

LogTemp:Display: Running Mono...
LogTemp:Display: Setting up Mono
LogTemp:Display: /Users/Shared/UnrealEngine/4.13/Engine /Users/Shared/UnrealEngine/4.13
LogTemp:Display: Executing iPhonePackager Validate Engine -project /Users/ellenshelley/
Documents/Unreal Projects/waylandmyapp/waylandmyapp.uproject -bundlename wayland
LogTemp:Display: CWD: /Users/Shared/UnrealEngine/4.13/Engine/Binaries/DotNET/IOS
LogTemp:Display: Initial Dir: /Users/Shared/UnrealEngine/4.13/Engine
LogTemp:Display: Env CWD: /Users/Shared/UnrealEngine/4.13/Engine/Binaries/DotNET/IOS
LogTemp:Display: BranchPath = Ariss-iMac-2.local:///Users/Shared/UnrealEngine/4.13/Engine/
Binaries/DotNET/IOS/... --- GameBranchPath = Ariss-iMac-2.local:///Users/Shared/UnrealEngine/
4.13/Engine/Binaries/DotNET/IOS/...
LogTemp:Display: Searching for mobile provisions that match the game 'waylandmyapp' with
CFBundleIdentifier='wayland' in '/Users/ellenshelley/Library/MobileDevice/Provisioning Profiles/'
LogTemp:Display: Phase 0 considering provision 'waylandprofile.mobileprovision' named
'waylandprofile'
LogTemp:Display: Looking for a certificate that matches the application identifier
'H8BH5QJV4Q.wayland'
LogTemp:Display: Picked 'waylandprofile.mobileprovision' with AppID 'H8BH5QJV4Q.wayland'
and Name 'waylandprofile' as a matching provision for the game 'waylandmyapp'
LogTemp:Display: Looking for a certificate that matches the application identifier
'H8BH5QJV4Q.wayland'
LogTemp:Display: Running Mono...Setting up Mono/Users/Shared/UnrealEngine/4.13/Engine /
Users/Shared/UnrealEngine/4.13Executing iPhonePackager Validate Engine -project /Users/
ellenshelley/Documents/Unreal Projects/waylandmyapp/waylandmyapp.uproject -bundlename
waylandCWD: /Users/Shared/UnrealEngine/4.13/Engine/Binaries/DotNET/IOSInitial Dir: /Users/
Shared/Unr
ealEngine/4.13/EngineEnv CWD: /Users/Shared/UnrealEngine/4.13/Engine/Binaries/DotNET/
IOSBranchPath = Ariss-iMac-2.local:///Users/Shared/UnrealEngine/4.13/Engine/Binaries/DotNET/
IOS/... --- GameBranchPath = Ariss-iMac-2.local:///Users/Shared/UnrealEngine/4.13/Engine/
Binaries/DotNET/IOS/...Searching for mobile provisions that match the game 'waylandmyapp' wi
th CFBundleIdentifier='wayland' in '/Users/ellenshelley/Library/MobileDevice/Provisioning Profiles/'
Phase 0 considering provision 'waylandprofile.mobileprovision' named 'waylandprofile' Looking for
a certificate that matches the application identifier 'H8BH5QJV4Q.wayland' Picked
'waylandprofile.mobileprovision' with AppID 'H8BH5QJV4Q.wayland' and Name 'w
aylandprofile' as a matching provision for the game 'waylandmyapp' Looking for a certificate that
matches the application identifier 'H8BH5QJV4Q.wayland'
LogPlayLevel: Launcher Device ID: IOS@7a3b219f03093e73e192784d26c0b5cdaad634be
LogPlayLevel: PlayLevel: No blueprints needed recompiling
LogCook:Display: Sandbox cleanup took 1.347 seconds
LogCook:Display: String asset reference resolve tried 1 did 0
LogRedirectors:Display: Timer ResolveTimeLoad 0.000000
LogRedirectors:Display: Timer ResolveTimeDelegate 0.000000
LogRedirectors:Display: Timer ResolveTimeTotal 0.006099
LogBlueprintCodeGen: GenerateStubs - all unconverted bp: 0, generated wrappers: 0
LogChunkManifestGenerator: Updated collection PackagesRemovedFromChunk0
LogChunkManifestGenerator: Chunk: 0, Started with 770 packages, Final after dependency
resolve: 770
LogChunkManifestGenerator:Display: Saving asset registry.
