100 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/coll/en_US.res", 70.00% of original size. Compressed Size 70 bytes, Original Size 100 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/coll/en_US_POSIX.res", 21.28% of original size. Compressed Size 3409 bytes, Original Size 16020 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/coll/leet.res", 21.28% of original size. Compressed Size 3409 bytes, Original Size 16020 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/coll/res_index.res", 74.26% of original size. Compressed Size 101 bytes, Original Size 136 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/coll/root.res", 34.40% of original size. Compressed Size 59851 bytes, Original Size 173968 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/coll/ucadata.icu", 36.53% of original size. Compressed Size 55523 bytes, Original Size 151984 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/confusables.cfu", 34.58% of original size. Compressed Size 25331 bytes, Original Size 73248 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en.res", 26.77% of original size. Compressed Size 11974 bytes, Original Size 44732 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_001.res", 75.68% of original size. Compressed Size 112 bytes, Original Size 148 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_150.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_AG.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_AI.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_AU.res", 67.75% of original size. Compressed Size 187 bytes, Original Size 276 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_BB.res", 76.70% of original size. Compressed Size 135 bytes, Original Size 176 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_BE.res", 78.05% of original size. Compressed Size 128 bytes, Original Size 164 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/curr/en_BM.res", 78.41% of original size. Compressed Size 138 bytes, Original Size 176 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_BS.res", 77.84% of original size. Compressed Size 137 bytes, Original Size 176 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_BW.res", 77.33% of original size. Compressed Size 133 bytes, Original Size 172 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_BZ.res", 79.65% of original size. Compressed Size 137 bytes, Original Size 172 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_CA.res", 70.92% of original size. Compressed Size 139 bytes, Original Size 196 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_CC.res", 77.78% of original size. Compressed Size 140 bytes, Original Size 180 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_CK.res", 74.44% of original size. Compressed Size 134 bytes, Original Size 180 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_CM.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_CX.res", 77.78% of original size. Compressed Size 140 bytes, Original Size 180 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_DG.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_DM.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_ER.res", 78.41% of original size. Compressed Size 138 bytes, Original Size 176 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_FJ.res", 79.65% of original size. Compressed Size 137 bytes, Original Size 172 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_FK.res", 70.69% of original size. Compressed Size 164 bytes, Original Size 232 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_FM.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_GB.res", 35.48% of original size. Compressed Size 1185 bytes, Original Size 3340 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_GD.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_GG.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_GH.res", 79.55% of original size. Compressed Size 140 bytes, Original Size 176 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_GI.res", 69.14% of original size. Compressed Size 177 bytes, Original Size 256 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_GM.res", 77.33% of original size. Compressed Size 133 bytes, Original Size 172 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_GY.res", 76.70% of original size. Compressed Size 135 bytes, Original Size 176 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_HK.res", 69.81% of original size. Compressed Size 148 bytes, Original Size 212 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_IE.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_IM.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_IN.res", 78.05% of original size. Compressed Size 128 bytes, Original Size 164 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_IO.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_JE.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_JM.res", 76.70% of original size. Compressed Size 135 bytes, Original Size 176 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_KE.res", 77.78% of original size. Compressed Size 140 bytes, Original Size 180 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_KI.res", 78.89% of original size. Compressed Size 142 bytes, Original Size 180 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_KN.res",

76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_KY.res", 78.19% of original size. Compressed Size 147 bytes, Original Size 188 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_LC.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_LR.res", 77.27% of original size. Compressed Size 136 bytes, Original Size 176 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_LS.res", 78.33% of original size. Compressed Size 141 bytes, Original Size 180 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_MG.res", 76.14% of original size. Compressed Size 134 bytes, Original Size 176 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_MO.res", 73.64% of original size. Compressed Size 162 bytes, Original Size 220 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_MS.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_MT.res", 74.54% of original size. Compressed Size 161 bytes, Original Size 216 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_MU.res", 78.98% of original size. Compressed Size 139 bytes, Original Size 176 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_MW.res", 77.27% of original size. Compressed Size 136 bytes, Original Size 176 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_NA.res", 76.70% of original size. Compressed Size 135 bytes, Original Size 176 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_NF.res", 77.78% of original size. Compressed Size 140 bytes, Original Size 180 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_NG.res", 77.91% of original size. Compressed Size 134 bytes, Original Size 172 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_NH.res", 75.00% of original size. Compressed Size 66 bytes, Original Size 88 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_NR.res", 77.78% of original size. Compressed Size 140 bytes, Original Size 180 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/curr/en_NU.res", 74.44% of original size. Compressed Size 134 bytes, Original Size 180 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_NZ.res", 71.76% of original size. Compressed Size 155 bytes, Original Size 216 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_PG.res", 76.60% of original size. Compressed Size 144 bytes, Original Size 188 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_PH.res", 79.55% of original size. Compressed Size 140 bytes, Original Size 176 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_PK.res", 75.00% of original size. Compressed Size 162 bytes, Original Size 216 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_PN.res", 74.44% of original size. Compressed Size 134 bytes, Original Size 180 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_PW.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_RH.res", 75.00% of original size. Compressed Size 66 bytes, Original Size 88 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_RW.res", 73.84% of original size. Compressed Size 127 bytes, Original Size 172 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_SB.res", 73.94% of original size. Compressed Size 139 bytes, Original Size 188 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_SC.res", 77.22% of original size. Compressed Size 139 bytes, Original Size 180 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_SD.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_SG.res", 72.17% of original size. Compressed Size 153 bytes, Original Size 212 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_SH.res", 71.88% of original size. Compressed Size 161 bytes, Original Size 224 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_SL.res", 73.94% of original size. Compressed Size 139 bytes, Original Size 188 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_SS.res", 70.56% of original size. Compressed Size 175 bytes, Original Size 248 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_SX.res", 73.56% of original size. Compressed Size 153 bytes, Original Size 208 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_SZ.res", 78.41% of original size. Compressed Size 138 bytes, Original Size 176 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_TC.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_TK.res", 74.44% of original size. Compressed Size 134 bytes, Original Size 180 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_TO.res", 75.00% of original size. Compressed Size 132 bytes, Original Size 176 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_TT.res", 72.96% of original size. Compressed Size 143 bytes, Original Size 196 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_TV.res", 77.78% of original size. Compressed Size 140 bytes, Original Size 180 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_TZ.res", 74.46% of original size. Compressed Size 137 bytes, Original Size 184 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_UG.res", 75.56% of original size. Compressed Size 136 bytes, Original Size 180 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_VC.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_VG.res", 76.79% of original size. Compressed Size 86 bytes, Original Size 112 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_VU.res", 76.16% of original size. Compressed Size 131 bytes, Original Size 172 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_WS.res", 79.65% of original size. Compressed Size 137 bytes, Original Size 172 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_ZA.res", 78.33% of original size. Compressed Size 141 bytes, Original Size 180 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_ZM.res", 77.91% of original size. Compressed Size 134 bytes, Original Size 172 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/en_ZW.res",

