### **Overview**

# **Unchained SDK filtered export**

#### **Asset overview**

	SDK	Missing	Total
Processed	11743	15457	27200
Blacklisted	19991	277	20268
All	31734	15734	47468

#### **Blacklisted**

Category	SDK	Missing	Total	
/Script/Engine.Texture2D	9580	3	9583	100%
/Script/Engine.StaticMesh	10228	274	10502	97%
/Script/Engine.FontFace	183	0	183	100%
	19991	277	20268	99%

#### **Processed**

Category	SDK	Missing	Total	
/Script/Engine.BlueprintGeneratedClass	2050	1174	3224	64%
/Script/Engine.MaterialInstanceConstant	4998	0	4998	100%
/Script/Engine.CurveFloat	143	0	143	100%
/Script/Engine.DataTable	71	39	110	65%
/Script/Engine.Blueprint	1	2	3	33%
/Script/Engine.MapBuildDataRegistry	13	275	288	5%
/Script/Engine.Skeleton	130	2	132	98%
/Script/Engine.CurveVector	6	0	6	100%
/Script/Engine.BlendSpace	199	0	199	100%
/Script/Engine.BlendSpace1D	5	0	5	100%
/Script/Engine.AnimSequence	31	7543	7574	0%
/Script/Engine.AnimMontage	2443	0	2443	100%
/Script/Engine.Material	498	4	502	99%
/Script/Engine.StringTable	85	0	85	100%
/Script/UMG.WidgetBlueprintGeneratedClass	354	187	541	65%
/Script/Engine.TextureCube	26	73	99	26%
/Script/Engine.ParticleSystem	435	0	435	100%
/Script/Engine.MaterialParameterCollection	5	0	5	100%
/Script/Engine.PhysicalMaterial	28	0	28	100%
/Script/Engine.Font	8	0	8	100%
/Script/AIModule.BlackboardData	2	5	7	29%

Category	SDK	Missing	Total	
/Script/AIModule.BehaviorTree	7	24	31	23%
/Script/Engine.CameraAnim	2	17	19	11%
/Script/Engine.SoundWave	166	0	166	100%
/Script/Landscape.LandscapeGrassType	21	0	21	100%
/Script/Engine.CurveLinearColor	16	0	16	100%
	11743	9345	21088	56%

## Missing

Category	Missing
/Script/AkAudio.AkAudioEvent	1952
/Script/Engine.AnimBlueprintGeneratedClass	14
/Script/Engine.AnimBoneCompressionSettings	1
/Script/TBL.PlayerClassData	1
/Script/Engine.TextureAtlasInfo	1
/Script/TBL.GamepadLookResponseCurves	1
/Script/Engine.SkeletalMesh	581
/Script/AIModule.EnvQuery	9
/Script/AkAudio.AkAudioBank	120
/Script/AkAudio.AkAuxBus	6
/Script/Engine.SkeletalMeshLODSettings	10
/Script/Engine.RuntimeMeshMergeSettings	1
/Script/TBL.BoneList	2
/Script/Engine.PhysicsAsset	179
/Script/LevelSequence.LevelSequence	486
/Script/TBL.VirtualGood	21
/Script/TBL.VirtualGoodCampaign	2
/Script/TBL.CTEyeColors	5
/Script/TBL.CTFacePaint	80
/Script/TBL.CTBeard	15
/Script/TBL.CTHair	18
/Script/TBL.CTHairColor	13
/Script/TBL.CTHead	44
/Script/TBL.CTHelmet	209
/Script/TBL.CTHeraldry	125
/Script/TBL.CTScar	19
/Script/TBL.CTNickname	31
/Script/TBL.CTNovelty	7
/Script/TBL.CTPersonality	28
/Script/TBL.CTSkinTone	11
/Script/TBL.CTTattoo	26
/Script/TBL.CTTorso	155

Category	Missing
/Script/Foliage.FoliageType_InstancedStaticMesh	494
/Script/Engine.MaterialFunction	136
/Script/Niagara.NiagaraScript	2
/Script/Engine.EndpointSubmix	1
/Script/Engine.TextureRenderTargetCube	1
/Script/Engine.ForceFeedbackEffect	2
/Script/MediaAssets.FileMediaSource	24
/Script/MediaAssets.MediaPlayer	2
/Script/MediaAssets.MediaTexture	6
/Script/SlateCore.SlateWidgetStyleAsset	21
/Script/TBL.CharacterVOAKBank	40
/Script/TBL.VirtualGoodTitle	29
/Script/TBL.VirtualGoodLoadout	13
/Script/TBL.VirtualGoodLoadoutItem	88
/Script/TBL.CTArmourSet	159
/Script/TBL.CTLeg	117
/Script/TBL.CTShield	230
/Script/TBL.CTWeapon	388
/Script/Engine.SoundCue	12
/Script/Engine.Rig	1
/Script/Engine.VectorFieldStatic	5
/Script/Niagara.NiagaraEmitter	3
/Script/Niagara.NiagaraSystem	4
/Script/TBL.TBLPS5HapticsContainer	119
/Script/TBL.TBLPS5BlockingHaptics	1
/Script/TBL.TBLPS5GeneralHaptics	1
/Script/TBL.TBLPS5DamageHaptics	1
/Script/TBL.TBLPS5RangedWeaponHaptics	1
/Script/TBL.TBLPS5SiegeEngineHaptics	1
/Script/Landscape.LandscapeLayerInfoObject	35
/Script/TBL.TBLScrollBarStyleDataAsset	1
/Script/Foliage.ProceduralFoliageSpawner	1
	6112