LogPlatformFile: Not using cached read wrapper

LogInit: Display: RandInit(1774562646) SRandInit(1774562646).

LogInit: Read version file with build ID '3709383'

LogInit: Overriding engine version to CL 3832480, compatible CL 3709383

LogInit: Registered custom module enumerator with build ID '3709383'

LogTaskGraph: Started task graph with 5 named threads and 14 total threads with 3 sets of task threads.

LogStats: Stats thread started at 0.181951

LogD3D11RHI: Aftermath initialized

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/PhysXVehicles/Binaries/Win64/UE4Editor-PhysXVehicles.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/PhysXVehicles/Binaries/Win64/UE4Editor-PhysXVehiclesEditor.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Experimental/RawInput/Binaries/Win64/UE4Editor-RawInput.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/2D/Paper2D/Binaries/Win64/UE4Editor-Paper2D.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/2D/Paper2D/Binaries/Win64/UE4Editor-Paper2DEditor.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/2D/Paper2D/Binaries/Win64/UE4Editor-PaperSpriteSheetImporter.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/2D/Paper2D/Binaries/Win64/UE4Editor-PaperTiledImporter.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/2D/Paper2D/Binaries/Win64/UE4Editor-SmartSnapping.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Blendables/LightPropagationVolume/Binaries/Win64/UE4Editor-LightPropagationVolumeRuntime.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Blendables/LightPropagationVolume/Binaries/Win64/UE4Editor-LightPropagationVolumeEditor.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Developer/GitSourceControl/Binaries/Win64/UE4Editor-GitSourceControl.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Developer/PerforceSourceControl/Binaries/Win64/UE4Editor-PerforceSourceControl.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Developer/SubversionSourceControl/Binaries/Win64/UE4Editor-SubversionSourceControl.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Developer/UObjectPlugin/Binaries/Win64/UE4Editor-UObjectPlugin.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Developer/VisualStudioCodeSourceCodeAccess/Binaries/Win64/UE4Editor-VisualStudioCodeSourceCodeAccess.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Developer/VisualStudioSourceCodeAccess/Binaries/Win64/UE4Editor-VisualStudioSourceCodeAccess.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Editor/AssetManagerEditor/Binaries/Win64/UE4Editor-AssetManagerEditor.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Editor/AudioCapture/Binaries/Win64/UE4Editor-AudioCapture.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Editor/FacialAnimation/Binaries/Win64/UE4Editor-FacialAnimation.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Editor/FacialAnimation/Binaries/Win64/UE4Editor-FacialAnimationEditor.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Editor/GameplayTagsEditor/Binaries/Win64/UE4Editor-GameplayTagsEditor.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Editor/MobileLauncherProfileWizard/Binaries/Win64/UE4Editor-MobileLauncherProfileWizard.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Editor/PluginBrowser/Binaries/Win64/UE4Editor-PluginBrowser.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Editor/SpeedTreeImporter/Binaries/Win64/UE4Editor-SpeedTreeImporter.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Experimental/AlembicImporter/Binaries/Win64/UE4Editor-AlembicImporter.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Experimental/AlembicImporter/Binaries/Win64/UE4Editor-AlembicLibrary.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Experimental/CharacterAI/Binaries/Win64/UE4Editor-CharacterAI.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Experimental/HTML5Networking/Binaries/Win64/UE4Editor-HTML5Networking.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Media/AndroidMedia/Binaries/Win64/UE4Editor-AndroidMediaEditor.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Media/AndroidMedia/Binaries/Win64/UE4Editor-AndroidMediaFactory.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Media/AvfMedia/Binaries/Win64/UE4Editor-AvfMediaEditor.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Media/AvfMedia/Binaries/Win64/UE4Editor-AvfMediaFactory.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Media/AvfMedia/Binaries/Win64/UE4Editor-AvfMediaFactory.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Media/ImgMedia/Binaries/Win64/UE4Editor-ImgMedia.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Media/ImgMedia/Binaries/Win64/UE4Editor-ImgMediaEditor.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Media/ImgMedia/Binaries/Win64/UE4Editor-ImgMediaFactory.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Media/ImgMedia/Binaries/Win64/UE4Editor-ImgMediaFactory.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Media/ImgMedia/Binaries/Win64/UE4Editor-OpenExrWrapper.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Media/MediaCompositing/Binaries/Win64/UE4Editor-MediaCompositing.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Media/MediaCompositing/Binaries/Win64/UE4Editor-MediaCompositingEditor.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Media/MediaPlayerEditor/Binaries/Win64/UE4Editor-MediaPlayerEditor.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Media/WmfMedia/Binaries/Win64/UE4Editor-WmfMedia.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Media/WmfMedia/Binaries/Win64/UE4Editor-WmfMediaEditor.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Media/WmfMedia/Binaries/Win64/UE4Editor-WmfMediaFactory.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Media/WmfMedia/Binaries/Win64/UE4Editor-WmfMediaFactory.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Messaging/TcpMessaging/Binaries/Win64/UE4Editor-TcpMessaging.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Messaging/UdpMessaging/Binaries/Win64/UE4Editor-UdpMessaging.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/MovieScene/ActorSequence/Binaries/Win64/UE4Editor-ActorSequence.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/MovieScene/LevelSequenceEditor/Binaries/Win64/UE4Editor-LevelSequenceEditor.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/MovieScene/MatineeToLevelSequence/Binaries/Win64/UE4Editor-MatineeToLevelSequence.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Online/OnlineSubsystem/Binaries/Win64/UE4Editor-OnlineSubsystem.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/AndroidPermission/Binaries/Win64/UE4Editor-AndroidPermission.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Online/OnlineSubsystemNull/Binaries/Win64/UE4Editor-OnlineSubsystemNull.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Online/OnlineSubsystemUtils/Binaries/Win64/UE4Editor-OnlineSubsystemUtils.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Online/OnlineSubsystemUtils/Binaries/Win64/UE4Editor-OnlineBlueprintSupport.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/AndroidDeviceProfileSelector/Binaries/Win64/UE4Editor-AndroidDeviceProfileSelector.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/AppleARKit/Binaries/Win64/UE4Editor-AppleARKit.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/ArchVisCharacter/Binaries/Win64/UE4Editor-ArchVisCharacter.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/CableComponent/Binaries/Win64/UE4Editor-CableComponent.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/CustomMeshComponent/Binaries/Win64/UE4Editor-CustomMeshComponent.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/ExampleDeviceProfileSelector/Binaries/Win64/UE4Editor-ExampleDeviceProfileSelector.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/ImmediatePhysics/Binaries/Win64/UE4Editor-ImmediatePhysics.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/ImmediatePhysics/Binaries/Win64/UE4Editor-ImmediatePhysicsEditor.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/LocationServicesBPLibrary/Binaries/Win64/UE4Editor-LocationServicesBPLibrary.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/MobilePatchingUtils/Binaries/Win64/UE4Editor-MobilePatchingUtils.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/Oculus/OculusVR/Binaries/Win64/UE4Editor-OculusHMD.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/Oculus/OculusVR/Binaries/Win64/UE4Editor-OculusInput.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/Oculus/OculusVR/Binaries/Win64/UE4Editor-OculusEditor.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/ProceduralMeshComponent/Binaries/Win64/UE4Editor-ProceduralMeshComponent.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/ProceduralMeshComponent/Binaries/Win64/UE4Editor-ProceduralMeshComponentEditor.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/RuntimePhysXCooking/Binaries/Win64/UE4Editor-RuntimePhysXCooking.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/Steam/SteamVR/Binaries/Win64/UE4Editor-SteamVR.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/Steam/SteamVR/Binaries/Win64/UE4Editor-SteamVRController.dll (API version 3709383).