75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/leet.res", 26.77% of original size. Compressed Size 11974 bytes, Original Size 44732 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/pool.res", 61.34% of original size. Compressed Size 1266 bytes, Original Size 2064 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/res_index.res", 49.89% of original size. Compressed Size 475 bytes, Original Size 952 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/root.res", 61.01% of original size. Compressed Size 471 bytes, Original Size 772 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/curr/supplementalData.res", 41.35% of original size. Compressed Size 10551 bytes, Original Size 25516 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en.res", 36.29% of original size. Compressed Size 5861 bytes, Original Size 16152 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_001.res", 75.58% of original size. Compressed Size 130 bytes, Original Size 172 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_150.res", 51.96% of original size. Compressed Size 372 bytes, Original Size 716 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_AG.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_AI.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_AS.res", 72.92% of original size. Compressed Size 70 bytes, Original Size 96 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_AU.res", 36.96% of original size. Compressed Size 918 bytes, Original Size 2484 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_BB.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_BE.res", 51.96% of original size. Compressed Size 372 bytes, Original Size 716 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_BM.res",

76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_BS.res",
76.56% of original size. Compressed Size 147 bytes, Original Size 192 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_BW.res",
49.13% of original size. Compressed Size 340 bytes, Original Size 692 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_BZ.res",
49.87% of original size. Compressed Size 389 bytes, Original Size 780 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_CA.res",
43.11% of original size. Compressed Size 388 bytes, Original Size 900 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_CC.res",
75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_CK.res",
75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_CM.res",
76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_CX.res",
75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_DG.res",
75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_DM.res",
76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_ER.res",
75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_FJ.res", 76.72%
of original size. Compressed Size 89 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_FK.res",
75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_FM.res",
76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_GB.res",
33.96% of original size. Compressed Size 2115 bytes, Original Size 6228 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/en_GD.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/en_GG.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/en_GH.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/en_GI.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/en_GM.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/en_GU.res", 72.92% of original size. Compressed Size 70 bytes, Original Size 96 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/en_GY.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/en_HK.res", 33.93% of original size. Compressed Size 3556 bytes, Original Size 10480 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/en_IE.res", 33.32% of original size. Compressed Size 729 bytes, Original Size 2188 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/en_IM.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/en_IN.res", 48.86% of original size. Compressed Size 342 bytes, Original Size 700 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/en_IO.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/en_JE.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/en_JM.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/en_KE.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/en_KI.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_KN.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_KY.res", 76.56% of original size. Compressed Size 147 bytes, Original Size 192 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_LC.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_LR.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_LS.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_MG.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_MH.res", 72.92% of original size. Compressed Size 70 bytes, Original Size 96 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_MO.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_MP.res", 72.92% of original size. Compressed Size 70 bytes, Original Size 96 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_MS.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_MT.res", 47.32% of original size. Compressed Size 282 bytes, Original Size 596 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_MU.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_MW.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_NA.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_NF.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_NG.res",

76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_NH.res",
76.14% of original size. Compressed Size 67 bytes, Original Size 88 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_NR.res",
75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_NU.res",
75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_NZ.res",
31.85% of original size. Compressed Size 716 bytes, Original Size 2248 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_PG.res",
76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_PH.res",
76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_PK.res",
52.17% of original size. Compressed Size 240 bytes, Original Size 460 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_PN.res",
75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_PR.res",
72.92% of original size. Compressed Size 70 bytes, Original Size 96 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_PW.res",
76.56% of original size. Compressed Size 147 bytes, Original Size 192 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_RH.res",
76.14% of original size. Compressed Size 67 bytes, Original Size 88 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_RW.res",
75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_SB.res",
76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_SC.res",
76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/en_SD.res",
75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/en_SG.res", 34.81% of original size. Compressed Size 472 bytes, Original Size 1356 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_SH.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_SL.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_SS.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_SX.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_SZ.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_TC.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_TK.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_TO.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_TT.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_TV.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_TZ.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_UG.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_UM.res", 72.92% of original size. Compressed Size 70 bytes, Original Size 96 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_US.res", 72.92% of original size. Compressed Size 70 bytes, Original Size 96 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_US_POSIX.res", 68.55% of original size. Compressed Size 170 bytes,

Original Size 248 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_VC.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_VG.res", 76.79% of original size. Compressed Size 86 bytes, Original Size 112 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_VI.res", 72.92% of original size. Compressed Size 70 bytes, Original Size 96 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_VU.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_WS.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_ZA.res", 52.39% of original size. Compressed Size 461 bytes, Original Size 880 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_ZM.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/en_ZW.res", 48.25% of original size. Compressed Size 330 bytes, Original Size 684 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/ibm-1047_P100-1995.cnv", 47.32% of original size. Compressed Size 1271 bytes, Original Size 2686 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/ibm-37_P100-1995.cnv", 45.80% of original size. Compressed Size 1276 bytes, Original Size 2786 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/keyTypeData.res", 56.11% of original size. Compressed Size 707 bytes, Original Size 1260 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/lang/en.res", 41.39% of original size. Compressed Size 9289 bytes, Original Size 22440 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/lang/en_150.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/lang/en_AG.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/lang/en_AI.res",

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/lang/en_ZA.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/lang/en_ZM.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/lang/en_ZW.res", 74.14% of original size. Compressed Size 86 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/lang/leet.res", 41.30% of original size. Compressed Size 9277 bytes, Original Size 22460 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/lang/pool.res", 61.63% of original size. Compressed Size 2475 bytes, Original Size 4016 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/lang/res_index.res", 50.11% of original size. Compressed Size 467 bytes, Original Size 932 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/lang/root.res", 66.67% of original size. Compressed Size 136 bytes, Original Size 204 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/leet.res", 36.28% of original size. Compressed Size 5868 bytes, Original Size 16172 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/nfc.nrm", 44.75% of original size. Compressed Size 14864 bytes, Original Size 33216 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/nfkc.nrm", 48.21% of original size. Compressed Size 25178 bytes, Original Size 52224 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/nfkc_cf.nrm", 44.90% of original size. Compressed Size 21976 bytes, Original Size 48944 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/numberingSystems.res", 47.85% of original size. Compressed Size 1646 bytes, Original Size 3440 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/pool.res", 50.37% of original size. Compressed Size 1491 bytes, Original Size 2960 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/rbnf/en.res", 20.42% of original size. Compressed Size 1797 bytes, Original Size 8800 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/rbnf/leet.res",

