﻿Log file open, 03/29/23 17:30:37

LogWindows: Failed to load 'aqProf.dll' (GetLastError=126)

LogWindows: File 'aqProf.dll' does not exist

LogWindows: Failed to load 'VtuneApi.dll' (GetLastError=126)

LogWindows: File 'VtuneApi.dll' does not exist

LogWindows: Failed to load 'VtuneApi32e.dll' (GetLastError=126)

LogWindows: File 'VtuneApi32e.dll' does not exist

LogConsoleResponse: Display: Failed to find resolution value strings in scalability ini. Falling back to default.

LogConsoleResponse: Display: Failed to find resolution value strings in scalability ini. Falling back to default.

LogInit: Display: Running engine for game: projectmantle

LogPlatformFile: Not using cached read wrapper

LogTaskGraph: Started task graph with 5 named threads and 23 total threads with 3 sets of task threads.

LogStats: Stats thread started at 0.200242

LogICUInternationalization: ICU TimeZone Detection - Raw Offset: +4:00, Platform Override: ''

LogInit: Display: Loading text-based GConfig....

LogPluginManager: Mounting plugin MeshPainting

LogPluginManager: Mounting plugin XGEController

LogPluginManager: Mounting plugin Paper2D

LogPluginManager: Mounting plugin EnvironmentQueryEditor

LogPluginManager: Mounting plugin AISupport

LogPluginManager: Mounting plugin LightPropagationVolume

LogPluginManager: Mounting plugin LiveLink

LogPluginManager: Mounting plugin CameraShakePreviewer

LogPluginManager: Mounting plugin GameplayCameras

LogPluginManager: Mounting plugin AnimationSharing

LogPluginManager: Mounting plugin CodeLiteSourceCodeAccess

LogPluginManager: Mounting plugin CLionSourceCodeAccess

LogPluginManager: Mounting plugin AssetManagerEditor

LogPluginManager: Mounting plugin KDevelopSourceCodeAccess

LogPluginManager: Mounting plugin GitSourceControl

LogPluginManager: Mounting plugin CryptoKeys

LogPluginManager: Mounting plugin CurveEditorTools

LogPluginManager: Mounting plugin DataValidation

LogPluginManager: Mounting plugin NullSourceCodeAccess

LogPluginManager: Mounting plugin FacialAnimation

LogPluginManager: Mounting plugin GameplayTagsEditor

LogPluginManager: Mounting plugin GeometryMode

LogPluginManager: Mounting plugin MacGraphicsSwitching

LogPluginManager: Mounting plugin PerforceSourceControl

LogPluginManager: Mounting plugin MaterialAnalyzer

LogPluginManager: Mounting plugin PixWinPlugin

LogPluginManager: Mounting plugin MobileLauncherProfileWizard

LogPluginManager: Mounting plugin PlasticSourceControl

LogPluginManager: Mounting plugin PluginUtils

LogPluginManager: Mounting plugin PropertyAccessNode

LogPluginManager: Mounting plugin RiderSourceCodeAccess

LogPluginManager: Mounting plugin PluginBrowser

LogPluginManager: Mounting plugin SpeedTreeImporter

LogPluginManager: Mounting plugin SubversionSourceControl

LogPluginManager: Mounting plugin TextureFormatOodle

LogPluginManager: Mounting plugin UObjectPlugin

LogPluginManager: Mounting plugin VisualStudioSourceCodeAccess

LogPluginManager: Mounting plugin VisualStudioCodeSourceCodeAccess

LogPluginManager: Mounting plugin XCodeSourceCodeAccess

LogPluginManager: Mounting plugin OodleData

LogPluginManager: Mounting plugin OodleNetwork

LogPluginManager: Mounting plugin DatasmithContent

LogPluginManager: Mounting plugin VariantManagerContent

LogPluginManager: Mounting plugin AlembicImporter

LogPluginManager: Mounting plugin AutomationUtils

LogPluginManager: Mounting plugin BackChannel

LogPluginManager: Mounting plugin ChaosClothEditor

LogPluginManager: Mounting plugin ChaosEditor

LogPluginManager: Mounting plugin ChaosCloth

LogPluginManager: Mounting plugin ChaosNiagara

LogPluginManager: Mounting plugin ChaosSolverPlugin

LogPluginManager: Mounting plugin CharacterAI

LogPluginManager: Mounting plugin Niagara

LogPluginManager: Mounting plugin GeometryCache

LogPluginManager: Mounting plugin GeometryCollectionPlugin

LogPluginManager: Mounting plugin GeometryProcessing

LogPluginManager: Mounting plugin OpenImageDenoise

LogPluginManager: Mounting plugin MotoSynth

LogPluginManager: Mounting plugin PlanarCut

LogPluginManager: Mounting plugin PythonScriptPlugin

LogPluginManager: Mounting plugin ProxyLODPlugin

LogPluginManager: Mounting plugin PlatformCrypto

LogPluginManager: Mounting plugin SkeletalReduction

LogPluginManager: Mounting plugin LuminPlatformFeatures

LogPluginManager: Mounting plugin MagicLeap

LogPluginManager: Mounting plugin MagicLeapLightEstimation

LogPluginManager: Mounting plugin MagicLeapMedia

LogPluginManager: Mounting plugin MagicLeapPassableWorld

LogPluginManager: Mounting plugin MLSDK

LogPluginManager: Mounting plugin TcpMessaging

LogPluginManager: Mounting plugin ActorSequence

LogPluginManager: Mounting plugin UdpMessaging

LogPluginManager: Mounting plugin LevelSequenceEditor

LogPluginManager: Mounting plugin MatineeToLevelSequence

LogPluginManager: Mounting plugin TemplateSequence

LogPluginManager: Mounting plugin LauncherChunkInstaller

LogPluginManager: Mounting plugin OnlineSubsystem

LogPluginManager: Mounting plugin OnlineSubsystemNull

LogPluginManager: Mounting plugin OnlineSubsystemUtils

LogPluginManager: Mounting plugin ActorLayerUtilities

LogPluginManager: Mounting plugin ScreenshotTools

LogPluginManager: Mounting plugin AndroidDeviceProfileSelector

LogPluginManager: Mounting plugin AndroidMoviePlayer

LogPluginManager: Mounting plugin AndroidPermission

LogPluginManager: Mounting plugin AppleImageUtils

LogPluginManager: Mounting plugin AppleMoviePlayer

LogPluginManager: Mounting plugin AssetTags

LogPluginManager: Mounting plugin ArchVisCharacter

LogPluginManager: Mounting plugin AudioCapture

LogPluginManager: Mounting plugin AudioSynesthesia

LogPluginManager: Mounting plugin CableComponent

LogPluginManager: Mounting plugin CustomMeshComponent

LogPluginManager: Mounting plugin ChunkDownloader