LogChunkManifestGenerator:Display: Generated asset registry num assets 634, size is 283.60kb
LogChunkManifestGenerator:Display: Done saving asset registry.
LogChunkManifestGenerator: Updated collection PackagesRemovedFromChunk0
LogChunkManifestGenerator: Chunk: 0, Started with 770 packages, Final after dependency
resolve: 770
LogChunkManifestGenerator:Display: Saving asset registry.
LogChunkManifestGenerator:Display: Generated asset registry num assets 634, size is 283.60kb
LogChunkManifestGenerator:Display: Done saving asset registry.

LogCook:Display: Cook by the book total time in tick 0.000020s total time 3.925537
 LogCook:Display: Peak Used virtual 13054 Peak Used physical 4977
 LogCook:Display: Hierarchy timer information
 Name: Length(ms)Root: 0.000000ms
 GenerateLongPackageName: 0.352073ms
 SavingAssetRegistry: 1218.653720ms
 IntStats
 SavedPackage=1925
 LoadPackage=16
 LogPlayLevel: Completed Launch On Stage: Cooking in the editor, Time: 0.308681
 LogPlayLevel: Running AutomationTool...
 LogPlayLevel: Setting up Mono
 LogPlayLevel: Start UAT: mono AutomationTool.exe -ScriptsForProject=/Users/ellenshelley/
 Documents/Unreal Projects/waylandmyapp/waylandmyapp.uproject BuildCookRun -project=/
 Users/ellenshelley/Documents/Unreal Projects/waylandmyapp/waylandmyapp.uproject -noP4 -
 clientconfig=Development -serverconfig=Development -nocompile -nocompileeditor -installed -
 ue4exe=UE4
 Editor -utf8output -platform=IOS -build -map=/Game/FirstPersonBP/Maps/FirstPersonExampleMap
 -skipcook -iterativecooking -compressed -iterativedeploy -stage -deploy -cmdline=/Game/
 FirstPersonBP/Maps/FirstPersonExampleMap -Messaging -
 device=IOS@7a3b219f03093e73e192784d26c0b5cdaad634be -addcmdline=-
 SessionId=4EA57FDD0E4E7CD2BD0B15B8AE615FC9 -SessionOwner='ellen
 shelley' -SessionName='Launch On Device' -run
 LogPlayLevel: Automation.ParseCommandLine: Parsing command line: -ScriptsForProject="/
 Users/ellenshelley/Documents/Unreal Projects/waylandmyapp/waylandmyapp.uproject"
 BuildCookRun -project="/Users/ellenshelley/Documents/Unreal Projects/waylandmyapp/
 waylandmyapp.uproject" -noP4 -clientconfig=Development -serverconfig=Development -nocompile
 -nocompileeditor -i
 nstalled -ue4exe=UE4Editor -utf8output -platform=IOS -build -map=/Game/FirstPersonBP/Maps/
 FirstPersonExampleMap -skipcook -iterativecooking -compressed -iterativedeploy -stage -deploy -
 cmdline="/Game/FirstPersonBP/Maps/FirstPersonExampleMap -Messaging" -
 device=IOS@7a3b219f03093e73e192784d26c0b5cdaad634be -addcmdline="-
 SessionId=4EA57FDD0E4E7CD2BD0B15B8AE615F
 C9 -SessionOwner='ellenshelley' -SessionName='Launch On Device' " -run
 LogPlayLevel: Automation.Process: Setting up command environment.