LogModuleManager: Display: Found up-to-date module file ../../../Engine/Plugins/Runtime/WindowsMoviePlayer/Binaries/Win64/UE4Editor-WindowsMoviePlayer.dll (API version 3709383).

LogPluginManager: Mounting plugin Paper2D

LogPluginManager: Mounting plugin LightPropagationVolume

LogPluginManager: Mounting plugin CodeLiteSourceCodeAccess

LogPluginManager: Mounting plugin GitSourceControl

LogPluginManager: Mounting plugin KDevelopSourceCodeAccess

LogPluginManager: Mounting plugin NullSourceCodeAccess

LogPluginManager: Mounting plugin PerforceSourceControl

LogPluginManager: Mounting plugin SubversionSourceControl

LogPluginManager: Mounting plugin UObjectPlugin

LogPluginManager: Mounting plugin VisualStudioCodeSourceCodeAccess

LogPluginManager: Mounting plugin VisualStudioSourceCodeAccess

LogPluginManager: Mounting plugin XCodeSourceCodeAccess

LogPluginManager: Mounting plugin AssetManagerEditor

LogPluginManager: Mounting plugin AudioCapture

LogPluginManager: Mounting plugin FacialAnimation

LogPluginManager: Mounting plugin GameplayTagsEditor

LogPluginManager: Mounting plugin MobileLauncherProfileWizard

LogPluginManager: Mounting plugin PluginBrowser

LogPluginManager: Mounting plugin SpeedTreeImporter

LogPluginManager: Mounting plugin AlembicImporter

LogPluginManager: Mounting plugin CharacterAI

LogPluginManager: Mounting plugin HTML5Networking

LogPluginManager: Mounting plugin RawInput

LogPluginManager: Mounting plugin AndroidMedia

LogPluginManager: Mounting plugin AvfMedia

LogPluginManager: Mounting plugin ImgMedia

LogPluginManager: Mounting plugin MediaCompositing

LogPluginManager: Mounting plugin MediaPlayerEditor

LogPluginManager: Mounting plugin WmfMedia

LogPluginManager: Mounting plugin TcpMessaging

LogPluginManager: Mounting plugin UdpMessaging

LogPluginManager: Mounting plugin ActorSequence

LogPluginManager: Mounting plugin LevelSequenceEditor

LogPluginManager: Mounting plugin MatineeToLevelSequence

LogPluginManager: Mounting plugin OnlineSubsystemGooglePlay

LogPluginManager: Mounting plugin OnlineSubsystemIOS

LogPluginManager: Mounting plugin OnlineSubsystem

LogPluginManager: Mounting plugin OnlineSubsystemNull

LogPluginManager: Mounting plugin OnlineSubsystemUtils

LogPluginManager: Mounting plugin AndroidDeviceProfileSelector

LogPluginManager: Mounting plugin AndroidMoviePlayer

LogPluginManager: Mounting plugin AndroidPermission

LogPluginManager: Mounting plugin AppleARKit

LogPluginManager: Mounting plugin AppleMoviePlayer

LogPluginManager: Mounting plugin ArchVisCharacter

LogPluginManager: Mounting plugin CableComponent

LogPluginManager: Mounting plugin CustomMeshComponent

LogPluginManager: Mounting plugin ExampleDeviceProfileSelector

LogPluginManager: Mounting plugin GoogleCloudMessaging

LogPluginManager: Mounting plugin ImmediatePhysics

LogPluginManager: Mounting plugin IOSDeviceProfileSelector

LogPluginManager: Mounting plugin LinuxDeviceProfileSelector

LogPluginManager: Mounting plugin LocationServicesBPLibrary

LogPluginManager: Mounting plugin MobilePatchingUtils

LogPluginManager: Mounting plugin OculusVR

LogPluginManager: Plugin shader directory ../../../Engine/Plugins/Runtime/Oculus/OculusVR/Shaders found