LogPluginManager: Mounting plugin EditableMesh

LogPluginManager: Mounting plugin ExampleDeviceProfileSelector

LogPluginManager: Mounting plugin GoogleCloudMessaging

LogPluginManager: Mounting plugin GooglePAD

LogPluginManager: Mounting plugin IOSDeviceProfileSelector

LogPluginManager: Mounting plugin LinuxDeviceProfileSelector

LogPluginManager: Mounting plugin LocationServicesBPLibrary

LogPluginManager: Mounting plugin MobilePatchingUtils

LogPluginManager: Mounting plugin Takes

LogPluginManager: Mounting plugin OpenXR

LogPluginManager: Mounting plugin OpenXREyeTracker

LogPluginManager: Mounting plugin OpenXRHandTracking

LogPluginManager: Mounting plugin PhysXVehicles

LogPluginManager: Mounting plugin PostSplashScreen

LogPluginManager: Mounting plugin ProceduralMeshComponent

LogPluginManager: Mounting plugin PropertyAccessEditor

LogPluginManager: Mounting plugin RuntimePhysXCooking

LogPluginManager: Mounting plugin SignificanceManager

LogPluginManager: Mounting plugin SoundFields

LogPluginManager: Mounting plugin Synthesis

LogPluginManager: Mounting plugin WebMMoviePlayer

LogPluginManager: Mounting plugin WindowsMoviePlayer

LogPluginManager: Mounting plugin AndroidMedia

LogPluginManager: Mounting plugin AvfMedia

LogPluginManager: Mounting plugin ImgMedia

LogPluginManager: Mounting plugin MediaCompositing

LogPluginManager: Mounting plugin MediaPlayerEditor

LogPluginManager: Mounting plugin WebMMedia

LogPluginManager: Mounting plugin WmfMedia

LogPluginManager: Mounting plugin ContentBrowserAssetDataSource

LogPluginManager: Mounting plugin ContentBrowserClassDataSource

LogPluginManager: Mounting plugin ContentBrowserFileDataSource

LogPluginManager: Mounting plugin OnlineSubsystemGooglePlay

LogPluginManager: Mounting plugin OnlineSubsystemIOS

LogPluginManager: Mounting plugin OculusVR

LogPluginManager: Mounting plugin SteamVR

PixWinPlugin: PIX capture plugin failed to initialize! Check that the process is launched from PIX.

LogLuminAPIImpl: Warning: MLSDK not found. This likely means the MLSDK environment variable is not set.

LogInit: Using libcurl 7.55.1-DEV

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

LogInit: - supports SSL with OpenSSL/1.1.1

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 = true - Libcurl will verify peer certificate

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

LogInit: - bDontReuseConnections = false - Libcurl will reuse connections

LogInit: - MaxHostConnections = 16 - Libcurl will limit the number of connections to a host

LogInit: - LocalHostAddr = Default

LogInit: - BufferSize = 65536

LogOnline: OSS: Creating online subsystem instance for: NULL

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

LogOnline: OSS: TryLoadSubsystemAndSetDefault: Loaded subsystem for module [NULL]

LogOculusPluginWrapper: OculusPlugin initialized successfully

LogHMD: Failed initializing OVRPlugin 1.59.0

LogInit: Build: ++UE4+Release-4.27-CL-18319896

LogInit: Engine Version: 4.27.2-18319896+++UE4+Release-4.27

LogInit: Compatible Engine Version: 4.27.0-17155196+++UE4+Release-4.27

LogInit: Net CL: 17155196

LogInit: OS: Windows 10 (Release 2009) (), CPU: 11th Gen Intel(R) Core(TM) i7-1165G7 @ 2.80GHz, GPU: Intel(R) Iris(R) Xe Graphics

LogInit: Compiled (64-bit): Nov 30 2021 07:12:08

LogInit: Compiled with Visual C++: 19.24.28315.00

LogInit: Build Configuration: Development

LogInit: Branch Name: ++UE4+Release-4.27

LogInit: Command Line: -EpicPortal -epicusername=OSA\_Xa0t1cHeSk1. -epicuserid=39138bab8dfe41868fea986909dc0a56 -epiclocale=ru -epicsandboxid=ue

LogInit: Base Directory: C:/Program Files/Epic Games/UE\_4.27/Engine/Binaries/Win64/

LogInit: Allocator: TBB

LogInit: Installed Engine Build: 1

LogDevObjectVersion: Number of dev versions registered: 29

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): 4

LogDevObjectVersion: Dev-Editor (E4B068ED-F494-42E9-A231-DA0B2E46BB41): 40

LogDevObjectVersion: Dev-Framework (CFFC743F-43B0-4480-9391-14DF171D2073): 37

LogDevObjectVersion: Dev-Mobile (B02B49B5-BB20-44E9-A304-32B752E40360): 3

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): 14

LogDevObjectVersion: Dev-Platform (6631380F-2D4D-43E0-8009-CF276956A95A): 0

LogDevObjectVersion: Dev-Rendering (12F88B9F-8875-4AFC-A67C-D90C383ABD29): 45

LogDevObjectVersion: Dev-Sequencer (7B5AE74C-D270-4C10-A958-57980B212A5A): 13

LogDevObjectVersion: Dev-VR (D7296918-1DD6-4BDD-9DE2-64A83CC13884): 3

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

LogDevObjectVersion: Private-Geometry (6EACA3D4-40EC-4CC1-B786-8BED09428FC5): 3

LogDevObjectVersion: Dev-AnimPhys (29E575DD-E0A3-4627-9D10-D276232CDCEA): 17

LogDevObjectVersion: Dev-Anim (AF43A65D-7FD3-4947-9873-3E8ED9C1BB05): 15

LogDevObjectVersion: Dev-ReflectionCapture (6B266CEC-1EC7-4B8F-A30B-E4D90942FC07): 1

LogDevObjectVersion: Dev-Automation (0DF73D61-A23F-47EA-B727-89E90C41499A): 1

LogDevObjectVersion: FortniteMain (601D1886-AC64-4F84-AA16-D3DE0DEAC7D6): 47

LogDevObjectVersion: FortniteRelease (E7086368-6B23-4C58-8439-1B7016265E91): 1

LogDevObjectVersion: Dev-Enterprise (9DFFBCD6-494F-0158-E221-12823C92A888): 10

LogDevObjectVersion: Dev-Niagara (F2AED0AC-9AFE-416F-8664-AA7FFA26D6FC): 1

LogDevObjectVersion: Dev-Destruction (174F1F0B-B4C6-45A5-B13F-2EE8D0FB917D): 10

LogDevObjectVersion: Dev-Physics-Ext (35F94A83-E258-406C-A318-09F59610247C): 41

LogDevObjectVersion: Dev-PhysicsMaterial-Chaos (B68FC16E-8B1B-42E2-B453-215C058844FE): 1

LogDevObjectVersion: Dev-CineCamera (B2E18506-4273-CFC2-A54E-F4BB758BBA07): 1

LogDevObjectVersion: Dev-VirtualProduction (64F58936-FD1B-42BA-BA96-7289D5D0FA4E): 1

LogDevObjectVersion: Dev-MediaFramework (6F0ED827-A609-4895-9C91-998D90180EA4): 2

LogInit: Presizing for max 25165824 objects, including 0 objects not considered by GC, pre-allocating 0 bytes for permanent pool.