 LogPlayLevel: BuildCookRun.SetupParams: Setting up ProjectParams for /Users/ellenshelley/
 Documents/Unreal Projects/waylandmyapp/waylandmyapp.uproject
 LogPlayLevel: Project.Build: ***** BUILD COMMAND STARTED *****
 LogPlayLevel: Completed Launch On Stage: Build Task, Time: 1.519218
 LogPlayLevel: CommandUtils.Run: Run: mono "/Users/Shared/UnrealEngine/4.13/Engine/
 Binaries/DotNET/UnrealBuildTool.exe" ipad_modern2 IOS Development -Project="/Users/
 ellenshelley/Documents/Unreal Projects/waylandmyapp/waylandmyapp.uproject" "/Users/
 ellenshelley/Documents/Unreal Projects/waylandmyapp/waylandmyapp.uproject" -remoteini="/
 Users/ellenshelley/Doc
 uments/Unreal Projects/waylandmyapp" -noxge -generatemanifest -ncreatestub -NoHotReload
 LogPlayLevel: UnrealBuildTool: Compiling with iPhoneOS SDK 10.0
 LogPlayLevel: CommandUtils.Run: Run: Took 1.939585s to run mono, ExitCode=0
 LogPlayLevel: CommandUtils.Run: Run: mono "/Users/Shared/UnrealEngine/4.13/Engine/
 Binaries/DotNET/UnrealBuildTool.exe" ipad_modern2 IOS Development -Project="/Users/
 ellenshelley/Documents/Unreal Projects/waylandmyapp/waylandmyapp.uproject" "/Users/
 ellenshelley/Documents/Unreal Projects/waylandmyapp/waylandmyapp.uproject" -remoteini="/
 Users/ellenshelley/Doc
 uments/Unreal Projects/waylandmyapp" -noxge -ncreatestub -NoHotReload -ignorejunk
 LogPlayLevel: UnrealBuildTool: Compiling with iPhoneOS SDK 10.0
 LogPlayLevel: UnrealBuildTool: Target is up to date
 LogPlayLevel: UnrealBuildTool: Compiling with iPhoneOS SDK 10.0

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LogPlayLevel: UnrealBuildTool: Receipt Filename: /Users/ellenshelley/Documents/Unreal Projects/
waylandmyapp/Binaries/IOS/ipad_modern2.target
LogPlayLevel: UnrealBuildTool: UPL Init: armv7
LogPlayLevel: UnrealBuildTool: UPL Init: arm64
LogPlayLevel: CommandUtils.Run: Run: Took 5.421898s to run mono, ExitCode=0
LogPlayLevel: Project.Build: ***** BUILD COMMAND COMPLETED *****
LogPlayLevel: Project.CopyBuildToStagingDirectory: ***** STAGE COMMAND STARTED
*****

LogPlayLevel: Project.WriteStageCommandline: Creating UE4CommandLine.txt
LogPlayLevel: Project.CreateStagingManifest: Creating Staging Manifest...
LogPlayLevel: Completed Launch On Stage: Build Task, Time: 7.087285
LogPlayLevel: CookPlat IOS, this IOSPlatform
LogPlayLevel: Getting IOS Deploy()
LogPlayLevel: Project.CleanStagingDirectory: Cleaning Stage Directory: /Users/ellenshelley/
Documents/Unreal Projects/waylandmyapp/Saved/StagedBuilds/IOS
LogPlayLevel: Project.CopyManifestFilesToStageDir: Copying NonUFSFiles to staging directory: /
Users/ellenshelley/Documents/Unreal Projects/waylandmyapp/Saved/StagedBuilds/IOS
LogPlayLevel: Project.CopyManifestFilesToStageDir: Copying DebugFiles to staging directory: /
Users/ellenshelley/Documents/Unreal Projects/waylandmyapp/Saved/StagedBuilds/IOS
LogPlayLevel: Project.CopyManifestFilesToStageDir: Copying UFSFiles to staging directory: /
Users/ellenshelley/Documents/Unreal Projects/waylandmyapp/Saved/StagedBuilds/IOS
LogPlayLevel: CommandUtils.Run: Run: mono "/Users/Shared/UnrealEngine/4.13/Engine/
Binaries/DotNET/IOS/DeploymentServer.exe" Backup -file "/Users/ellenshelley/Documents/Unreal
Projects/waylandmyapp/Saved/StagedBuilds/IOS/Manifest_UFSFiles_IOS.txt" -file "/Users/
ellenshelley/Documents/Unreal Projects/waylandmyapp/Saved/StagedBuilds/IOS/
Manifest_NonUFSFiles_IOS
.txt" -device 7a3b219f03093e73e192784d26c0b5cdaad634be -bundle wayland
LogPlayLevel: DeploymentServer: [deploy] Created deployment server.
LogPlayLevel: DeploymentServer: [DD] Trying to connect to mobile device running iOS ...