20.42% of original size. Compressed Size 1797 bytes, Original Size 8800 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/rbnf/res_index.res",
77.68% of original size. Compressed Size 87 bytes, Original Size 112 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/rbnf/root.res",
26.75% of original size. Compressed Size 3643 bytes, Original Size 13620 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/region/en.res",
43.82% of original size. Compressed Size 3376 bytes, Original Size 7704 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/region/en_150.res",
75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/region/en_AG.res",
75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/region/en_AI.res",
75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/region/en_AU.res",
74.34% of original size. Compressed Size 113 bytes, Original Size 152 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/region/en_BB.res",
75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/region/en_BE.res",
75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/region/en_BM.res",
75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/region/en_BS.res",
75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/region/en_BW.res",
75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/region/en_BZ.res",
75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/region/en_CC.res",
75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/region/en_CK.res",
75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/region/en_TZ.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/region/en_UG.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/region/en_VC.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/region/en_VG.res", 75.89% of original size. Compressed Size 85 bytes, Original Size 112 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/region/en_VU.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/region/en_WS.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/region/en_ZA.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/region/en_ZM.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/region/en_ZW.res", 74.14% of original size. Compressed Size 86 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/region/leet.res", 43.82% of original size. Compressed Size 3376 bytes, Original Size 7704 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/region/pool.res", 61.73% of original size. Compressed Size 642 bytes, Original Size 1040 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/region/res_index.res", 50.11% of original size. Compressed Size 467 bytes, Original Size 932 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/region/root.res", 71.88% of original size. Compressed Size 69 bytes, Original Size 96 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/res_index.res", 50.00% of original size. Compressed Size 538 bytes, Original Size 1076 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/root.res", 21.96% of original size. Compressed Size 10507 bytes, Original Size 47856 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/unames.icu", 51.26% of original size. Compressed Size 104678 bytes, Original Size 204208 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/uts46.nrm", 41.32% of original size. Compressed Size 22941 bytes, Original Size 55520 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en.res", 25.09% of original size. Compressed Size 4088 bytes, Original Size 16296 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_001.res", 52.14% of original size. Compressed Size 146 bytes, Original Size 280 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_150.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_AG.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_AI.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_AU.res", 53.28% of original size. Compressed Size 260 bytes, Original Size 488 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_BB.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_BE.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_BM.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_BS.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_BW.res", 71.49% of original size. Compressed Size 163 bytes, Original Size 228 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_BZ.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_CA.res", 75.00% of original size. Compressed Size 114 bytes, Original Size 152 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/zone/en_CC.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/zone/en_CK.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/zone/en_CM.res", 71.49% of original size. Compressed Size 163 bytes, Original Size 228 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/zone/en_CX.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/zone/en_DG.res", 74.11% of original size. Compressed Size 83 bytes, Original Size 112 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/zone/en_DM.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/zone/en_ER.res", 70.61% of original size. Compressed Size 161 bytes, Original Size 228 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/zone/en_FJ.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/zone/en_FK.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/zone/en_FM.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/zone/en_GB.res", 39.51% of original size. Compressed Size 866 bytes, Original Size 2192 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/zone/en_GD.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/zone/en_GG.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/zone/en_GH.res", 71.49% of original size. Compressed Size 163 bytes, Original Size 228 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/zone/en_GI.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/zone/en_GM.res", 71.49% of original size. Compressed Size 163 bytes, Original Size 228 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_GU.res", 78.03% of original size. Compressed Size 103 bytes, Original Size 132 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_GY.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_HK.res", 66.39% of original size. Compressed Size 162 bytes, Original Size 244 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_IE.res", 78.47% of original size. Compressed Size 113 bytes, Original Size 144 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_IM.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_IN.res", 68.30% of original size. Compressed Size 153 bytes, Original Size 224 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_IO.res", 74.11% of original size. Compressed Size 83 bytes, Original Size 112 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_JE.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_JM.res", 74.14% of original size. Compressed Size 86 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_KE.res", 71.49% of original size. Compressed Size 163 bytes, Original Size 228 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_KI.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_KN.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_KY.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_LC.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_LR.res", 71.49% of original size. Compressed Size 163 bytes, Original Size 228 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_LS.res",

71.49% of original size. Compressed Size 163 bytes, Original Size 228 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/zone/en_MG.res",
71.49% of original size. Compressed Size 163 bytes, Original Size 228 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/zone/en_MH.res",
51.43% of original size. Compressed Size 144 bytes, Original Size 280 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/zone/en_MO.res",
64.29% of original size. Compressed Size 180 bytes, Original Size 280 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/zone/en_MP.res",
51.43% of original size. Compressed Size 144 bytes, Original Size 280 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/zone/en_MS.res",
75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/zone/en_MT.res",
75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/zone/en_MU.res",
71.49% of original size. Compressed Size 163 bytes, Original Size 228 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/zone/en_MW.res",
71.49% of original size. Compressed Size 163 bytes, Original Size 228 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/zone/en_NA.res",
70.61% of original size. Compressed Size 161 bytes, Original Size 228 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/zone/en_NF.res",
75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/zone/en_NG.res",
71.49% of original size. Compressed Size 163 bytes, Original Size 228 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/zone/en_NH.res",
76.14% of original size. Compressed Size 67 bytes, Original Size 88 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/zone/en_NR.res",
75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/zone/en_NU.res",
75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Internationalization/icudt53l/zone/en_NZ.res",
52.36% of original size. Compressed Size 289 bytes, Original Size 552 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Internationalization/icudt53l/zone/en_PG.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_PH.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_PK.res", 68.27% of original size. Compressed Size 142 bytes, Original Size 208 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_PN.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_PW.res", 76.72% of original size. Compressed Size 89 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_RH.res", 76.14% of original size. Compressed Size 67 bytes, Original Size 88 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_RW.res", 70.61% of original size. Compressed Size 161 bytes, Original Size 228 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_SB.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_SC.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_SD.res", 70.61% of original size. Compressed Size 161 bytes, Original Size 228 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_SG.res", 69.35% of original size. Compressed Size 172 bytes, Original Size 248 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_SH.res", 75.00% of original size. Compressed Size 84 bytes, Original Size 112 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_SL.res", 71.49% of original size. Compressed Size 163 bytes, Original Size 228 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_SS.res", 71.49% of original size. Compressed Size 163 bytes, Original Size 228 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_SX.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes. MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_SZ.res", 71.49% of original size. Compressed Size 163 bytes, Original Size 228 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_TC.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_TK.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_TO.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_TT.res", 74.14% of original size. Compressed Size 86 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_TV.res", 75.00% of original size. Compressed Size 87 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_TZ.res", 71.49% of original size. Compressed Size 163 bytes, Original Size 228 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_UG.res", 71.49% of original size. Compressed Size 163 bytes, Original Size 228 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_VC.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_VG.res", 75.89% of original size. Compressed Size 85 bytes, Original Size 112 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_VU.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_WS.res", 75.86% of original size. Compressed Size 88 bytes, Original Size 116 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_ZA.res", 71.49% of original size. Compressed Size 163 bytes, Original Size 228 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_ZM.res", 71.49% of original size. Compressed Size 163 bytes, Original Size 228 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/en_ZW.res", 70.61% of original size. Compressed Size 161 bytes, Original Size 228 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/leet.res", 25.09% of original size. Compressed Size 4088 bytes, Original Size 16296 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/pool.res",