LogPluginManager: Mapping shader source directory ../../../Engine/Plugins/Runtime/Oculus/OculusVR/Shaders to virtual directory /Plugin/OculusVR

LogPluginManager: Mounting plugin PhysXVehicles

LogPluginManager: Mounting plugin ProceduralMeshComponent

LogPluginManager: Mounting plugin RuntimePhysXCooking

LogPluginManager: Mounting plugin SteamVR

LogPluginManager: Mounting plugin WindowsMoviePlayer

LogInit: Using libcurl 7.47.1

LogInit: - built for x86\_64-pc-win32

LogInit: - supports SSL with OpenSSL/1.0.2g

LogInit: - supports HTTP deflate (compression) using libz 1.2.8

LogInit: - other features:

LogInit: CURL\_VERSION\_SSL

LogInit: CURL\_VERSION\_LIBZ

LogInit: CURL\_VERSION\_IPV6

LogInit: CURL\_VERSION\_ASYNCHDNS

LogInit: CURL\_VERSION\_LARGEFILE

LogInit: CURL\_VERSION\_IDN

LogInit: CurlRequestOptions (configurable via config and command line):

LogInit: - bVerifyPeer = false - Libcurl will NOT verify peer certificate

LogInit: - bUseHttpProxy = false - Libcurl will NOT use HTTP proxy

LogInit: - bDontReuseConnections = false - Libcurl will reuse connections

LogInit: - CertBundlePath = nullptr - Libcurl will use whatever was configured at build time.

LogInit: Build: ++UE4+Release-4.18-CL-3832480

LogInit: Engine Version: 4.18.3-3832480+++UE4+Release-4.18

LogInit: Compatible Engine Version: 4.18.0-3709383+++UE4+Release-4.18

LogInit: Net CL: 3709383

LogDevObjectVersion: Number of dev versions registered: 16

LogDevObjectVersion: Dev-Blueprints (B0D832E4-1F89-4F0D-ACCF-7EB736FD4AA2): 10

LogDevObjectVersion: Dev-Build (E1C64328-A22C-4D53-A36C-8E866417BD8C): 0

LogDevObjectVersion: Dev-Core (375EC13C-06E4-48FB-B500-84F0262A717E): 2

LogDevObjectVersion: Dev-Editor (E4B068ED-F494-42E9-A231-DA0B2E46BB41): 20

LogDevObjectVersion: Dev-Framework (CFFC743F-43B0-4480-9391-14DF171D2073): 30

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): 20

LogDevObjectVersion: Dev-Sequencer (7B5AE74C-D270-4C10-A958-57980B212A5A): 4

LogDevObjectVersion: Dev-VR (D7296918-1DD6-4BDD-9DE2-64A83CC13884): 0

LogDevObjectVersion: Dev-LoadTimes (C2A15278-BFE7-4AFE-6C17-90FF531DF755): 1

LogDevObjectVersion: Private-Geometry (6EACA3D4-40EC-4CC1-B786-8BED09428FC5): 1

LogDevObjectVersion: Dev-AnimPhys (29E575DD-E0A3-4627-9D10-D276232CDCEA): 12

LogInit: Compiled (64-bit): Jan 12 2018 02:04:55

LogInit: Compiled with Visual C++: 19.00.24215.01

LogInit: Build Configuration: Development

LogInit: Branch Name: ++UE4+Release-4.18

LogInit: Command line:

LogInit: Base directory: C:/Program Files/Epic Games/UE\_4.18/Engine/Binaries/Win64/

LogInit: Installed Engine Build: 1

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: [Windows]

LogInit: Applying CVar settings loaded from the selected device profile: [Windows]

LogInit: Computer: ACTEGROUP

LogInit: User: zdfgdfg

LogInit: CPU Page size=4096, Cores=4

LogInit: High frequency timer resolution =2.825502 MHz

LogMemory: Memory total: Physical=31.9GB (32GB approx)

LogMemory: Platform Memory Stats for Windows

LogMemory: Process Physical Memory: 274.21 MB used, 274.21 MB peak

LogMemory: Process Virtual Memory: 274.08 MB used, 274.08 MB peak

LogMemory: Physical Memory: 7725.82 MB used, 24965.20 MB free, 32691.02 MB total

LogMemory: Virtual Memory: 654.20 MB used, 24965.20 MB free, 134217728.00 MB total

LogInit: Using OS detected language (en-US).