LogConfig: Applying CVar settings from Section [/Script/Engine.StreamingSettings] File [C:/games/projectmantle/Saved/Config/Windows/Engine.ini]

LogConfig: Setting CVar [[s.MinBulkDataSizeForAsyncLoading:131072]]

LogConfig: Setting CVar [[s.AsyncLoadingThreadEnabled:0]]

LogConfig: Setting CVar [[s.EventDrivenLoaderEnabled:1]]

LogConfig: Setting CVar [[s.WarnIfTimeLimitExceeded:0]]

LogConfig: Setting CVar [[s.TimeLimitExceededMultiplier:1.5]]

LogConfig: Setting CVar [[s.TimeLimitExceededMinTime:0.005]]

LogConfig: Setting CVar [[s.UseBackgroundLevelStreaming:1]]

LogConfig: Setting CVar [[s.PriorityAsyncLoadingExtraTime:15.0]]

LogConfig: Setting CVar [[s.LevelStreamingActorsUpdateTimeLimit:5.0]]

LogConfig: Setting CVar [[s.PriorityLevelStreamingActorsUpdateExtraTime:5.0]]

LogConfig: Setting CVar [[s.LevelStreamingComponentsRegistrationGranularity:10]]

LogConfig: Setting CVar [[s.UnregisterComponentsTimeLimit:1.0]]

LogConfig: Setting CVar [[s.LevelStreamingComponentsUnregistrationGranularity:5]]

LogConfig: Setting CVar [[s.FlushStreamingOnExit:1]]

LogInit: Object subsystem initialized

LogConfig: Setting CVar [[con.DebugEarlyDefault:1]]

LogConfig: Setting CVar [[r.setres:1280x720]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[r.VSync:0]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[r.RHICmdBypass:0]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Applying CVar settings from Section [/Script/Engine.RendererSettings] File [C:/games/projectmantle/Saved/Config/Windows/Engine.ini]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[r.GPUCrashDebugging:0]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Applying CVar settings from Section [/Script/Engine.RendererOverrideSettings] File [C:/games/projectmantle/Saved/Config/Windows/Engine.ini]

[2023.03.29-13.30.37:535][ 0]LogConfig: Applying CVar settings from Section [/Script/Engine.StreamingSettings] File [C:/games/projectmantle/Saved/Config/Windows/Engine.ini]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[s.MinBulkDataSizeForAsyncLoading:131072]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[s.AsyncLoadingThreadEnabled:0]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[s.EventDrivenLoaderEnabled:1]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[s.WarnIfTimeLimitExceeded:0]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[s.TimeLimitExceededMultiplier:1.5]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[s.TimeLimitExceededMinTime:0.005]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[s.UseBackgroundLevelStreaming:1]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[s.PriorityAsyncLoadingExtraTime:15.0]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[s.LevelStreamingActorsUpdateTimeLimit:5.0]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[s.PriorityLevelStreamingActorsUpdateExtraTime:5.0]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[s.LevelStreamingComponentsRegistrationGranularity:10]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[s.UnregisterComponentsTimeLimit:1.0]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[s.LevelStreamingComponentsUnregistrationGranularity:5]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[s.FlushStreamingOnExit:1]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Applying CVar settings from Section [/Script/Engine.GarbageCollectionSettings] File [C:/games/projectmantle/Saved/Config/Windows/Engine.ini]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[gc.MaxObjectsNotConsideredByGC:1]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[gc.SizeOfPermanentObjectPool:0]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[gc.FlushStreamingOnGC:0]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[gc.NumRetriesBeforeForcingGC:10]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[gc.AllowParallelGC:1]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[gc.TimeBetweenPurgingPendingKillObjects:61.1]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[gc.MaxObjectsInEditor:25165824]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[gc.IncrementalBeginDestroyEnabled:1]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[gc.CreateGCClusters:1]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[gc.MinGCClusterSize:5]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[gc.ActorClusteringEnabled:0]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[gc.BlueprintClusteringEnabled:0]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[gc.UseDisregardForGCOnDedicatedServers:0]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Setting CVar [[gc.MultithreadedDestructionEnabled:1]]

[2023.03.29-13.30.37:535][ 0]LogConfig: Applying CVar settings from Section [/Script/Engine.NetworkSettings] File [C:/games/projectmantle/Saved/Config/Windows/Engine.ini]

[2023.03.29-13.30.37:535][ 0]LogConfig: Applying CVar settings from Section [/Script/UnrealEd.CookerSettings] File [C:/games/projectmantle/Saved/Config/Windows/Engine.ini]

[2023.03.29-13.30.37:538][ 0]LogConfig: Applying CVar settings from Section [ViewDistanceQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.SkeletalMeshLODBias:0]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.ViewDistanceScale:1.0]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Applying CVar settings from Section [AntiAliasingQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.PostProcessAAQuality:4]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Applying CVar settings from Section [ShadowQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.LightFunctionQuality:1]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.ShadowQuality:5]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.Shadow.CSM.MaxCascades:10]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.Shadow.MaxResolution:2048]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.Shadow.MaxCSMResolution:2048]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.Shadow.RadiusThreshold:0.01]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.Shadow.DistanceScale:1.0]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.Shadow.CSM.TransitionScale:1.0]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.Shadow.PreShadowResolutionFactor:1.0]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.DistanceFieldShadowing:1]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.DistanceFieldAO:1]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.AOQuality:2]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.VolumetricFog:1]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.VolumetricFog.GridPixelSize:8]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.VolumetricFog.GridSizeZ:128]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.VolumetricFog.HistoryMissSupersampleCount:4]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.LightMaxDrawDistanceScale:1]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.CapsuleShadows:1]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Applying CVar settings from Section [PostProcessQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.MotionBlurQuality:4]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.AmbientOcclusionMipLevelFactor:0.4]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.AmbientOcclusionMaxQuality:100]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.AmbientOcclusionLevels:-1]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.AmbientOcclusionRadiusScale:1.0]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.DepthOfFieldQuality:2]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.RenderTargetPoolMin:400]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.LensFlareQuality:2]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.SceneColorFringeQuality:1]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.EyeAdaptationQuality:2]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.BloomQuality:5]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.FastBlurThreshold:100]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.Upscale.Quality:3]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.Tonemapper.GrainQuantization:1]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.LightShaftQuality:1]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.Filter.SizeScale:1]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.Tonemapper.Quality:5]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.DOF.Gather.AccumulatorQuality:1 ; higher gathering accumulator quality]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.DOF.Gather.PostfilterMethod:1 ; Median3x3 postfilering method]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.DOF.Gather.EnableBokehSettings:0 ; no bokeh simulation when gathering]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.DOF.Gather.RingCount:4 ; medium number of samples when gathering]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.DOF.Scatter.ForegroundCompositing:1 ; additive foreground scattering]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.DOF.Scatter.BackgroundCompositing:2 ; additive background scattering]]