LogPlayLevel: DeploymentServer: [DD] Mobile Device 'Andrew's iPad' connected
LogPlayLevel: DeploymentServer: Failed to connect to bundle 'wayland' with Unknown error
0xE80000B7
LogPlayLevel: DeploymentServer: [DD] ... File to be written '/Users/ellenshelley/Documents/
Unreal Projects/waylandmyapp/Saved/StagedBuilds/IOS\Andrew's
iPad_Manifest_UFSFiles_IOS.txt'
LogPlayLevel: DeploymentServer: [DD] ... File to be written '/Users/ellenshelley/Documents/
Unreal Projects/waylandmyapp/Saved/StagedBuilds/IOS\Andrew's
iPad_Manifest_NonUFSFiles_IOS.txt'
LogPlayLevel: DeploymentServer: [DD] ... Error: Failed to connect to bundle 'wayland'
LogPlayLevel: DeploymentServer: [DD]
LogPlayLevel: DeploymentServer: Exiting.
LogPlayLevel: CommandUtils.Run: Run: Took 2.061017s to run mono, ExitCode=1
LogPlayLevel: Project.CopyBuildToStagingDirectory: ***** STAGE COMMAND COMPLETED
*****

LogPlayLevel: Project.Package: ***** PACKAGE COMMAND STARTED *****
LogPlayLevel: IOSPlatform.Package: Package /Users/ellenshelley/Documents/Unreal Projects/
waylandmyapp/waylandmyapp.uproject
LogPlayLevel: Getting IOS Deploy()
LogPlayLevel: Project: /Users/ellenshelley/Documents/Unreal Projects/waylandmyapp/
waylandmyapp_IOS.xcworkspace
LogPlayLevel: CommandUtils.Run: Run: mono "/Users/Shared/UnrealEngine/4.13/Engine/
Binaries/DotNET/UnrealBuildTool.exe" -XcodeProjectFile -project="/Users/ellenshelley/Documents/
Unreal Projects/waylandmyapp/waylandmyapp.uproject" -platforms=IOS -game -nointellisense -
IOSdeployonly -ignorejunk -nocreatestub -NoHotReload -ignorejunk
LogPlayLevel: UnrealBuildTool: Discovering modules, targets and source code for project...
LogPlayLevel: UnrealBuildTool: Writing project files... 0%33%67%100%

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LogPlayLevel: CommandUtils.Run: Run: Took 7.426107s to run mono, ExitCode=0
LogPlayLevel: CommandUtils.Run: Run: /usr/bin/env UBT_NO_POST_DEPLOY=true /usr/bin/
xcrun xcodebuild build -workspace "/Users/ellenshelley/Documents/Unreal Projects/
waylandmyapp/waylandmyapp_IOS.xcworkspace" -scheme 'waylandmyapp' -configuration
"Development" -destination generic/platform=iOS -sdk iphoneos CODE_SIGN_IDENTITY="iPhone
Developer: Ellen Shelley (77927A3JDK)" PROVISIONING_PROFILE_SPECIFIER=cc1e7ba9-757c-4848-
b43b-1e4264a547eb
LogPlayLevel: env: Build settings from command line:
LogPlayLevel: env: CODE_SIGN_IDENTITY = iPhone Developer: Ellen Shelley (77927A3JDK)
LogPlayLevel: env: PROVISIONING_PROFILE_SPECIFIER = cc1e7ba9-757c-4848-
b43b-1e4264a547eb
LogPlayLevel: env: SDKROOT = iphoneos10.0
LogPlayLevel: env:
LogPlayLevel: env: 2016-10-20 16:35:02.868 xcodebuild[71107:2226980] +dataWithFirstBytes:
1024 ofFile:"/Users/Shared/UnrealEngine/4.13/Engine/Config/BaseEditorLayout.ini" failed, errno =
3
LogPlayLevel: env: === BUILD TARGET waylandmyapp OF PROJECT waylandmyapp WITH
CONFIGURATION Development ===
LogPlayLevel: env:
LogPlayLevel: env: Check dependencies
LogPlayLevel: env:
LogPlayLevel: env: ProcessInfoPlistFile /Users/ellenshelley/Documents/Unreal\ Projects/
waylandmyapp/Binaries/iOS/Payload/ipad_modern2.app/Info.plist /Users/ellenshelley/Documents/
Unreal\ Projects/waylandmyapp/Intermediate/iOS/ipad_modern2-Info.plist
LogPlayLevel: env: cd "/Users/ellenshelley/Documents/Unreal Projects/waylandmyapp/
Intermediate/ProjectFilesIOS"
LogPlayLevel: env: export PATH="/Applications/Xcode.app/Contents/Developer/Platforms/
iPhoneOS.platform/Developer/usr/bin:/Applications/Xcode.app/Contents/Developer/usr/bin:/Users/
Shared/UnrealEngine/4.13/Engine/Build/BatchFiles/Mac/../../../../Binaries/ThirdParty/Mono/Mac/bin:/