LogInit: Using OS detected locale (en-AU).

LogTextLocalizationManager: No specific localization for 'en-US' exists, so the 'en' localization will be used.

LogInit: Setting process to per monitor DPI aware

LogD3D11RHI: D3D11 adapters:

LogD3D11RHI: 0. 'NVIDIA GeForce GTX 880M' (Feature Level 11\_0)

LogD3D11RHI: 8036/0/16345 MB DedicatedVideo/DedicatedSystem/SharedSystem, Outputs:3, VendorId:0x10de

LogD3D11RHI: 1. 'Microsoft Basic Render Driver' (Feature Level 11\_0)

LogD3D11RHI: 0/0/256 MB DedicatedVideo/DedicatedSystem/SharedSystem, Outputs:0, VendorId:0x1414

LogD3D11RHI: Chosen D3D11 Adapter: 0

LogD3D11RHI: Creating new Direct3DDevice

LogD3D11RHI: GPU DeviceId: 0x1198 (for the marketing name, search the web for "GPU Device Id")

LogWindows: EnumDisplayDevices:

LogWindows: 0. 'NVIDIA GeForce GTX 880M' (P:0 D:1)

LogWindows: 1. 'NVIDIA GeForce GTX 880M' (P:0 D:1)

LogWindows: 2. 'NVIDIA GeForce GTX 880M' (P:1 D:1)

LogWindows: 3. 'NVIDIA GeForce GTX 880M' (P:0 D:0)

LogWindows: 4. 'BB Capture Driver' (P:0 D:0)

LogWindows: DebugString: GetVideoDriverDetailsInvalid PrimaryIsNotTheChoosenAdapter FoundDriverCount:4

LogD3D11RHI: Adapter Name: NVIDIA GeForce GTX 880M

LogD3D11RHI: Driver Version: 388.13 (internal:23.21.13.8813, unified:388.13)

LogD3D11RHI: Driver Date: 10-27-2017

LogRHI: Texture pool is 5625 MB (70% of 8036 MB)

LogD3D11RHI: Async texture creation enabled

LogD3D11RHI: GPU Timing Frequency: 1000.000000 (Debug: 2 2)

LogShaderCompilers: Guid format shader working directory is -52 characters bigger than the processId version (../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Intermediate/Shaders/WorkingDirectory/23568/).

LogShaderCompilers: Cleaned the shader compiler working directory 'C:/Users/zdfgdfg/AppData/Local/Temp/UnrealShaderWorkingDir/4272BBCE43218337A5B212BE3FBDCF01/'.

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 WindowsClientTargetPlatform

LogTemp: Display: Loaded TP WindowsNoEditorTargetPlatform

LogTemp: Display: Loaded TP WindowsServerTargetPlatform

LogTemp: Display: Loaded TP WindowsTargetPlatform

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

LogTemp: Display: Loaded TP LinuxClientTargetPlatform

LogTemp: Display: Loaded TP LinuxNoEditorTargetPlatform

LogTemp: Display: Loaded TP LinuxServerTargetPlatform

LogTemp: Display: Loaded TP LinuxTargetPlatform

LogTargetPlatformManager: Display: Building Assets For Windows

LogDerivedDataCache: Display: Max Cache Size: 512 MB

LogDerivedDataCache: Loaded boot cache 0.08s 79MB C:/Users/zdfgdfg/AppData/Local/UnrealEngine/4.18/DerivedDataCache/Boot.ddc.

LogDerivedDataCache: Display: Loaded Boot cache: C:/Users/zdfgdfg/AppData/Local/UnrealEngine/4.18/DerivedDataCache/Boot.ddc

LogDerivedDataCache: FDerivedDataBackendGraph: Pak pak cache file ../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/DerivedDataCache/DDC.ddp not found, will not use a pak cache.

LogDerivedDataCache: Unable to find inner node Pak for hierarchical cache Hierarchy.

LogDerivedDataCache: FDerivedDataBackendGraph: CompressedPak pak cache file ../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/DerivedDataCache/Compressed.ddp not found, will not use a pak cache.

LogDerivedDataCache: Unable to find inner node CompressedPak for hierarchical cache Hierarchy.

LogDerivedDataCache: Display: Pak cache opened for reading ../../../Engine/DerivedDataCache/Compressed.ddp.

LogDerivedDataCache: Using Local data cache path C:/Users/zdfgdfg/AppData/Local/UnrealEngine/Common/DerivedDataCache: Writable

LogMaterial: Verifying Global Shaders for PCD3D\_SM5

LogSlate: Using Freetype 2.6.0

LogSlate: SlateFontCache - WITH\_FREETYPE: 1, WITH\_HARFBUZZ: 1

LogSlate: SlateFontCache - WITH\_FREETYPE: 1, WITH\_HARFBUZZ: 1

LogInit: Selected Device Profile: [Windows]

LogSimplygon: Simplygon DLL not present - disabling.

LogMeshReduction: Using SimplygonSwarm for distributed automatic mesh merging

LogMeshReduction: Using QuadricMeshReduction for automatic static mesh reduction

LogMeshReduction: No automatic skeletal mesh reduction module available

LogMeshReduction: No automatic mesh merging module available

LogMeshMerging: No automatic mesh merging module available

LogNetVersion: TimeAttack , NetCL: 3709383, EngineNetVer: 2, GameNetVer: 0 (Checksum: 2301053865)

LogAssetRegistry: FAssetRegistry took 0.0268 seconds to start up

LogPackageLocalizationCache: Processed 7 localized package path(s) for 2 prioritized culture(s) in 0.059677 seconds

LogUObjectArray: 35870 objects as part of root set at end of initial load.