[2023.03.29-13.30.37:538][ 0]LogConfig: Setting CVar [[r.DOF.Scatter.EnableBokehSettings:1 ; bokeh simulation when scattering]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.Scatter.MaxSpriteRatio:0.1 ; only a maximum of 10% of scattered bokeh]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.Recombine.Quality:1 ; cheap slight out of focus]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.Recombine.EnableBokehSettings:0 ; no bokeh simulation on slight out of focus]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.TemporalAAQuality:1 ; more stable temporal accumulation]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.Kernel.MaxForegroundRadius:0.025]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.Kernel.MaxBackgroundRadius:0.025]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Applying CVar settings from Section [TextureQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Streaming.MipBias:0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Streaming.AmortizeCPUToGPUCopy:0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Streaming.MaxNumTexturesToStreamPerFrame:0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Streaming.Boost:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.MaxAnisotropy:8]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.VT.MaxAnisotropy:8]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Streaming.LimitPoolSizeToVRAM:0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Streaming.PoolSize:1000]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Streaming.MaxEffectiveScreenSize:0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Applying CVar settings from Section [EffectsQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.TranslucencyLightingVolumeDim:64]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.RefractionQuality:2]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SSR.Quality:3]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SSR.HalfResSceneColor:0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SceneColorFormat:4]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DetailMode:2]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.TranslucencyVolumeBlur:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.MaterialQualityLevel:1 ; High quality]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.AnisotropicMaterials:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SSS.Scale:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SSS.SampleSet:2]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SSS.Quality:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SSS.HalfRes:0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SSGI.Quality:3]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.EmitterSpawnRateScale:1.0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.ParticleLightQuality:2]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.AerialPerspectiveLUT.FastApplyOnOpaque:1 ; Always have FastSkyLUT 1 in this case to avoid wrong sky]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.AerialPerspectiveLUT.SampleCountMaxPerSlice:4]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.AerialPerspectiveLUT.DepthResolution:16.0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.FastSkyLUT:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.FastSkyLUT.SampleCountMin:4.0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.FastSkyLUT.SampleCountMax:128.0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.SampleCountMin:4.0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.SampleCountMax:128.0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.TransmittanceLUT.UseSmallFormat:0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.TransmittanceLUT.SampleCount:10.0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.MultiScatteringLUT.SampleCount:15.0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SkyLight.RealTimeReflectionCapture:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Applying CVar settings from Section [FoliageQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[foliage.DensityScale:1.0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[grass.DensityScale:1.0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Applying CVar settings from Section [ShadingQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.HairStrands.SkyLighting.IntegrationType:2]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.HairStrands.SkyAO.SampleCount:4]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.HairStrands.Visibility.MSAA.SamplePerPixel:4]]

[2023.03.29-13.30.37:539][ 0]LogInit: Selected Device Profile: [Windows]

[2023.03.29-13.30.37:539][ 0]LogInit: Applying CVar settings loaded from the selected device profile: [Windows]

[2023.03.29-13.30.37:539][ 0]LogHAL: Display: Platform has ~ 8 GB [8379490304 / 8589934592 / 8], which maps to Default [LargestMinGB=32, LargerMinGB=12, DefaultMinGB=8, SmallerMinGB=6, SmallestMinGB=0)

[2023.03.29-13.30.37:539][ 0]LogInit: Going up to parent DeviceProfile []

[2023.03.29-13.30.37:539][ 0]LogConfig: Applying CVar settings from Section [ViewDistanceQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SkeletalMeshLODBias:0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.ViewDistanceScale:1.0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Applying CVar settings from Section [AntiAliasingQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.PostProcessAAQuality:4]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Applying CVar settings from Section [ShadowQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.LightFunctionQuality:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.ShadowQuality:5]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Shadow.CSM.MaxCascades:10]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Shadow.MaxResolution:2048]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Shadow.MaxCSMResolution:2048]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Shadow.RadiusThreshold:0.01]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Shadow.DistanceScale:1.0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Shadow.CSM.TransitionScale:1.0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Shadow.PreShadowResolutionFactor:1.0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DistanceFieldShadowing:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DistanceFieldAO:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.AOQuality:2]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.VolumetricFog:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.VolumetricFog.GridPixelSize:8]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.VolumetricFog.GridSizeZ:128]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.VolumetricFog.HistoryMissSupersampleCount:4]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.LightMaxDrawDistanceScale:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.CapsuleShadows:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Applying CVar settings from Section [PostProcessQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.MotionBlurQuality:4]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.AmbientOcclusionMipLevelFactor:0.4]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.AmbientOcclusionMaxQuality:100]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.AmbientOcclusionLevels:-1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.AmbientOcclusionRadiusScale:1.0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DepthOfFieldQuality:2]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.RenderTargetPoolMin:400]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.LensFlareQuality:2]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SceneColorFringeQuality:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.EyeAdaptationQuality:2]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.BloomQuality:5]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.FastBlurThreshold:100]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Upscale.Quality:3]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Tonemapper.GrainQuantization:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.LightShaftQuality:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Filter.SizeScale:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Tonemapper.Quality:5]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.Gather.AccumulatorQuality:1 ; higher gathering accumulator quality]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.Gather.PostfilterMethod:1 ; Median3x3 postfilering method]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.Gather.EnableBokehSettings:0 ; no bokeh simulation when gathering]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.Gather.RingCount:4 ; medium number of samples when gathering]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.Scatter.ForegroundCompositing:1 ; additive foreground scattering]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.Scatter.BackgroundCompositing:2 ; additive background scattering]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.Scatter.EnableBokehSettings:1 ; bokeh simulation when scattering]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.Scatter.MaxSpriteRatio:0.1 ; only a maximum of 10% of scattered bokeh]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.Recombine.Quality:1 ; cheap slight out of focus]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.Recombine.EnableBokehSettings:0 ; no bokeh simulation on slight out of focus]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.TemporalAAQuality:1 ; more stable temporal accumulation]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.Kernel.MaxForegroundRadius:0.025]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DOF.Kernel.MaxBackgroundRadius:0.025]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Applying CVar settings from Section [TextureQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Streaming.MipBias:0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Streaming.AmortizeCPUToGPUCopy:0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Streaming.MaxNumTexturesToStreamPerFrame:0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Streaming.Boost:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.MaxAnisotropy:8]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.VT.MaxAnisotropy:8]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Streaming.LimitPoolSizeToVRAM:0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Streaming.PoolSize:1000]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.Streaming.MaxEffectiveScreenSize:0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Applying CVar settings from Section [EffectsQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.TranslucencyLightingVolumeDim:64]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.RefractionQuality:2]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SSR.Quality:3]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SSR.HalfResSceneColor:0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SceneColorFormat:4]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.DetailMode:2]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.TranslucencyVolumeBlur:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.MaterialQualityLevel:1 ; High quality]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.AnisotropicMaterials:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SSS.Scale:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SSS.SampleSet:2]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SSS.Quality:1]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SSS.HalfRes:0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SSGI.Quality:3]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.EmitterSpawnRateScale:1.0]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.ParticleLightQuality:2]]