37.22% of original size. Compressed Size 3502 bytes, Original Size 9408 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/res_index.res", 49.59% of original size. Compressed Size 488 bytes, Original Size 984 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zone/root.res", 49.05% of original size. Compressed Size 726 bytes, Original Size 1480 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Internationalization/icudt53l/zoneinfo64.res", 40.93% of original size. Compressed Size 61329 bytes, Original Size 149844 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Localization/Engine/en/Engine.locres", 25.13% of original size. Compressed Size 153795 bytes, Original Size 612092 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Checkerboard.png", 2819 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/BoxShadow.png", 3679 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Button.png", 2999 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Button_Disabled.png", 3034 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Button_Hovered.png", 3352 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Button_Pressed.png", 2995 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Check.png", 2930 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/CheckBox.png", 2871 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/CheckBox_Checked.png", 2993 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/CheckBox_Checked_Hovered.png", 2994 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/CheckBox_Hovered.png", 2863 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/CheckBox_Undetermined.png", 2890 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/CheckBox_Undetermined_Hovered.png", 2895 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Checker.png", 2819 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Circle.png", 2843 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

"Engine/Content/Slate/Common/ColorPicker_Mode_16x.png", 943 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/ColorPicker_Separator.png", 159 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/ColorPicker_SliderHandle.png", 182 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/ColorSpectrum.png", 266833 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/ColorWheel.png", 71817 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/ColumnHeader.png", 2837 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/ColumnHeader_Arrow.png", 191 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/ColumnHeader_Hovered.png", 3451 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Slate/Common/
ColumnHeaderMenuButton_Hovered.png", 48.56% of original size. Compressed
Size 3587 bytes, Original Size 7386 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Slate/Common/
ColumnHeaderMenuButton_Normal.png", 37.45% of original size. Compressed
Size 2766 bytes, Original Size 7386 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/ComboArrow.png", 2824 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Slate/Common/CursorPing.png", 24.79% of
original size. Compressed Size 4523 bytes, Original Size 18245 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/DebugBorder.PNG", 2840 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/Delimiter.png", 2871 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/DownArrow.png", 2824 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Slate/Common/DropZoneIndicator_Above.png",
9.26% of original size. Compressed Size 1450 bytes, Original Size 15666 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Slate/Common/DropZoneIndicator_Below.png",
9.08% of original size. Compressed Size 1404 bytes, Original Size 15470 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Slate/Common/DropZoneIndicator_Onto.png",
8.58% of original size. Compressed Size 1338 bytes, Original Size 15599 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/EditableTextSelectionBackground.png", 2826
bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

"Engine/Content/Slate/Common/EventMessage_Default.png", 3161 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/ExpansionButton_CloseOverlay.png", 468
bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/GroupBorder.png", 2876 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/HeaderSplitterGrip.PNG", 2815 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/LastColumnHeader_Hovered.png", 3453 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/NoiseBackground.png", 5891 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/ProgressBar_Background.png", 2992 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/ProgressBar_Fill.png", 2920 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/ProgressBar_Marquee.PNG", 3032 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/RadioButton_Selected_16x.png", 3131 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/RadioButton_SelectedBack_16x.png", 3031
bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Slate/Common/
RadioButton_Unselected_16x.png", 8.40% of original size. Compressed Size
1417 bytes, Original Size 16867 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/RoundedSelection_16x.PNG", 2845 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/Scrollbar_Background_Horizontal.png", 2784
bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/Scrollbar_Background_Vertical.png", 2775
bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/Scrollbar_Thumb.png", 2868 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/ScrollBorderShadowBottom.png", 2983 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/ScrollBorderShadowTop.png", 2989 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/ScrollBoxShadowBottom.png", 2983 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/ScrollBoxShadowLeft.png", 2960 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Common/ScrollBoxShadowRight.png", 2964 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/ScrollBarShadowTop.png", 2989 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/SearchGlass.PNG", 3033 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Selection.png", 2802 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Selector.png", 2815 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Separator.png", 2812 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/SmallCheck.png", 2929 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/SmallCheckBox.png", 2838 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/SmallCheckBox_Checked.png", 2975 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/SmallCheckBox_Checked_Hovered.png", 2948 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/SmallCheckBox_Hovered.png", 2836 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/SmallCheckBox_Undetermined.png", 2858 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/SmallCheckBox_Undetermined_Hovered.png", 2854 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/SortDownArrow.png", 2811 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/Common/SortDownArrows.png", 17.09% of original size. Compressed Size 208 bytes, Original Size 1217 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/SortUpArrow.png", 2808 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/Common/SortUpArrows.png", 17.30% of original size. Compressed Size 211 bytes, Original Size 1220 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/SpinArrows.png", 2886 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Spinbox.PNG", 2873 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Spinbox_Fill.png", 3019 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Spinbox_Fill_Hovered.png", 3054 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Spinbox_Hovered.png", 2944 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/SliderHandleHighlight.png", 2802 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/SubmenuArrow.png", 2833 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/TableViewHeader.png", 3072 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/TableViewMajorColumn.png", 320 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/TextBlockHighlightShape.png", 2827 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/TextBlockHighlightShape_Empty.png", 2843 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/TextBox.png", 2874 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/TextBox_Hovered.png", 2877 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/TextBox_ReadOnly.png", 2851 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/TextBox_Special.png", 2898 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/TextBox_Special_Hovered.png", 2975 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/TextBoxLabelBorder.PNG", 2871 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Throbber_Piece.png", 2928 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/TreeArrow_Collapsed.png", 2838 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/TreeArrow_Collapsed_Hovered.png", 2833 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/TreeArrow_Expanded.png", 2830 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/TreeArrow_Expanded_Hovered.png", 2837 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/UpArrow.png", 2827 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/VolumeControl_High.png", 3037 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/VolumeControl_Low.png", 2985 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/VolumeControl_Mid.png", 3011 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/VolumeControl_Muted.png", 3098 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/VolumeControl_Off.png", 2933 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowBackground.png", 3051 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowBorder.png", 15445 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowButton_Close_Hovered.png", 3757 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowButton_Close_Normal.png", 786 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowButton_Close_Pressed.png", 765 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowButton_Maximize_Disabled.png", 3100 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowButton_Maximize_Hovered.png", 3144 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowButton_Maximize_Normal.png", 394 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowButton_Maximize_Pressed.png", 389 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowButton_Minimize_Disabled.png", 3076 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowButton_Minimize_Hovered.png", 3113 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowButton_Minimize_Normal.png", 367 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowButton_Minimize_Pressed.png", 355 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowButton_Restore_Hovered.png", 3246 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowButton_Restore_Normal.png", 480 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowButton_Restore_Pressed.png",