LogUObjectAllocator: 7363704 out of 0 bytes used by permanent object pool.

LogUObjectArray: CloseDisregardForGC: 0/0 objects in disregard for GC pool

LogInit: WinSock: version 1.1 (2.2), MaxSocks=32767, MaxUdp=65467

LogTcpMessaging: Initializing TcpMessaging bridge

LogUdpMessaging: Initializing bridge on interface 0.0.0.0:0 to multicast group 230.0.0.1:6666.

LogMaterial: Uniform references updated for custom material expression Custom.

SourceControl: Source control is disabled

SourceControl: Source control is disabled

SourceControl: Source control is disabled

SourceControl: Source control is disabled

LogAndroidPermission: UAndroidPermissionCallbackProxy::GetInstance

LogOcInput: OculusInput pre-init called

LogEngine: Initializing Engine...

LogHMD: Failed to initialize OpenVR with code 110

LogStats: UGameplayTagsManager::ConstructGameplayTagTree: Construct from data asset - 0.000 s

LogStats: UGameplayTagsManager::ConstructGameplayTagTree: GameplayTagTreeChangedEvent.Broadcast - 0.000 s

LogAIModule: Creating AISystem for world Untitled

LogInit: XAudio2 using 'Speakers (3- RIG 800HD)' : 2 channels at 44.1 kHz using 16 bits per sample (channel mask 0x3)

LogInit: FAudioDevice initialized.

LogDerivedDataCache: Saved boot cache 0.08s 79MB C:/Users/zdfgdfg/AppData/Local/UnrealEngine/4.18/DerivedDataCache/Boot.ddc.

LogInit: Texture streaming: Enabled

LogEngineSessionManager: EngineSessionManager initialized

LogInit: Transaction tracking system initialized

BlueprintLog: New page: Editor Load

LocalizationService: Localization service is disabled

LogCook: Display: Max memory allowance for cook 16384mb min free memory 0mb

LogCook: Display: Mobile HDR setting 1

LogGameplayTags: Display: UGameplayTagsManager::DoneAddingNativeTags. DelegateIsBound: 0

LogFileCache: Scanning file cache for directory 'C:/Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/' took 0.02s

SourceControl: Source control is disabled

LogFactory: FactoryCreateFile: PackFactory with PackFactory (0 0 C:/Program Files/Epic Games/UE\_4.18/FeaturePacks/StarterContent.upack)

LogPackFactory: Finished extracting 8 files (including 0 errors).