[2023.03.29-13.30.37:539][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.AerialPerspectiveLUT.FastApplyOnOpaque:1 ; Always have FastSkyLUT 1 in this case to avoid wrong sky]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.AerialPerspectiveLUT.SampleCountMaxPerSlice:4]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.AerialPerspectiveLUT.DepthResolution:16.0]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.FastSkyLUT:1]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.FastSkyLUT.SampleCountMin:4.0]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.FastSkyLUT.SampleCountMax:128.0]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.SampleCountMin:4.0]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.SampleCountMax:128.0]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.TransmittanceLUT.UseSmallFormat:0]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.TransmittanceLUT.SampleCount:10.0]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.MultiScatteringLUT.SampleCount:15.0]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[r.SkyLight.RealTimeReflectionCapture:1]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Applying CVar settings from Section [FoliageQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[foliage.DensityScale:1.0]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[grass.DensityScale:1.0]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Applying CVar settings from Section [ShadingQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[r.HairStrands.SkyLighting.IntegrationType:2]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[r.HairStrands.SkyAO.SampleCount:4]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[r.HairStrands.Visibility.MSAA.SamplePerPixel:4]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Applying CVar settings from Section [Startup] File [../../../Engine/Config/ConsoleVariables.ini]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[net.UseAdaptiveNetUpdateFrequency:0]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[p.chaos.AllowCreatePhysxBodies:1]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Setting CVar [[fx.SkipVectorVMBackendOptimizations:1]]

[2023.03.29-13.30.37:540][ 0]LogConfig: Applying CVar settings from Section [ConsoleVariables] File [C:/games/projectmantle/Saved/Config/Windows/Engine.ini]

[2023.03.29-13.30.37:540][ 0]LogConfig: Applying CVar settings from Section [ConsoleVariables] File [C:/games/projectmantle/Saved/Config/Windows/Editor.ini]

[2023.03.29-13.30.37:540][ 0]LogInit: Computer: DESKTOP-U39RINU

[2023.03.29-13.30.37:540][ 0]LogInit: User: Acer

[2023.03.29-13.30.37:540][ 0]LogInit: CPU Page size=4096, Cores=4

[2023.03.29-13.30.37:540][ 0]LogInit: High frequency timer resolution =10.000000 MHz

[2023.03.29-13.30.37:540][ 0]LogMemory: Memory total: Physical=7.8GB (8GB approx)

[2023.03.29-13.30.37:540][ 0]LogMemory: Platform Memory Stats for Windows

[2023.03.29-13.30.37:540][ 0]LogMemory: Process Physical Memory: 139.94 MB used, 139.95 MB peak

[2023.03.29-13.30.37:540][ 0]LogMemory: Process Virtual Memory: 124.37 MB used, 124.37 MB peak

[2023.03.29-13.30.37:540][ 0]LogMemory: Physical Memory: 5144.59 MB used, 2846.72 MB free, 7991.30 MB total

[2023.03.29-13.30.37:540][ 0]LogMemory: Virtual Memory: 134214200.00 MB used, 3524.54 MB free, 134217728.00 MB total

[2023.03.29-13.30.37:543][ 0]LogWindows: WindowsPlatformFeatures enabled

[2023.03.29-13.30.37:555][ 0]LogInit: Physics initialised using underlying interface: PhysX

[2023.03.29-13.30.37:555][ 0]LogInit: Using OS detected language (ru-RU).

[2023.03.29-13.30.37:555][ 0]LogInit: Using OS detected locale (ru-RU).

[2023.03.29-13.30.37:558][ 0]LogTextLocalizationManager: No specific localization for 'ru-RU' exists, so the 'ru' localization will be used.

[2023.03.29-13.30.37:559][ 0]LogTextLocalizationResource: LocRes '../../../Engine/Content/Localization/Editor/ru/Editor.locres' could not be opened for reading!

[2023.03.29-13.30.37:559][ 0]LogTextLocalizationResource: LocRes '../../../Engine/Content/Localization/EditorTutorials/ru/EditorTutorials.locres' could not be opened for reading!

[2023.03.29-13.30.37:559][ 0]LogTextLocalizationResource: LocRes '../../../Engine/Content/Localization/Keywords/ru/Keywords.locres' could not be opened for reading!

[2023.03.29-13.30.37:559][ 0]LogTextLocalizationResource: LocRes '../../../Engine/Content/Localization/Category/ru/Category.locres' could not be opened for reading!

[2023.03.29-13.30.37:559][ 0]LogTextLocalizationResource: LocRes '../../../Engine/Content/Localization/ToolTips/ru/ToolTips.locres' could not be opened for reading!

[2023.03.29-13.30.37:559][ 0]LogTextLocalizationResource: LocRes '../../../Engine/Content/Localization/PropertyNames/ru/PropertyNames.locres' could not be opened for reading!

[2023.03.29-13.30.37:559][ 0]LogTextLocalizationResource: LocRes '../../../Engine/Content/Localization/Engine/ru/Engine.locres' could not be opened for reading!

[2023.03.29-13.30.37:560][ 0]LogInit: Setting process to per monitor DPI aware

[2023.03.29-13.30.37:568][ 0]LogWindowsTextInputMethodSystem: Display: IME system deactivated.