usr/bin:/bin:/usr/sbin:/sbin"
LogPlayLevel: env: builtin-infoPlistUtility /Users/ellenshelley/Documents/Unreal\ Projects/
waylandmyapp/Intermediate/iOS/ipad_modern2-Info.plist -genpkginfo /Users/ellenshelley/
Documents/Unreal\ Projects/waylandmyapp/Binaries/iOS/Payload/ipad_modern2.app/PkgInfo -
expandbuildsettings -format xml -platform iphoneos -o /Users/ellenshelley/Documents/Unreal\
Projects/waylandmyapp/Binaries/iOS/Payload/ipad_modern2.app/Info.plist
LogPlayLevel: env:
LogPlayLevel: env: ProcessProductPackaging /Users/ellenshelley/Library/MobileDevice/
Provisioning\ Profiles/waylandprofile.mobileprovision /Users/ellenshelley/Documents/Unreal\
Projects/waylandmyapp/Binaries/iOS/Payload/ipad_modern2.app/embedded.mobileprovision
LogPlayLevel: env: cd "/Users/ellenshelley/Documents/Unreal Projects/waylandmyapp/
Intermediate/ProjectFilesIOS"
LogPlayLevel: env: export PATH="/Applications/Xcode.app/Contents/Developer/Platforms/
iPhoneOS.platform/Developer/usr/bin:/Applications/Xcode.app/Contents/Developer/usr/bin:/Users/
Shared/UnrealEngine/4.13/Engine/Build/BatchFiles/Mac/../../../../Binaries/ThirdParty/Mono/Mac/bin:/
usr/bin:/bin:/usr/sbin:/sbin"
LogPlayLevel: env: builtin-productPackagingUtility /Users/ellenshelley/Library/MobileDevice/
Provisioning\ Profiles/waylandprofile.mobileprovision -o /Users/ellenshelley/Documents/Unreal\
Projects/waylandmyapp/Binaries/iOS/Payload/ipad_modern2.app/embedded.mobileprovision
LogPlayLevel: env:
LogPlayLevel: env: Touch /Users/ellenshelley/Documents/Unreal\ Projects/waylandmyapp/
Binaries/iOS/Payload/ipad_modern2.app
LogPlayLevel: env: cd "/Users/ellenshelley/Documents/Unreal Projects/waylandmyapp/
Intermediate/ProjectFilesIOS"
LogPlayLevel: env: export PATH="/Applications/Xcode.app/Contents/Developer/Platforms/
iPhoneOS.platform/Developer/usr/bin:/Applications/Xcode.app/Contents/Developer/usr/bin:/Users/

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Shared/UnrealEngine/4.13/Engine/Build/BatchFiles/Mac/../../../../Binaries/ThirdParty/Mono/Mac/bin:/usr/bin:/bin:/usr/sbin:/sbin"
LogPlayLevel: env: /usr/bin/touch -c /Users/ellenshelley/Documents/Unreal\ Projects/waylandmyapp/Binaries/IOS/Payload/ipad_modern2.app
LogPlayLevel: env:
LogPlayLevel: env: CodeSign /Users/ellenshelley/Documents/Unreal\ Projects/waylandmyapp/Binaries/IOS/Payload/ipad_modern2.app
LogPlayLevel: env: cd "/Users/ellenshelley/Documents/Unreal Projects/waylandmyapp/Intermediate/ProjectFilesIOS"
LogPlayLevel: env: export CODESIGN_ALLOCATE=/Applications/Xcode.app/Contents/Developer/Toolchains/XcodeDefault.xctoolchain/usr/bin/codesign_allocate
LogPlayLevel: env: export PATH="/Applications/Xcode.app/Contents/Developer/Platforms/iPhoneOS.platform/Developer/usr/bin:/Applications/Xcode.app/Contents/Developer/usr/bin:/Users/Shared/UnrealEngine/4.13/Engine/Build/BatchFiles/Mac/../../../../Binaries/ThirdParty/Mono/Mac/bin:/usr/bin:/bin:/usr/sbin:/sbin"
LogPlayLevel: env:
LogPlayLevel: env: Signing Identity: "iPhone Developer: Ellen Shelley (77927A3JDK)"
LogPlayLevel: env: Provisioning Profile: "waylandprofile"
LogPlayLevel: env: (cc1e7ba9-757c-4848-b43b-1e4264a547eb)
LogPlayLevel: env:
LogPlayLevel: env: /usr/bin/codesign --force --sign B3419B159ADCF459B6EE0E2C3A3D11C8D8FE0085 --entitlements /Users/ellenshelley/Documents/Unreal\ Projects/waylandmyapp/Intermediate/ProjectFilesIOS/build/waylandmyapp.build/Development-iphoneos/waylandmyapp.build/ipad_modern2.app.xcent --timestamp=none /Users/ellenshelley/Documents/Unreal\ Projects/waylandmyapp/Binaries/IOS/Payload/ipad_modern2.app
LogPlayLevel: env:
LogPlayLevel: env: Validate /Users/ellenshelley/Documents/Unreal\ Projects/waylandmyapp/Binaries/IOS/Payload/ipad_modern2.app
LogPlayLevel: env: cd "/Users/ellenshelley/Documents/Unreal Projects/waylandmyapp/Intermediate/ProjectFilesIOS"
LogPlayLevel: env: export PATH="/Applications/Xcode.app/Contents/Developer/Platforms/iPhoneOS.platform/Developer/usr/bin:/Applications/Xcode.app/Contents/Developer/usr/bin:/Users/Shared/UnrealEngine/4.13/Engine/Build/BatchFiles/Mac/../../../../Binaries/ThirdParty/Mono/Mac/bin:/usr/bin:/bin:/usr/sbin:/sbin"
LogPlayLevel: env: export PRODUCT_TYPE=com.apple.product-type.application
LogPlayLevel: env: builtin-validationUtility /Users/ellenshelley/Documents/Unreal\ Projects/waylandmyapp/Binaries/IOS/Payload/ipad_modern2.app
LogPlayLevel: env:
LogPlayLevel: env: ** BUILD SUCCEEDED **
LogPlayLevel: env:
LogPlayLevel: CommandUtils.Run: Run: Took 3.969039s to run env, ExitCode=0
LogPlayLevel: Project.Package: ***** PACKAGE COMMAND COMPLETED *****
LogPlayLevel: Project.Deploy: ***** DEPLOY COMMAND STARTED *****
LogPlayLevel: CommandUtils.Run: Run: mono "/Users/Shared/UnrealEngine/4.13/Engine/Binaries/DotNET/IOS/DeploymentServer.exe" Install -ipa "/Users/ellenshelley/Documents/Unreal Projects/waylandmyapp/Binaries/IOS/waylandmyapp.ipa" -device 7a3b219f03093e73e192784d26c0b5cdaad634be -additionalcommandline "-SessionId=4EA57FDD0E4E7CD2BD0B15B8AE615FC9 -SessionOwner="ellenshelley" -SessionName="Launch On Device" "
LogPlayLevel: DeploymentServer: [deploy] Created deployment server.
LogPlayLevel: DeploymentServer: [DD] Trying to connect to mobile device running iOS ...
LogPlayLevel: DeploymentServer: [DD] Mobile Device 'Andrew's iPad' connected
LogPlayLevel: DeploymentServer: Device 'Andrew's iPad' with id 7a3b219f03093e73e192784d26c0b5cdaad634be of type iPad6,7 is being checked against 7a3b219f03093e73e192784d26c0b5cdaad634be.

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LogPlayLevel: DeploymentServer: [DD] Transferring IPA to device 'Andrew's iPad' ...
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 5120 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 9216 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 13312 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 17408 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 20480 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 24576 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 28672 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 32768 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 35840 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 39936 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 44032 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 48128 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 51200 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 55296 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 59392 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 63488 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 66560 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 70656 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 74752 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 78848 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 81920 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 86016 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 90112 KB of 96196 KB
 LogPlayLevel: DeploymentServer: [DD] ... Transferred 94208 KB of 96196 KB
 LogPlayLevel: DeploymentServer: ... Finished copying to 'PublicStaging/waylandmyapp.ipa' in 3.41 s
 LogPlayLevel: DeploymentServer: [DD] Installing IPA on device 'Andrew's iPad' ...