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Architecture/Floor\_400x400.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Architecture/Floor\_400x400.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Architecture/Pillar\_50x500.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Architecture/Pillar\_50x500.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Architecture/SM\_AssetPlatform.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Architecture/SM\_AssetPlatform.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Architecture/Wall\_400x200.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Architecture/Wall\_400x200.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Architecture/Wall\_400x300.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Architecture/Wall\_400x300.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Architecture/Wall\_400x400.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Architecture/Wall\_400x400.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Architecture/Wall\_500x500.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Architecture/Wall\_500x500.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Architecture/Wall\_Door\_400x300.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Architecture/Wall\_Door\_400x300.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Architecture/Wall\_Door\_400x400.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Architecture/Wall\_Door\_400x400.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Architecture/Wall\_Window\_400x300.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Architecture/Wall\_Window\_400x300.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Architecture/Wall\_Window\_400x400.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Architecture/Wall\_Window\_400x400.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Collapse01.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Collapse01.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Collapse02.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Collapse02.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Collapse\_Cue.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Collapse\_Cue.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Explosion01.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Explosion01.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Explosion02.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Explosion02.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Explosion\_Cue.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Explosion\_Cue.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Fire01.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Fire01.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Fire01\_Cue.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Fire01\_Cue.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Fire\_Sparks01.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Fire\_Sparks01.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Fire\_Sparks01\_Cue.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Fire\_Sparks01\_Cue.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Light01.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Light01.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Light01\_Cue.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Light01\_Cue.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Light02.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Light02.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Light02\_Cue.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Light02\_Cue.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Smoke01.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Smoke01.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Smoke01\_Cue.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Smoke01\_Cue.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Starter\_Background\_Cue.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Starter\_Background\_Cue.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Starter\_Birds01.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Starter\_Birds01.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Starter\_Music01.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Starter\_Music01.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Starter\_Music\_Cue.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Starter\_Music\_Cue.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Starter\_Wind05.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Starter\_Wind05.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Starter\_Wind06.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Starter\_Wind06.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Steam01.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Steam01.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Audio/Steam01\_Cue.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Audio/Steam01\_Cue.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Blueprints/Blueprint\_CeilingLight.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Blueprints/Blueprint\_CeilingLight.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Blueprints/Blueprint\_Effect\_Explosion.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Blueprints/Blueprint\_Effect\_Explosion.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Blueprints/Blueprint\_Effect\_Fire.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Blueprints/Blueprint\_Effect\_Fire.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Blueprints/Blueprint\_Effect\_Smoke.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Blueprints/Blueprint\_Effect\_Smoke.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Blueprints/Blueprint\_Effect\_Sparks.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Blueprints/Blueprint\_Effect\_Sparks.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Blueprints/Blueprint\_Effect\_Steam.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Blueprints/Blueprint\_Effect\_Steam.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Blueprints/Blueprint\_WallSconce.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Blueprints/Blueprint\_WallSconce.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Blueprints/BP\_LightStudio.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Blueprints/BP\_LightStudio.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Blueprints/Assets/FogBrightnessLUT.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Blueprints/Assets/FogBrightnessLUT.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Blueprints/Assets/M\_LightStage\_Arrows.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Blueprints/Assets/M\_LightStage\_Arrows.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Blueprints/Assets/M\_LightStage\_Skybox\_Black.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Blueprints/Assets/M\_LightStage\_Skybox\_Black.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Blueprints/Assets/M\_LightStage\_Skybox\_HDRI.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Blueprints/Assets/M\_LightStage\_Skybox\_HDRI.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Blueprints/Assets/M\_LightStage\_Skybox\_Master.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Blueprints/Assets/M\_LightStage\_Skybox\_Master.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Blueprints/Assets/Skybox.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Blueprints/Assets/Skybox.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Blueprints/Assets/SM\_Arrows.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Blueprints/Assets/SM\_Arrows.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Blueprints/Assets/SunlightColorLUT.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Blueprints/Assets/SunlightColorLUT.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/HDRI/HDRI\_Epic\_Courtyard\_Daylight.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/HDRI/HDRI\_Epic\_Courtyard\_Daylight.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Maps/Advanced\_Lighting.umap" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Maps/Advanced\_Lighting.umap"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Maps/Advanced\_Lighting\_BuiltData.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Maps/Advanced\_Lighting\_BuiltData.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Maps/Minimal\_Default.umap" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Maps/Minimal\_Default.umap"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Maps/Minimal\_Default\_BuiltData.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Maps/Minimal\_Default\_BuiltData.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Maps/StarterMap.umap" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Maps/StarterMap.umap"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Maps/StarterMap\_BuiltData.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Maps/StarterMap\_BuiltData.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_AssetPlatform.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_AssetPlatform.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Basic\_Floor.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Basic\_Floor.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Basic\_Wall.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Basic\_Wall.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Brick\_Clay\_Beveled.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Brick\_Clay\_Beveled.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Brick\_Clay\_New.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Brick\_Clay\_New.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Brick\_Clay\_Old.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Brick\_Clay\_Old.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Brick\_Cut\_Stone.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Brick\_Cut\_Stone.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Brick\_Hewn\_Stone.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Brick\_Hewn\_Stone.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Ceramic\_Tile\_Checker.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Ceramic\_Tile\_Checker.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_CobbleStone\_Pebble.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_CobbleStone\_Pebble.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_CobbleStone\_Rough.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_CobbleStone\_Rough.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_CobbleStone\_Smooth.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_CobbleStone\_Smooth.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_ColorGrid\_LowSpec.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_ColorGrid\_LowSpec.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Concrete\_Grime.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Concrete\_Grime.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Concrete\_Panels.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Concrete\_Panels.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Concrete\_Poured.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Concrete\_Poured.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Concrete\_Tiles.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Concrete\_Tiles.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Glass.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Glass.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Ground\_Grass.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Ground\_Grass.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Ground\_Gravel.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Ground\_Gravel.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Ground\_Moss.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Ground\_Moss.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Metal\_Brushed\_Nickel.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Metal\_Brushed\_Nickel.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Metal\_Burnished\_Steel.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Metal\_Burnished\_Steel.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Metal\_Chrome.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Metal\_Chrome.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Metal\_Copper.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Metal\_Copper.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Metal\_Gold.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Metal\_Gold.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Metal\_Rust.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Metal\_Rust.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Metal\_Steel.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Metal\_Steel.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Rock\_Basalt.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Rock\_Basalt.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Materials/M\_Rock\_Marble\_Polished.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Materials/M\_Rock\_Marble\_Polished.uasset"

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LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Textures/T\_Wood\_Floor\_Walnut\_M.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Textures/T\_Wood\_Floor\_Walnut\_M.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Textures/T\_Wood\_Floor\_Walnut\_N.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Textures/T\_Wood\_Floor\_Walnut\_N.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Textures/T\_Wood\_Oak\_D.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Textures/T\_Wood\_Oak\_D.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Textures/T\_Wood\_Oak\_N.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Textures/T\_Wood\_Oak\_N.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Textures/T\_Wood\_Pine\_D.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Textures/T\_Wood\_Pine\_D.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Textures/T\_Wood\_Pine\_N.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Textures/T\_Wood\_Pine\_N.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Textures/T\_Wood\_Walnut\_D.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Textures/T\_Wood\_Walnut\_D.uasset"

LogPackFactory: Copied "../../../Samples/StarterContent/Content/StarterContent/Textures/T\_Wood\_Walnut\_N.uasset" to "../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Textures/T\_Wood\_Walnut\_N.uasset"

LogRenderer: Reallocating scene render targets to support 256x256 Format 9 NumSamples 1 (Frame:1).