470 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowOutline.png", 2827 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowTitle.png", 2918 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowTitle_Flashing.png", 2883 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/Window/WindowTitle_Inactive.png", 2823 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Common/X.PNG", 2945 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/CrashTracker/MouseCursor.png", 318 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/CrashTracker/Record.png", 84.75% of original size. Compressed Size 1695 bytes, Original Size 2000 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Docking/AppTab_Active.png", 3549 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Docking/AppTab_ColorOverlay.png", 3192 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Docking/AppTab_Foreground.png", 3549 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Docking/AppTab_Hovered.png", 3401 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Docking/AppTab_Inactive.png", 3390 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Docking/AppTabContentArea.png", 2843 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Docking/AppTabWellSeparator.png", 2799 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Docking/CloseApp_Hovered.png", 3106 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Docking/CloseApp_Normal.png", 2906 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Docking/CloseApp_Pressed.png", 3027 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Docking/DockingIndicator_Center.png", 3805 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/Docking/OuterDockingIndicator.png", 9.42% of original size. Compressed Size 1469 bytes, Original Size 15593 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Docking/ShowTabwellButton_Hovered.png", 2828 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Docking/ShowTabwellButton_Normal.png", 2829 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file

"Engine/Content/Slate/Docking/ShowTabwellButton_Pressed.png", 2868 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Docking/Tab_Active.png", 2866 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Docking/Tab_ColorOverlay.png", 2961 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Docking/Tab_Foreground.png", 2832 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Docking/Tab_Hovered.png", 2838 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Docking/Tab_Inactive.png", 2838 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Docking/TabContentArea.png", 2826 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file
"Engine/Content/Slate/Docking/TabWellSeparator.png", 2802 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Slate/Fonts/DroidSansFallback.ttf", 47.07% of
original size. Compressed Size 1854559 bytes, Original Size 3939852 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Slate/Fonts/DroidSansMono.ttf", 65.03% of
original size. Compressed Size 50918 bytes, Original Size 78296 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Slate/Fonts/Google_Android_License.txt",
61.69% of original size. Compressed Size 438 bytes, Original Size 710 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Slate/Fonts/Last Resort Font.tps", 43.56% of
original size. Compressed Size 4180 bytes, Original Size 9596 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Slate/Fonts/LastResort.ttf", 19.69% of original
size. Compressed Size 1062066 bytes, Original Size 5395052 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Slate/Fonts/Nanum Fonts License.rtf", 9.30% of
original size. Compressed Size 19058 bytes, Original Size 204849 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Slate/Fonts/NanumGothic TTF.tps", 45.46% of
original size. Compressed Size 1468 bytes, Original Size 3229 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Slate/Fonts/NanumGothic.ttf", 56.14% of
original size. Compressed Size 2438821 bytes, Original Size 4343844 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Slate/Fonts/Noto.tps", 43.45% of original size.
Compressed Size 2499 bytes, Original Size 5751 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added
compressed file "Engine/Content/Slate/Fonts/NotoNaskhArabicUI-Regular.ttf",
52.98% of original size. Compressed Size 77635 bytes, Original Size 146548
bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/Slate/Fonts/Roboto-Bold.ttf", 48.49% of original size. Compressed Size 79255 bytes, Original Size 163448 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/Fonts/Roboto-Light.ttf", 48.12% of original size. Compressed Size 78268 bytes, Original Size 162636 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/Fonts/Roboto-Regular.ttf", 48.66% of original size. Compressed Size 77171 bytes, Original Size 158604 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/Fonts/Roboto.tps", 36.12% of original size. Compressed Size 4420 bytes, Original Size 12238 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/BackIcon.png", 3066 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/Cross_12x.png", 2895 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/cursor_cardinal_cross.png", 400 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/cursor_grab.png", 2888 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/Icons/DefaultAppIcon.png", 77.77% of original size. Compressed Size 1158 bytes, Original Size 1489 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/denied_16x.png", 3024 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/ellipsis_12x.png", 2835 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/Empty_14x.png", 2823 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/eyedropper_16px.png", 2870 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/icon_Downloads_16x.png", 3012 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/Icons/icon_error_16x.png", 55.12% of original size. Compressed Size 754 bytes, Original Size 1368 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/icon_generic_toolbar.png", 6172 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/icon_help_16x.png", 435 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/icon_info_16x.png", 719 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/icon_redo_16px.png", 3007 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/icon_tab_toolbar_16px.png", 3329 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/icon_tab_WidgetReflector_16x.png", 3439 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/icon_tab_WidgetReflector_40x.png", 5660 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/icon_undo_16px.png", 3009 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/icon_warning_16x.png", 733 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/NextIcon.png", 3061 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/notificationlist_fail.png", 274 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/notificationlist_success.png", 3190 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/PlusSymbol_12x.png", 2854 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/toolbar_expand_16x.png", 2885 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/TrashCan.png", 5568 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Icons/TrashCan_Small.png", 3447 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/MessageLog/Log_Error.png", 3235 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/MessageLog/Log_Note.png", 2900 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/MessageLog/Log_Warning.png", 2964 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Old/Border.PNG", 2853 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Old/Button.png", 3007 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Old/DashedBorder.png", 2935 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Old/HyperlinkDotted.png", 2812 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Old/HyperlinkUnderline.png", 2814 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Old/Menu_Background.png", 2901 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/Old/Menu_Background_Inverted_Border_Bold.png", 82.86% of original size. Compressed Size 290 bytes, Original Size 350 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/Old/Notification_Border_Flash.png", 7.76% of original size. Compressed Size 1165 bytes, Original Size 15017 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Old/ToolBar_Background.png", 3017 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Old/ToolTip_Background.png", 2963 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/Old/ToolTip_BrightBackground.png", 66.64% of original size. Compressed Size 741 bytes, Original Size 1112 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Old/White.png", 2791 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Testing/BrushWireframe.png", 3282 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/Testing/DefaultPawn_16px.png", 26.02% of original size. Compressed Size 9723 bytes, Original Size 37370 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Testing/FlatColorSquare.png", 2791 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/Testing/Fonts/Roboto-BlackItalic.ttf", 49.48% of original size. Compressed Size 82299 bytes, Original Size 166320 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/Testing/Fonts/Roboto-BoldItalic.ttf", 49.42% of original size. Compressed Size 81975 bytes, Original Size 165864 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/Testing/Fonts/Roboto-Italic.ttf", 49.61% of original size. Compressed Size 79740 bytes, Original Size 160736 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/Testing/GammaReference.png", 45.19% of original size. Compressed Size 522 bytes, Original Size 1155 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Testing/Hyperlink.png", 303 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Testing/Lit.png", 3487 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/Testing/NewLevelBlank.png", 76.99% of original size. Compressed Size 2720 bytes, Original Size 3533 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Testing/TestRotation.png", 854 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Testing/UE4Icon.png", 7992 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Testing/Unlit.png", 3440 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Testing/Wireframe.png", 3368 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added file "Engine/Content/Slate/Tutorials/TutorialBorder.png", 3785 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Slate/Tutorials/TutorialShadow.png", 84.95% of