 LogPlayLevel: DeploymentServer: [DD] ... Install is 5% complete at phase 'CreatingStagingDirectory'
 LogPlayLevel: DeploymentServer: [DD] ... Install is 15% complete at phase 'ExtractingPackage'
 LogPlayLevel: DeploymentServer: [DD] ... Install is 20% complete at phase 'InspectingPackage'
 LogPlayLevel: DeploymentServer: [DD] ... Install is 20% complete at phase 'TakingInstallLock'
 LogPlayLevel: DeploymentServer: [DD] ... Install is 30% complete at phase 'PreflightingApplication'
 LogPlayLevel: DeploymentServer: [DD] ... Install is 40% complete at phase 'VerifyingApplication'
 LogPlayLevel: DeploymentServer: Install \ Update of "waylandmyapp.ipa" failed with Unknown error 0xE800801C in 1.39 seconds
 LogPlayLevel: DeploymentServer: [DD]
 LogPlayLevel: DeploymentServer: Exiting.
 LogPlayLevel: CommandUtils.Run: Run: Took 7.06931s to run mono, ExitCode=1
 LogPlayLevel: Program.Main: ERROR: AutomationTool terminated with exception:
 AutomationTool.CommandUtils+CommandFailedException: Command failed (Result:1): /Users/Shared/UnrealEngine/4.13/Engine/Binaries/DotNET/IOS/DeploymentServer.exe Install -ipa "/Users/ellenshelley/Documents/Unreal Projects/waylandmyapp/Binaries/IOS/waylandmyapp.ipa" -device 7a3b219f03093e73e192784d26c0b5cdaad634be -additionalcommandline "-SessionId=4EA57FDD0E4E7CD2BD0B15B8AE615FC9 -SessionOwner="ellenshelley" -SessionName="Launch On Device" ". See logfile for details:
 'DeploymentServer-2016.10.20-16.35.05.txt'
 LogPlayLevel: at AutomationTool.CommandUtils.RunAndLog (System.String App, System.String CommandLine, System.String Logfile, Int32 MaxSuccessCode, System.String Input, ERunOptions Options, System.Collections.Generic.Dictionary`2 EnvVars, AutomationTool.SpewFilterCallbackType SpewFilterCallback) [0x00000] in <filename unknown>:0
 LogPlayLevel: at AutomationTool.CommandUtils.RunAndLog (AutomationTool.CommandEnvironment Env, System.String App, System.String CommandLine,

System.String LogName, Int32 MaxSuccessCode, System.String Input, ERunOptions Options,
System.Collections.Generic.Dictionary`2 EnvVars, AutomationTool.SpewFilterCallbackType
SpewFilterCallback) [0x00000] in <filename
unknown>:0
LogPlayLevel: at IOSPlatform.Deploy (AutomationTool.ProjectParams Params,
DeploymentContext SC) [0x00000] in <filename unknown>:0
LogPlayLevel: at Project.Deploy (AutomationTool.ProjectParams Params) [0x00000] in <filename
unknown>:0
LogPlayLevel: at BuildCookRun.DoBuildCookRun (AutomationTool.ProjectParams Params)
[0x00000] in <filename unknown>:0
LogPlayLevel: at BuildCookRun.ExecuteBuild () [0x00000] in <filename unknown>:0
LogPlayLevel: at AutomationTool.BuildCommand.Execute () [0x00000] in <filename unknown>:0
LogPlayLevel: at AutomationTool.Automation.Execute (System.Collections.Generic.List`1
CommandsToExecute, Tools.DotNETCommon.CaselessDictionary.CaselessDictionary`1
Commands) [0x00000] in <filename unknown>:0
LogPlayLevel: at AutomationTool.Automation.Process (System.String[] Arguments) [0x00000] in
<filename unknown>:0
LogPlayLevel: at AutomationTool.Program.MainProc (System.Object Param) [0x00000] in
<filename unknown>:0
LogPlayLevel: at AutomationTool.InternalUtils.RunSingleInstance (System.Func`2 Main,
System.Object Param) [0x00000] in <filename unknown>:0
LogPlayLevel: at AutomationTool.Program.Main () [0x00000] in <filename unknown>:0
LogPlayLevel: Program.Main: AutomationTool exiting with ExitCode=1 (Error_Unknown)
LogPlayLevel: Completed Launch On Stage: Deploy Task, Time: 22.536832
LogPlayLevel: RunUAT ERROR: AutomationTool was unable to run successfully.
PackagingResults:Error: Error Launch failed! Unknown Error