LogSavePackage: Save=9.79ms

LogSavePackage: Moving '../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Saved/Floor\_400x4000519719A4C7A5B2A023158834552262B.tmp' to '../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Architecture/Floor\_400x400.uasset'

LogSavePackage: Display: Finished SavePackage ../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/StarterContent/Architecture/Floor\_400x400.uasset

LogFeaturePack: Warning: Inserted 1 feature packs

Cmd: MAP LOAD FILE="../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/Maps/MainMenuMap.umap" TEMPLATE=0 SHOWPROGRESS=1 FEATURELEVEL=3

LightingResults: New page: Lighting Build

MapCheck: New page: Map Check

LightingResults: New page: Lighting Build

LogAIModule: Creating AISystem for world MainMenuMap

LogEditorServer: Finished looking for orphan Actors (0.000 secs)

Cmd: MAP CHECKDEP NOCLEARLOG

MapCheck: Map check complete: 0 Error(s), 0 Warning(s), took 206.436ms to complete.

LogFileHelpers: Loading map 'MainMenuMap' took 1.652

LogCollectionManager: Loaded 0 collections in 0.001442 seconds

LogFileCache: Scanning file cache for directory 'C:/Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Saved/Collections/' took 0.01s

LogFileCache: Scanning file cache for directory 'C:/Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/Developers/zdfgdfg/Collections/' took 0.01s

LogFileCache: Scanning file cache for directory 'C:/Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Content/Collections/' took 0.01s

LogCollectionManager: Rebuilt the GUID cache for 0 collections in 0.000000 seconds

LogContentBrowser: Native class hierarchy populated in 0.0080 seconds. Added 2365 classes and 522 folders.

LogContentBrowser: Native class hierarchy updated for 'WidgetCarousel' in 0.0002 seconds. Added 0 classes and 0 folders.

LogContentBrowser: Native class hierarchy updated for 'AddContentDialog' in 0.0003 seconds. Added 0 classes and 0 folders.

LogContentBrowser: Native class hierarchy updated for 'SceneOutliner' in 0.0003 seconds. Added 1 classes and 2 folders.

LogSlate: Took 0.000477 seconds to synchronously load lazily loaded font '../../../Engine/Content/Slate/Fonts/Roboto-Regular.ttf' (155K)

LogSlate: Took 0.000405 seconds to synchronously load lazily loaded font '../../../Engine/Content/Slate/Fonts/Roboto-Bold.ttf' (160K)

LogSlate: Took 0.000485 seconds to synchronously load lazily loaded font '../../../Engine/Content/Editor/Slate/Fonts/FontAwesome.ttf' (139K)

LogRenderer: Reallocating scene render targets to support 1040x624 Format 9 NumSamples 1 (Frame:1).

LogSlate: Took 0.000561 seconds to synchronously load lazily loaded font '../../../Engine/Content/Slate/Fonts/Roboto-Light.ttf' (159K)

LogContentBrowser: Native class hierarchy updated for 'HierarchicalLODOutliner' in 0.0003 seconds. Added 1 classes and 2 folders.

LogLoad: (Engine Initialization) Total time: 27.07 seconds

LogLoad: (Engine Initialization) Total Blueprint compile time: 0.00 seconds

LogExternalProfiler: Found external profiler: VSPerf

LogExternalProfiler: Using external profiler: VSPerf

LogRawInputWindows: Warning: Found device 0 devices

LogRawInputWindows: Warning: Found device 0 devices

LogRawInputWindows: Warning: Device was registered succesfully but not connected (Usage:4 UsagePage:1)

LogRawInputWindows: Warning: Found device 1 devices

LogRawInputWindows: Warning: Device was registered succesfully but not connected (Usage:5 UsagePage:1)

LogContentStreaming: Texture pool size now 800 MB

LogAssetRegistry: Asset discovery search completed in 18.8901 seconds

LogCollectionManager: Rebuilt the object cache for 0 collections in 0.000000 seconds (found 0 objects)

LogCollectionManager: Fixed up redirectors for 0 collections in 0.000058 seconds (updated 0 objects)

LogDirectoryWatcher: Warning: Failed to begin reading directory changes for ../../../../../../Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/Plugins/. Error: The system cannot find the file specified. (0x00000002)

LogDirectoryWatcher: A directory notification for '../../../Engine/Plugins/' was aborted.

UATHelper: Packaging (Windows (64-bit)): Running AutomationTool...

UATHelper: Packaging (Windows (64-bit)): Parsing command line: -ScriptsForProject="C:/Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/TimeAttack.uproject" BuildCookRun -nocompile -nocompileeditor -installed -nop4 -project="C:/Users/zdfgdfg/Documents/Unreal Projects/ICTGAM503-A6 GameDevelopment\_Davidstretch/TimeAttack.uprojec

t" -cook -stage -archive -archivedirectory=C:/Users/zdfgdfg/Desktop/StreetViper -package -clientconfig=Shipping -ue4exe=UE4Editor-Cmd.exe -pak -prereqs -nodebuginfo -targetplatform=Win64 -build -utf8output

UATHelper: Packaging (Windows (64-bit)): Setting up ProjectParams for C:\Users\zdfgdfg\Documents\Unreal Projects\ICTGAM503-A6 GameDevelopment\_Davidstretch\TimeAttack.uproject

UATHelper: Packaging (Windows (64-bit)): \*\*\*\*\*\*\*\*\*\* BUILD COMMAND STARTED \*\*\*\*\*\*\*\*\*\*