[2023.03.29-13.30.37:576][ 0]LogSlate: New Slate User Created. User Index 0, Is Virtual User: 0

[2023.03.29-13.30.37:576][ 0]LogSlate: Slate User Registered. User Index 0, Is Virtual User: 0

[2023.03.29-13.30.37:665][ 0]LogD3D11RHI: Loaded GFSDK\_Aftermath\_Lib.x64.dll

[2023.03.29-13.30.37:666][ 0]LogHMD: Failed to initialize OpenVR with code 110

[2023.03.29-13.30.37:666][ 0]LogD3D11RHI: D3D11 min allowed feature level: 11\_0

[2023.03.29-13.30.37:666][ 0]LogD3D11RHI: D3D11 max allowed feature level: 11\_0

[2023.03.29-13.30.37:666][ 0]LogD3D11RHI: D3D11 adapters:

[2023.03.29-13.30.37:769][ 0]LogD3D11RHI: 0. 'Intel(R) Iris(R) Xe Graphics' (Feature Level 11\_0)

[2023.03.29-13.30.37:769][ 0]LogD3D11RHI: 128/0/3995 MB DedicatedVideo/DedicatedSystem/SharedSystem, Outputs:1, VendorId:0x8086

[2023.03.29-13.30.37:770][ 0]LogD3D11RHI: 1. 'Microsoft Basic Render Driver' (Feature Level 11\_0)

[2023.03.29-13.30.37:770][ 0]LogD3D11RHI: 0/0/3995 MB DedicatedVideo/DedicatedSystem/SharedSystem, Outputs:0, VendorId:0x1414

[2023.03.29-13.30.37:770][ 0]LogD3D11RHI: Chosen D3D11 Adapter:

[2023.03.29-13.30.37:770][ 0]LogD3D11RHI: Description : Intel(R) Iris(R) Xe Graphics

[2023.03.29-13.30.37:770][ 0]LogD3D11RHI: VendorId : 8086

[2023.03.29-13.30.37:770][ 0]LogD3D11RHI: DeviceId : 9a49

[2023.03.29-13.30.37:770][ 0]LogD3D11RHI: SubSysId : 14641025

[2023.03.29-13.30.37:770][ 0]LogD3D11RHI: Revision : 0001

[2023.03.29-13.30.37:770][ 0]LogD3D11RHI: DedicatedVideoMemory : 134217728 bytes

[2023.03.29-13.30.37:770][ 0]LogD3D11RHI: DedicatedSystemMemory : 0 bytes

[2023.03.29-13.30.37:770][ 0]LogD3D11RHI: SharedSystemMemory : 4189745152 bytes

[2023.03.29-13.30.37:770][ 0]LogD3D11RHI: AdapterLuid : 0 61974

[2023.03.29-13.30.37:774][ 0]LogD3D11RHI: Creating new Direct3DDevice

[2023.03.29-13.30.37:774][ 0]LogD3D11RHI: GPU DeviceId: 0x9a49 (for the marketing name, search the web for "GPU Device Id")

[2023.03.29-13.30.37:774][ 0]LogWindows: EnumDisplayDevices:

[2023.03.29-13.30.37:774][ 0]LogWindows: 0. 'Intel(R) Iris(R) Xe Graphics' (P:1 D:1)

[2023.03.29-13.30.37:774][ 0]LogWindows: 1. 'Intel(R) Iris(R) Xe Graphics' (P:0 D:0)

[2023.03.29-13.30.37:774][ 0]LogWindows: 2. 'Intel(R) Iris(R) Xe Graphics' (P:0 D:0)

[2023.03.29-13.30.37:775][ 0]LogWindows: 3. 'Intel(R) Iris(R) Xe Graphics' (P:0 D:0)

[2023.03.29-13.30.37:775][ 0]LogWindows: DebugString: FoundDriverCount:4

[2023.03.29-13.30.37:775][ 0]LogD3D11RHI: Adapter Name: Intel(R) Iris(R) Xe Graphics

[2023.03.29-13.30.37:775][ 0]LogD3D11RHI: Driver Version: 27.20.100.8439 (internal:27.20.100.8439, unified:27.20.100.8439)

[2023.03.29-13.30.37:775][ 0]LogD3D11RHI: Driver Date: 8-13-2020

[2023.03.29-13.30.37:775][ 0]LogRHI: Texture pool is 1488 MB (70% of 2125 MB)

[2023.03.29-13.30.37:781][ 0]LogD3D11RHI: Creating D3DDevice using adapter:

[2023.03.29-13.30.37:781][ 0]LogD3D11RHI: Description : Intel(R) Iris(R) Xe Graphics

[2023.03.29-13.30.37:781][ 0]LogD3D11RHI: VendorId : 8086

[2023.03.29-13.30.37:781][ 0]LogD3D11RHI: DeviceId : 9a49

[2023.03.29-13.30.37:781][ 0]LogD3D11RHI: SubSysId : 14641025

[2023.03.29-13.30.37:781][ 0]LogD3D11RHI: Revision : 0001

[2023.03.29-13.30.37:781][ 0]LogD3D11RHI: DedicatedVideoMemory : 134217728 bytes

[2023.03.29-13.30.37:782][ 0]LogD3D11RHI: DedicatedSystemMemory : 0 bytes

[2023.03.29-13.30.37:782][ 0]LogD3D11RHI: SharedSystemMemory : 4189745152 bytes

[2023.03.29-13.30.37:782][ 0]LogD3D11RHI: AdapterLuid : 0 61974

[2023.03.29-13.30.37:854][ 0]LogD3D11RHI: RHI does not have support for 64 bit atomics

[2023.03.29-13.30.37:861][ 0]LogD3D11RHI: Intel Extensions support version Full=16777216, Major=1, Minor=0, Revision=0

[2023.03.29-13.30.37:861][ 0]LogD3D11RHI: Intel Extensions support version Full=16777217, Major=1, Minor=0, Revision=1

[2023.03.29-13.30.37:861][ 0]LogD3D11RHI: Intel Extensions Framework enabled

[2023.03.29-13.30.37:862][ 0]LogD3D11RHI: [IntelMetricsDiscovery] Started

[2023.03.29-13.30.37:862][ 0]LogD3D11RHI: Async texture creation enabled

[2023.03.29-13.30.37:862][ 0]LogD3D11RHI: Array index from any shader is supported

[2023.03.29-13.30.37:875][ 0]LogD3D11RHI: GPU Timing Frequency: 19.200000 (Debug: 2 0)

[2023.03.29-13.30.38:094][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'AllDesktop'

[2023.03.29-13.30.38:112][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android'

[2023.03.29-13.30.38:112][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_ASTC'

[2023.03.29-13.30.38:112][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_DXT'

[2023.03.29-13.30.38:112][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_ETC2'

[2023.03.29-13.30.38:112][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'AndroidClient'

[2023.03.29-13.30.38:112][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_ASTCClient'

[2023.03.29-13.30.38:112][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_DXTClient'

[2023.03.29-13.30.38:112][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_ETC2Client'

