UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogPackageName: Error: DoesPackageExist: DoesPackageExist FAILED: 'None' is not a standard unreal filename or a long path name. Reason: Path should start with a '/'

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: CookResults: Error: Couldn't save package, filename is too long: G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Guardian/Enemy\_Gruntling\_Guardian\_Animation/ExoGame\_Gruntling\_React\_Stunned\_Idle.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Guardian/Enemy\_Gruntling\_Guardian\_Animation/ExoGame\_Gruntling\_React\_Stunned\_Idle.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: CookResults: Error: Couldn't save package, filename is too long: G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Guardian/Enemy\_Gruntling\_Guardian\_Animation/ExoGame\_Gruntling\_React\_Stunned\_Exit.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Guardian/Enemy\_Gruntling\_Guardian\_Animation/ExoGame\_Gruntling\_React\_Stunned\_Exit.uasset

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UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Guardian/Enemy\_Gruntling\_Guardian\_Animation/ExoGame\_Gruntling\_React\_Stunned\_Enter.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: CookResults: Error: Couldn't save package, filename is too long: G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Guardian/Enemy\_Gruntling\_Guardian\_Animation/ExoGame\_Gruntling\_React\_Light\_Front\_Alt.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Guardian/Enemy\_Gruntling\_Guardian\_Animation/ExoGame\_Gruntling\_React\_Light\_Front\_Alt.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: CookResults: Error: Couldn't save package, filename is too long: G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Guardian/Enemy\_Gruntling\_Guardian\_Animation/ExoGame\_Gruntling\_React\_Light\_Front.uasset

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UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Guardian/Enemy\_Gruntling\_Guardian\_Animation/ExoGame\_Gruntling\_React\_Knockback\_Front.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: CookResults: Error: Couldn't save package, filename is too long: G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Guardian/Enemy\_Gruntling\_Guardian\_Animation/ExoGame\_Gruntling\_React\_Heavy\_Front.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Guardian/Enemy\_Gruntling\_Guardian\_Animation/ExoGame\_Gruntling\_React\_Heavy\_Front.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: CookResults: Error: Couldn't save package, filename is too long: G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Guardian/Enemy\_Gruntling\_Guardian\_Animation/ExoGame\_Gruntling\_Intro\_ClimbingUp.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Guardian/Enemy\_Gruntling\_Guardian\_Animation/ExoGame\_Gruntling\_Intro\_ClimbingUp.uasset

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UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Guardian/Enemy\_Gruntling\_Guardian\_Animation/ExoGame\_Gruntling\_Death\_Small\_Alt.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: CookResults: Error: Couldn't save package, filename is too long: G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Glacer/Enemy\_Gruntling\_Glacer\_Animation/ExoGame\_Gruntling\_React\_Stunned\_Enter.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Glacer/Enemy\_Gruntling\_Glacer\_Animation/ExoGame\_Gruntling\_React\_Stunned\_Enter.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: CookResults: Error: Couldn't save package, filename is too long: G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Glacer/Enemy\_Gruntling\_Glacer\_Animation/ExoGame\_Gruntling\_React\_Light\_Front\_Alt.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Glacer/Enemy\_Gruntling\_Glacer\_Animation/ExoGame\_Gruntling\_React\_Light\_Front\_Alt.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: CookResults: Error: Couldn't save package, filename is too long: G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Glacer/Enemy\_Gruntling\_Glacer\_Animation/ExoGame\_Gruntling\_React\_Knockback\_Front.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Glacer/Enemy\_Gruntling\_Glacer\_Animation/ExoGame\_Gruntling\_React\_Knockback\_Front.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: CookResults: Error: Couldn't save package, filename is too long: G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Avalanche/Enemy\_Gruntling\_Avalanche\_Animation/ExoGame\_Gruntling\_React\_Stunned\_Idle.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Avalanche/Enemy\_Gruntling\_Avalanche\_Animation/ExoGame\_Gruntling\_React\_Stunned\_Idle.uasset

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UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Avalanche/Enemy\_Gruntling\_Avalanche\_Animation/ExoGame\_Gruntling\_React\_Stunned\_Exit.uasset

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UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Avalanche/Enemy\_Gruntling\_Avalanche\_Animation/ExoGame\_Gruntling\_React\_Heavy\_Front.uasset

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UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Avalanche/Enemy\_Gruntling\_Avalanche\_Animation/ExoGame\_Gruntling\_Intro\_DropDown.uasset

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UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Avalanche/Enemy\_Gruntling\_Avalanche\_Animation/ExoGame\_Gruntling\_Intro\_ClimbingUp.uasset

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UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Avalanche/Enemy\_Gruntling\_Avalanche\_Animation/ExoGame\_Gruntling\_Death\_WeaponInHand.uasset

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UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Avalanche/Enemy\_Gruntling\_Avalanche\_Animation/ExoGame\_Gruntling\_Death\_Small\_Alt.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: CookResults: Error: Couldn't save package, filename is too long: G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Avalanche/Enemy\_Gruntling\_Avalanche\_Animation/ExoGame\_Gruntling\_Death\_Small\_05.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: LogCook: Error: Couldn't save package, filename is too long :G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Avalanche/Enemy\_Gruntling\_Avalanche\_Animation/ExoGame\_Gruntling\_Death\_Small\_05.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: CookResults: Error: Couldn't save package, filename is too long: G:/Professor/FullSail University/Student Builds/skyrim2/Saved/Cooked/WindowsNoEditor/DND/Content/InfinityBladeAdversaries/Enemy/Enemy\_Gruntling\_Avalanche/Enemy\_Gruntling\_Avalanche\_Animation/ExoGame\_Gruntling\_Death\_Small\_04.uasset

UATHelper: Packaging (Windows (32-bit)): LogInit: Display: NOTE: Only first 50 errors displayed.