UATHelper: Packaging (Windows (64-bit)): Running: C:\Program Files\Epic Games\UE\_4.18\Engine\Binaries\DotNET\UnrealBuildTool.exe TimeAttack Win64 Shipping -Project="C:\Users\zdfgdfg\Documents\Unreal Projects\ICTGAM503-A6 GameDevelopment\_Davidstretch\TimeAttack.uproject" "C:\Users\zdfgdfg\Documents\Unreal Projects\ICTGAM503-A6 GameDevelopment\_Davidstretch\Ti

meAttack.uproject" -NoUBTMakefiles -remoteini="C:\Users\zdfgdfg\Documents\Unreal Projects\ICTGAM503-A6 GameDevelopment\_Davidstretch" -skipdeploy -noxge -generatemanifest -NoHotReload

LogSlate: Took 0.000383 seconds to synchronously load lazily loaded font '../../../Engine/Content/Editor/Slate/Fonts/DroidSansMono.ttf' (77K)

UATHelper: Packaging (Windows (64-bit)): Took 1.1488122s to run UnrealBuildTool.exe, ExitCode=0

UATHelper: Packaging (Windows (64-bit)): Running: C:\Program Files\Epic Games\UE\_4.18\Engine\Binaries\DotNET\UnrealBuildTool.exe TimeAttack Win64 Shipping -Project="C:\Users\zdfgdfg\Documents\Unreal Projects\ICTGAM503-A6 GameDevelopment\_Davidstretch\TimeAttack.uproject" "C:\Users\zdfgdfg\Documents\Unreal Projects\ICTGAM503-A6 GameDevelopment\_Davidstretch\Ti

meAttack.uproject" -NoUBTMakefiles -remoteini="C:\Users\zdfgdfg\Documents\Unreal Projects\ICTGAM503-A6 GameDevelopment\_Davidstretch" -skipdeploy -noxge -NoHotReload -ignorejunk

UATHelper: Packaging (Windows (64-bit)): Parsing headers for TimeAttack

UATHelper: Packaging (Windows (64-bit)): Running UnrealHeaderTool "C:\Users\zdfgdfg\Documents\Unreal Projects\ICTGAM503-A6 GameDevelopment\_Davidstretch\TimeAttack.uproject" "C:\Users\zdfgdfg\Documents\Unreal Projects\ICTGAM503-A6 GameDevelopment\_Davidstretch\Intermediate\Build\Win64\TimeAttack\Shipping\TimeAttack.uhtmanifest" -LogCmds="loginit warning, l

ogexit warning, logdatabase error" -Unattended -WarningsAsErrors -installed

UATHelper: Packaging (Windows (64-bit)): Reflection code generated for TimeAttack in 5.950699 seconds

UATHelper: Packaging (Windows (64-bit)): Performing 4 actions (4 in parallel)

UATHelper: Packaging (Windows (64-bit)): [2/4] Resource PCLaunch.rc

UATHelper: Packaging (Windows (64-bit)): PCH.UELinkerFixups.cpp

UATHelper: Packaging (Windows (64-bit)): UELinkerFixups.cpp

UATHelper: Packaging (Windows (64-bit)): [4/4] Link TimeAttack-Win64-Shipping.exe

UATHelper: Packaging (Windows (64-bit)): LINK : fatal error LNK1181: cannot open input file 'ws2\_32.lib'

UATHelper: Packaging (Windows (64-bit)): ERROR: UBT ERROR: Failed to produce item: C:\Users\zdfgdfg\Documents\Unreal Projects\ICTGAM503-A6 GameDevelopment\_Davidstretch\Binaries\Win64\TimeAttack-Win64-Shipping.exe

UATHelper: Packaging (Windows (64-bit)): Total build time: 10.78 seconds (Local executor: 0.00 seconds)

UATHelper: Packaging (Windows (64-bit)): Took 11.0087772s to run UnrealBuildTool.exe, ExitCode=5

UATHelper: Packaging (Windows (64-bit)): ERROR: Command failed (Result:5): C:\Program Files\Epic Games\UE\_4.18\Engine\Binaries\DotNET\UnrealBuildTool.exe TimeAttack Win64 Shipping -Project="C:\Users\zdfgdfg\Documents\Unreal Projects\ICTGAM503-A6 GameDevelopment\_Davidstretch\TimeAttack.uproject" "C:\Users\zdfgdfg\Documents\Unreal Projects\ICTGAM503-A6 GameDe

velopment\_Davidstretch\TimeAttack.uproject" -NoUBTMakefiles -remoteini="C:\Users\zdfgdfg\Documents\Unreal Projects\ICTGAM503-A6 GameDevelopment\_Davidstretch" -skipdeploy -noxge -NoHotReload -ignorejunk. See logfile for details: 'UnrealBuildTool-2018.03.05-16.57.35.txt'

UATHelper: Packaging (Windows (64-bit)): (see C:\Users\zdfgdfg\AppData\Roaming\Unreal Engine\AutomationTool\Logs\C+Program+Files+Epic+Games+UE\_4.18\UAT\_Log.txt for full exception trace)

UATHelper: Packaging (Windows (64-bit)): AutomationTool exiting with ExitCode=5 (5)

UATHelper: Packaging (Windows (64-bit)): BUILD FAILED

PackagingResults: Error: Unknown Error