original size. Compressed Size 2873 bytes, Original Size 3382 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Stats/FPSChart_Postamble.html", 83.33% of original size. Compressed Size 80 bytes, Original Size 96 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Stats/FPSChart_Preamble.html", 18.35% of original size. Compressed Size 901 bytes, Original Size 4909 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Stats/FPSChart_Row.html", 15.48% of original size. Compressed Size 627 bytes, Original Size 4050 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/NewBlendSpace1D.uasset", 31.07% of original size. Compressed Size 902 bytes, Original Size 2903 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/Tutorial_Idle.uasset", 82.37% of original size. Compressed Size 46878 bytes, Original Size 56909 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/Tutorial_Walk_Fwd.uasset", 77.73% of original size. Compressed Size 22738 bytes, Original Size 29253 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/TutorialCharacter.uasset", 36.45% of original size. Compressed Size 1207 bytes, Original Size 3311 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/TutorialTPP.uasset", 55.99% of original size. Compressed Size 113703 bytes, Original Size 203064 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/TutorialTPP_AnimBlueprint.uasset", 33.11% of original size. Compressed Size 2798 bytes, Original Size 8450 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/TutorialTPP_Mat.uasset", 47.02% of original size. Compressed Size 1086251 bytes, Original Size 2310410 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/TutorialTPP_PhysicsAsset.uasset", 16.17% of original size. Compressed Size 4338 bytes, Original Size 26829 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/Tutorial/SubEditors/TutorialAssets/Character/TutorialTPP_Skeleton.uasset", 33.26% of original size. Compressed Size 3313 bytes, Original Size 9960 bytes.
MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Content/VREditor/Devices/Vive/UE4_Logo.uasset", 6.72% of original size. Compressed Size 23558 bytes, Original Size 350695 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/VREditor/UI/M_ContentWindow.uasset", 43.16% of original size. Compressed Size 389438 bytes, Original Size 902318 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Content/VREditor/UI/SM_ContentWindow_01.uasset", 39.92% of original size. Compressed Size 29878 bytes, Original Size 74837 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/GlobalShaderCache-GLSL_ES2_IOS.bin", 12.45% of original size. Compressed Size 74858 bytes, Original Size 601245 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/GlobalShaderCache-SF_METAL.bin", 37.78% of original size. Compressed Size 495949 bytes, Original Size 1312581 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Plugins/2D/Paper2D/Paper2D.uplugin", 39.96% of original size. Compressed Size 404 bytes, Original Size 1011 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Plugins/Blendables/LightPropagationVolume/LightPropagationVolume.uplugin", 47.32% of original size. Compressed Size 423 bytes, Original Size 894 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Plugins/Experimental/CharacterAI/CharacterAI.uplugin", 56.50% of original size. Compressed Size 326 bytes, Original Size 577 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Plugins/Media/AvfMedia/AvfMedia.uplugin", 56.06% of original size. Compressed Size 407 bytes, Original Size 726 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Plugins/Messaging/UdpMessaging/UdpMessaging.uplugin", 55.07% of original size. Compressed Size 391 bytes, Original Size 710 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Plugins/Runtime/AppleMoviePlayer/AppleMoviePlayer.uplugin", 52.34% of original size. Compressed Size 335 bytes, Original Size 640 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Plugins/Runtime/ArchVisCharacter/ArchVisCharacter.uplugin", 54.42% of original size. Compressed Size 308 bytes, Original Size 566 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Plugins/Runtime/CableComponent/CableComponent.uplugin", 53.96% of original size. Compressed Size 286 bytes, Original Size 530 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added

compressed file "Engine/Plugins/Runtime/CustomMeshComponent/CustomMeshComponent.uplugin", 55.39% of original size. Compressed Size 365 bytes, Original Size 659 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Plugins/Runtime/ExampleDeviceProfileSelector/ExampleDeviceProfileSelector.uplugin", 51.85% of original size. Compressed Size 336 bytes, Original Size 648 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Plugins/Runtime/GoogleVR/GoogleVRHMD/GoogleVRHMD.uplugin", 49.35% of original size. Compressed Size 342 bytes, Original Size 693 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Plugins/Runtime/IOSDeviceProfileSelector/IOSDeviceProfileSelector.uplugin", 51.51% of original size. Compressed Size 358 bytes, Original Size 695 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Plugins/Runtime/ProceduralMeshComponent/ProceduralMeshComponent.uplugin", 54.32% of original size. Compressed Size 365 bytes, Original Size 672 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Engine/Plugins/Slate/SlateRemote/SlateRemote.uplugin", 55.00% of original size. Compressed Size 363 bytes, Original Size 660 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/AssetRegistry.bin", 13.11% of original size. Compressed Size 25459 bytes, Original Size 194181 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Config/DefaultEditor.ini", 72.78% of original size. Compressed Size 115 bytes, Original Size 158 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Config/DefaultEngine.ini", 40.69% of original size. Compressed Size 1293 bytes, Original Size 3178 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Config/DefaultGame.ini", 81.29% of original size. Compressed Size 139 bytes, Original Size 171 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Config/DefaultInput.ini", 9.31% of original size. Compressed Size 650 bytes, Original Size 6983 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/CookedIniVersion.txt", 11.24% of original size. Compressed Size 54174 bytes, Original Size 482082 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added compressed file "Netherlands_iOS_CB/Netherlands_iOS_CB.uproject", 47.54% of original size. Compressed Size 271 bytes, Original Size 570 bytes.

MainFrameActions: Packaging (iOS): UnrealPak: LogPakFile:Display: Added 1052 files, 104442853 bytes total, time 47.54s.

MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 10.363593s to run UnrealPak, ExitCode=0

MainFrameActions: Packaging (iOS): Project.RunUnrealPak: UnrealPak Done

MainFrameActions: Packaging (iOS): Project.CopyManifestFilesToStageDir:
Copying NonUFSFiles to staging directory: /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Saved/StagedBuilds/IOS

MainFrameActions: Packaging (iOS): Project.CopyBuildToStagingDirectory:
***** STAGE COMMAND COMPLETED *****

MainFrameActions: Packaging (iOS): Project.Package: ***** PACKAGE
COMMAND STARTED *****

MainFrameActions: Packaging (iOS): IOSPlatform.Package: Package /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Netherlands_iOS_CB.uproject

MainFrameActions: Packaging (iOS): Getting IOS Deploy()

MainFrameActions: Packaging (iOS): Project: /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Netherlands_iOS_CB_IOS.xcworkspace

MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: /Users/Shared/
SourceUE/Engine/Build/BatchFiles/Mac/GenerateProjectFiles.sh -project="/
Users/bradmartin/Desktop/Netherlands_iOS_CB/Netherlands_iOS_CB.uproject"
-platforms=IOS -game -nointellisense -IOSdeployonly -ignorejunk

MainFrameActions: Packaging (iOS): GenerateProjectFiles:
MainFrameActions: Packaging (iOS): GenerateProjectFiles: Setting up Unreal
Engine 4 project files...

MainFrameActions: Packaging (iOS): GenerateProjectFiles:
MainFrameActions: Packaging (iOS): GenerateProjectFiles: Discovering
modules, targets and source code for project...

MainFrameActions: Packaging (iOS): GenerateProjectFiles: Writing project files...
0%33%67%100%

MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 5.523193s
to run GenerateProjectFiles.sh, ExitCode=0

MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: /usr/bin/env
UBT_NO_POST_DEPLOY=true /usr/bin/xcrun xcodebuild build -workspace "/
Users/bradmartin/Desktop/Netherlands_iOS_CB/
Netherlands_iOS_CB_IOS.xcworkspace" -scheme 'Netherlands_iOS_CB' -
configuration "Development" -destination generic/platform=iOS -sdk iphones
CODE_SIGN_IDENTITY="iPhone Develop
er: Xxxxx Xxxxx (xxxxxxxxxx)"
PROVISIONING_PROFILE=260256bc-222d-4f92-8406-1bdc2cce7c8e

MainFrameActions: Packaging (iOS): env: Build settings from command line:
MainFrameActions: Packaging (iOS): env: CODE_SIGN_IDENTITY = iPhone
Developer: Xxxxx Xxxxx (xxxxxxxxxx)

MainFrameActions: Packaging (iOS): env: PROVISIONING_PROFILE =
260256bc-222d-4f92-8406-1bdc2cce7c8e

MainFrameActions: Packaging (iOS): env: SDKROOT = iphoneos9.3

MainFrameActions: Packaging (iOS): env:
MainFrameActions: Packaging (iOS): env: 2016-06-17 16:22:36.150
xcodebuild[3185:19013] +dataWithFirstBytes:1024 ofFile:"/Users/Shared/
SourceUE/Engine/Config/BaseEditorLayout.ini" failed, errno = 3

MainFrameActions: Packaging (iOS): env: === BUILD TARGET

Netherlands_iOS_CB OF PROJECT Netherlands_iOS_CB WITH
CONFIGURATION Development ===

MainFrameActions: Packaging (iOS): env:

MainFrameActions: Packaging (iOS): env: Check dependencies

MainFrameActions: Packaging (iOS): env:

MainFrameActions: Packaging (iOS): env: ProcessInfoPlistFile /Users/

bradmartin/Desktop/Netherlands_iOS_CB/Binaries/IOS/Payload/

Netherlands_iOS_CB.app/Info.plist /Users/bradmartin/Desktop/

Netherlands_iOS_CB/Intermediate/IOS/Netherlands_iOS_CB-Info.plist

MainFrameActions: Packaging (iOS): env: cd /Users/bradmartin/Desktop/

Netherlands_iOS_CB/Intermediate/ProjectFilesIOS

MainFrameActions: Packaging (iOS): env: export PATH="/Applications/

Xcode.app/Contents/Developer/Platforms/iPhoneOS.platform/Developer/usr/bin:/

Applications/Xcode.app/Contents/Developer/usr/bin:/Users/Shared/SourceUE/

Engine/Build/BatchFiles/Mac/../../../../Binaries/ThirdParty/Mono/Mac/bin:/

Applications/Xcode.app/Contents/Developer/usr/bin:/usr/bin:/bin:/usr/

sbin:/sbin"

MainFrameActions: Packaging (iOS): env: builtin-infoPlistUtility /Users/

bradmartin/Desktop/Netherlands_iOS_CB/Intermediate/IOS/

Netherlands_iOS_CB-Info.plist -genpkginfo /Users/bradmartin/Desktop/

Netherlands_iOS_CB/Binaries/IOS/Payload/Netherlands_iOS_CB.app/PkgInfo -

expandbuildsettings -format xml -platform iphoneos -o /Users/bradmartin/

Desktop/Netherlan

ds_iOS_CB/Binaries/IOS/Payload/Netherlands_iOS_CB.app/Info.plist

MainFrameActions: Packaging (iOS): env:

MainFrameActions: Packaging (iOS): env: ProcessProductPackaging /Users/

bradmartin/Library/MobileDevice/Provisioning\ Profiles/

ARSNetherlands_Cardboard.mobileprovision /Users/bradmartin/Desktop/

Netherlands_iOS_CB/Binaries/IOS/Payload/Netherlands_iOS_CB.app/

embedded.mobileprovision

MainFrameActions: Packaging (iOS): env: cd /Users/bradmartin/Desktop/

Netherlands_iOS_CB/Intermediate/ProjectFilesIOS

MainFrameActions: Packaging (iOS): env: export PATH="/Applications/

Xcode.app/Contents/Developer/Platforms/iPhoneOS.platform/Developer/usr/bin:/

Applications/Xcode.app/Contents/Developer/usr/bin:/Users/Shared/SourceUE/

Engine/Build/BatchFiles/Mac/../../../../Binaries/ThirdParty/Mono/Mac/bin:/

Applications/Xcode.app/Contents/Developer/usr/bin:/usr/bin:/bin:/usr/

sbin:/sbin"

MainFrameActions: Packaging (iOS): env: builtin-productPackagingUtility /

Users/bradmartin/Library/MobileDevice/Provisioning\ Profiles/

ARSNetherlands_Cardboard.mobileprovision -o /Users/bradmartin/Desktop/

Netherlands_iOS_CB/Binaries/IOS/Payload/Netherlands_iOS_CB.app/

embedded.mobileprovision

MainFrameActions: Packaging (iOS): env:

MainFrameActions: Packaging (iOS): env: Touch /Users/bradmartin/Desktop/

Netherlands_iOS_CB/Binaries/IOS/Payload/Netherlands_iOS_CB.app

MainFrameActions: Packaging (iOS): env: cd /Users/bradmartin/Desktop/

```
Netherlands_iOS_CB/Intermediate/ProjectFilesIOS
MainFrameActions: Packaging (iOS): env:  export PATH="/Applications/
Xcode.app/Contents/Developer/Platforms/iPhoneOS.platform/Developer/usr/bin:/
Applications/Xcode.app/Contents/Developer/usr/bin:/Users/Shared/SourceUE/
Engine/Build/BatchFiles/Mac/../../../../Binaries/ThirdParty/Mono/Mac/bin:/
Applications/Xcode.app/Contents/Developer/usr/bin:/usr/bin:/bin:/usr/
sbin:/sbin"
MainFrameActions: Packaging (iOS): env:  /usr/bin/touch -c /Users/bradmartin/
Desktop/Netherlands_iOS_CB/Binaries/IOS/Payload/Netherlands_iOS_CB.app
MainFrameActions: Packaging (iOS): env:
MainFrameActions: Packaging (iOS): env: ProcessProductPackaging /
Applications/Xcode.app/Contents/Developer/Platforms/iPhoneOS.platform/
Developer/SDKs/iPhoneOS9.3.sdk/Entitlements.plist build/
Netherlands_iOS_CB.build/Development-iphonios/Netherlands_iOS_CB.build/
Netherlands_iOS_CB.app.xcent
MainFrameActions: Packaging (iOS): env:  cd /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Intermediate/ProjectFilesIOS
MainFrameActions: Packaging (iOS): env:  export PATH="/Applications/
Xcode.app/Contents/Developer/Platforms/iPhoneOS.platform/Developer/usr/bin:/
Applications/Xcode.app/Contents/Developer/usr/bin:/Users/Shared/SourceUE/
Engine/Build/BatchFiles/Mac/../../../../Binaries/ThirdParty/Mono/Mac/bin:/
Applications/Xcode.app/Contents/Developer/usr/bin:/usr/bin:/bin:/usr/
sbin:/sbin"
MainFrameActions: Packaging (iOS): env:  builtin-productPackagingUtility /
Applications/Xcode.app/Contents/Developer/Platforms/iPhoneOS.platform/
Developer/SDKs/iPhoneOS9.3.sdk/Entitlements.plist -entitlements -format xml -
o /Users/bradmartin/Desktop/Netherlands_iOS_CB/Intermediate/ProjectFilesIOS/
build/Netherlands_iOS_CB.build/Development-iphonios/Netherla
nds_iOS_CB.build/Netherlands_iOS_CB.app.xcent
MainFrameActions: Packaging (iOS): env:
MainFrameActions: Packaging (iOS): env: CodeSign /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Binaries/IOS/Payload/Netherlands_iOS_CB.app
MainFrameActions: Packaging (iOS): env:  cd /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Intermediate/ProjectFilesIOS
MainFrameActions: Packaging (iOS): env:  export CODESIGN_ALLOCATE=/
Applications/Xcode.app/Contents/Developer/Toolchains/
XcodeDefault.xctoolchain/usr/bin/codesign_allocate
MainFrameActions: Packaging (iOS): env:  export PATH="/Applications/
Xcode.app/Contents/Developer/Platforms/iPhoneOS.platform/Developer/usr/bin:/
Applications/Xcode.app/Contents/Developer/usr/bin:/Users/Shared/SourceUE/
Engine/Build/BatchFiles/Mac/../../../../Binaries/ThirdParty/Mono/Mac/bin:/
Applications/Xcode.app/Contents/Developer/usr/bin:/usr/bin:/bin:/usr/
sbin:/sbin"
MainFrameActions: Packaging (iOS): env:
MainFrameActions: Packaging (iOS): env: Signing Identity:  "iPhone Developer:
Xxxxx XXXXXX (XXXXXXXXXXXX)"
MainFrameActions: Packaging (iOS): env: Provisioning Profile: "ARSNetherlands
```

Cardboard"

MainFrameActions: Packaging (iOS): env:
(260256bc-222d-4f92-8406-1bdc2cce7c8e)

MainFrameActions: Packaging (iOS): env:

MainFrameActions: Packaging (iOS): env: /usr/bin/codesign --force --sign
3F4382F88699FEC95552DFDCB7418BCFF6BCE5BD --entitlements /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Intermediate/ProjectFilesIOS/build/
Netherlands_iOS_CB.build/Development-iphonios/Netherlands_iOS_CB.build/
Netherlands_iOS_CB.app.xcent --timestamp=none /Users/bradmartin/Desktop/
Neth

erlands_iOS_CB/Binaries/IOS/Payload/Netherlands_iOS_CB.app

MainFrameActions: Packaging (iOS): env:

MainFrameActions: Packaging (iOS): env: Validate /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Binaries/IOS/Payload/Netherlands_iOS_CB.app

MainFrameActions: Packaging (iOS): env: cd /Users/bradmartin/Desktop/
Netherlands_iOS_CB/Intermediate/ProjectFilesIOS

MainFrameActions: Packaging (iOS): env: export PATH="/Applications/
Xcode.app/Contents/Developer/Platforms/iPhoneOS.platform/Developer/usr/bin:/
Applications/Xcode.app/Contents/Developer/usr/bin:/Users/Shared/SourceUE/
Engine/Build/BatchFiles/Mac/../../../../Binaries/ThirdParty/Mono/Mac/bin:/
Applications/Xcode.app/Contents/Developer/usr/bin:/usr/bin:/bin:/usr/
sbin:/sbin"

MainFrameActions: Packaging (iOS): env: export
PRODUCT_TYPE=com.apple.product-type.application

MainFrameActions: Packaging (iOS): env: builtin-validationUtility /Users/
bradmartin/Desktop/Netherlands_iOS_CB/Binaries/IOS/Payload/
Netherlands_iOS_CB.app

MainFrameActions: Packaging (iOS): env:

MainFrameActions: Packaging (iOS): env: ** BUILD SUCCEEDED **

MainFrameActions: Packaging (iOS): env:

MainFrameActions: Packaging (iOS): CommandUtils.Run: Run: Took 4.517646s
to run env, ExitCode=0

MainFrameActions: Packaging (iOS): Project.Package: ***** PACKAGE
COMMAND COMPLETED *****

MainFrameActions: Packaging (iOS): Project.Archive: ***** ARCHIVE
COMMAND STARTED *****

MainFrameActions: Packaging (iOS): Project.Archive: ***** ARCHIVE
COMMAND COMPLETED *****

MainFrameActions: Packaging (iOS): Automation.Execute: BUILD
SUCCESSFUL

MainFrameActions: Packaging (iOS): Program.Main: AutomationTool exiting with
ExitCode=0 (Success)

MainFrameActions: Packaging (iOS): Domain_ProcessExit