[2023.03.29-13.30.38:112][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_Multi'

[2023.03.29-13.30.38:112][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_MultiClient'

[2023.03.29-13.30.38:125][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'IOSClient'

[2023.03.29-13.30.38:125][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'IOS'

[2023.03.29-13.30.38:131][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Linux'

[2023.03.29-13.30.38:133][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'LinuxNoEditor'

[2023.03.29-13.30.38:136][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'LinuxClient'

[2023.03.29-13.30.38:139][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'LinuxServer'

[2023.03.29-13.30.38:145][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'LinuxAArch64NoEditor'

[2023.03.29-13.30.38:147][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'LinuxAArch64Client'

[2023.03.29-13.30.38:150][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'LinuxAArch64Server'

[2023.03.29-13.30.38:166][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Lumin'

[2023.03.29-13.30.38:166][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'LuminClient'

[2023.03.29-13.30.38:172][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'MacNoEditor'

[2023.03.29-13.30.38:175][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Mac'

[2023.03.29-13.30.38:177][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'MacClient'

[2023.03.29-13.30.38:180][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'MacServer'

[2023.03.29-13.30.38:187][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'TVOSClient'

[2023.03.29-13.30.38:187][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'TVOS'

[2023.03.29-13.30.38:193][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'WindowsNoEditor'

[2023.03.29-13.30.38:197][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Windows'

[2023.03.29-13.30.38:199][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'WindowsClient'

[2023.03.29-13.30.38:202][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'WindowsServer'

[2023.03.29-13.30.38:202][ 0]LogTargetPlatformManager: Display: Building Assets For Windows

[2023.03.29-13.30.38:207][ 0]LogAudioDebug: Display: Lib vorbis DLL was dynamically loaded.

[2023.03.29-13.30.38:225][ 0]LogTextureFormatOodle: Display: Oodle Texture 2.9.0 init RDO Off

[2023.03.29-13.30.38:244][ 0]LogRendererCore: Ray tracing is disabled. Reason: r.RayTracing=0.

[2023.03.29-13.30.38:244][ 0]LogShaderCompilers: Guid format shader working directory is 8 characters bigger than the processId version (../../../../../../games/projectmantle/Intermediate/Shaders/WorkingDirectory/7572/).

[2023.03.29-13.30.38:244][ 0]LogShaderCompilers: Cleaned the shader compiler working directory 'C:/Users/Acer/AppData/Local/Temp/UnrealShaderWorkingDir/308B920844D744D9CEE1E98FBD6BF455/'.

[2023.03.29-13.30.38:244][ 0]LogXGEController: Cannot use XGE Controller as Incredibuild is not installed on this machine.

[2023.03.29-13.30.38:244][ 0]LogShaderCompilers: Cannot use XGE Shader Compiler as Incredibuild is not installed on this machine.

[2023.03.29-13.30.38:244][ 0]LogShaderCompilers: Display: Using Local Shader Compiler.

[2023.03.29-13.30.38:827][ 0]LogDerivedDataCache: Display: Max Cache Size: 512 MB

[2023.03.29-13.30.38:891][ 0]LogDerivedDataCache: Loaded boot cache 0.06s 94MB C:/Users/Acer/AppData/Local/UnrealEngine/4.27/DerivedDataCache/Boot.ddc.

[2023.03.29-13.30.38:891][ 0]LogDerivedDataCache: Display: Loaded Boot cache: C:/Users/Acer/AppData/Local/UnrealEngine/4.27/DerivedDataCache/Boot.ddc

[2023.03.29-13.30.38:891][ 0]LogDerivedDataCache: FDerivedDataBackendGraph: Pak pak cache file ../../../../../../games/projectmantle/DerivedDataCache/DDC.ddp not found, will not use a pak cache.

[2023.03.29-13.30.38:891][ 0]LogDerivedDataCache: Unable to find inner node Pak for hierarchical cache Hierarchy.

[2023.03.29-13.30.38:891][ 0]LogDerivedDataCache: FDerivedDataBackendGraph: CompressedPak pak cache file ../../../../../../games/projectmantle/DerivedDataCache/Compressed.ddp not found, will not use a pak cache.

[2023.03.29-13.30.38:891][ 0]LogDerivedDataCache: Unable to find inner node CompressedPak for hierarchical cache Hierarchy.

[2023.03.29-13.30.38:907][ 0]LogDerivedDataCache: Display: Pak cache opened for reading ../../../Engine/DerivedDataCache/Compressed.ddp.

[2023.03.29-13.30.38:907][ 0]LogDerivedDataCache: FDerivedDataBackendGraph: EnterprisePak pak cache file ../../../Enterprise/DerivedDataCache/Compressed.ddp not found, will not use a pak cache.

[2023.03.29-13.30.38:908][ 0]LogDerivedDataCache: Unable to find inner node EnterprisePak for hierarchical cache Hierarchy.

[2023.03.29-13.30.38:915][ 0]LogDerivedDataCache: Speed tests for C:/Users/Acer/AppData/Local/UnrealEngine/Common/DerivedDataCache took 0.01 seconds

[2023.03.29-13.30.38:915][ 0]LogDerivedDataCache: Display: Performance to C:/Users/Acer/AppData/Local/UnrealEngine/Common/DerivedDataCache: Latency=0.02ms. RandomReadSpeed=1419.37MBs, RandomWriteSpeed=151.08MBs. Assigned SpeedClass 'Local'

[2023.03.29-13.30.38:916][ 0]LogDerivedDataCache: Using Local data cache path C:/Users/Acer/AppData/Local/UnrealEngine/Common/DerivedDataCache: Writable

[2023.03.29-13.30.38:916][ 0]LogDerivedDataCache: Shared data cache path not found in \*engine.ini, will not use an Shared cache.

[2023.03.29-13.30.38:916][ 0]LogDerivedDataCache: Unable to find inner node Shared for hierarchical cache Hierarchy.

[2023.03.29-13.30.38:954][ 0]LogSlate: Using FreeType 2.10.0

[2023.03.29-13.30.38:954][ 0]LogSlate: SlateFontServices - WITH\_FREETYPE: 1, WITH\_HARFBUZZ: 1

[2023.03.29-13.30.38:980][ 0]LogAssetRegistry: FAssetRegistry took 0.0023 seconds to start up

[2023.03.29-13.30.39:274][ 0]LogInit: Selected Device Profile: [Windows]

[2023.03.29-13.30.39:274][ 0]LogInit: Active device profile: [00000218FE2F7300][00000218F7885200 49] Windows

[2023.03.29-13.30.39:274][ 0]LogInit: Profiles: [00000218FE2F7300][00000218F7885200 49] Windows, [00000218FF2A4F00][00000218F4FF7380 49] WindowsNoEditor, [00000218FE2F4F00][00000218F4FFB500 49] WindowsServer, [00000218FF2A6B00][00000218F4FFF680 49] WindowsClient, [00000218FE2F6A00][00000218F5003800 49] IOS, [00000218FF2A5800][00000218FD221980 49] iPadAir, [00000218FE2F5700][00000218FD225B00 49] iPadAir2, [00000218FF257A00][00000218FD22C240 49] IPadPro, [00000218FF257B00][00000218FD228280 49] iPadAir3, [00000218FE2F6400][00000218FD230400 49] iPadAir4, [00000218FF255400][00000218F4FF2540 49] iPadMini2, [00000218FE2F5C00][00000218FD234680 49] iPadMini3, [00000218FF256500][00000218FD2387C0 49] iPadMini4, [00000218FE2F4800][00000218FD23C900 49] iPadMini5, [00000218FF297300][00000218FD248BC0 49] iPhone6, [00000218FF297400][00000218FD244C00 49] iPodTouch6, [00000218FF254400][00000218FD250EC0 49] iPhone7, [00000218FF254300][00000218FD24CF00 49] iPodTouch7, [00000218FF295300][00000218FD255080 49] iPhone5S, [00000218FF257E00][00000218FD259200 49] iPhone6Plus, [00000218FF296600][00000218FD25D380 49] iPhone6S, [00000218FF255200][00000218FD261500 49] iPhone6SPlus, [00000218FF295B00][00000218FD265680 49] iPhone7Plus, [00000218FF255D00][00000218FD269800 49] iPhoneSE, [00000218FF294E00][00000218FD26D980 49] iPhone8, [00000218FF254C00][00000218FD271B00 49] iPhone8Plus, [00000218FF296D00][00000218FD274100 49] iPhoneX, [00000218FF254A00][00000218FD278280 49] iPhoneXS, [00000218FF297A00][00000218FD27C400 49] iPhoneXSMax, [00000218FF255800][00000218EED82580 49] iPhoneXR, [00000218FF294D00][00000218EED86700 49] iPhone11, [00000218FF254E00][00000218FD240840 49] iPhone11Pro, [00000218FF296700][00000218EED8A980 49] iPhone11ProMax, [00000218FF256800][00000218EED8EAC0 49] iPhoneSE2, [00000218FF296300][00000218EED96C40 49] iPhone12Mini, [00000218FF256E00][00000218EED9ADC0 49] iPhone12, [00000218FF295900][00000218EED9EF40 49] iPhone12Pro, [00000218FF257900][00000218EEDA30C0 49] iPhone12ProMax, [00000218FF295500][00000218EEDA7240 49] iPadPro105, [00000218FF255100][00000218EEDAB3C0 49] iPadPro129, [00000218FF294B00][00000218FD281540 49] iPadPro97, [00000218FF257600][00000218FD2856C0 49] iPadPro2\_129, [00000218FF297800][00000218FD289840 49] iPad5, [00000218FF257D00][00000218FD28D9C0 49] iPad6, [00000218FF296900][00000218FD291B40 49] iPad7, [00000218FF255F00][00000218FD294140 49] iPad8, [00000218FF297F00][00000218FD2982C0 49] iPadPro11, [00000218FF255B00][00000218FD29C440 49] iPadPro2\_11, [00000218FF294100][00000218FD2A05C0 49] iPadPro3\_129, [00000218FF256400][00000218FD2A4740 49] iPadPro4\_129, [00000218FF295F00][00000218FD2AC8C0 49] AppleTV, [00000218FF254200][00000218EED92A00 49] AppleTV4K, [00000218FF296000][00000218FDB0EB40 49] TVOS, [00000218FF255900][00000218FDB12C80 49] Mac, [00000218FF297600][00000218FDB16DC0 49] MacClient, [00000218FF257800][00000218FDB1EF40 49] MacNoEditor, [00000218FF295200][00000218FDB230C0 49] MacServer, [00000218FF256F00][00000218FDB27240 49] Linux, [00000218FF297200][00000218FDB2B3C0 49] LinuxAArch64, [00000218FF257200][00000218FDB2F540 49] LinuxNoEditor, [00000218FF2A6500][00000218FDB336C0 49] LinuxAArch64NoEditor, [00000218FE340500][00000218FDB37840 49] LinuxClient, [00000218FF2A4A00][00000218FDB3B9C0 49] LinuxAArch64Client, [00000218FE341200][00000218FDB3FB40 49] LinuxServer, [00000218FF2A5500][00000218FDB42140 49] LinuxAArch64Server, [00000218FE341800][00000218FDB462C0 49] Android, [00000218FF2A4100][00000218FDB4A440 49] Android\_Low, [00000218FE341400][00000218FDB4E5C0 49] Android\_Mid, [00000218FF2A6E00][00000218FDB52740 49] Android\_High, [00000218FE340A00][00000218FDB568C0 49] Android\_Default, [00000218FF2A5C00][00000218FDB5AA40 49] Android\_Adreno4xx, [00000218FE341D00][00000218FDB1AB80 49] Android\_Adreno5xx\_Low, [00000218FF2A4800][00000218FDB5ECC0 49] Android\_Adreno5xx, [00000218FE340800][00000218FDB62E00 49] Android\_Adreno6xx, [00000218FF2A7200][00000218FDB66F40 49] Android\_Adreno6xx\_Vulkan, [00000218FE340200][00000218FDB6F0C0 49] Android\_Mali\_T6xx, [00000218FF2A7300][00000218FDB73240 49] Android\_Mali\_T7xx, [00000218FE340C00][00000218FDB773C0 49] Android\_Mali\_T8xx, [00000218FF2A4500][00000218FDB7B540 49] Android\_Mali\_G71, [00000218FE341700][00000218FDB7F6C0 49] Android\_Mali\_G72, [00000218FF254800][00000218FDB83840 49] Android\_Mali\_G72\_Vulkan, [00000218FF296A00][00000218FDB879C0 49] Android\_Mali\_G76, [00000218FF257700][00000218FDB8BB40 49] Android\_Mali\_G76\_Vulkan, [00000218FF295800][00000218FDB8E140 49] Android\_Mali\_G77, [00000218FF255000][00000218FDB922C0 49] Android\_Mali\_G77\_Vulkan, [00000218FF296500][00000218FDB96440 49] Android\_Mali\_G78, [00000218FF254500][00000218FDB9A5C0 49] Android\_Mali\_G78\_Vulkan, [00000218FF295000][00000218FDB9E740 49] Android\_Mali\_G710, [00000218FF257300][00000218FDBA28C0 49] Android\_Mali\_G710\_Vulkan, [00000218FE340100][00000218FDBA6A40 49] Android\_Vulkan\_SM5, [00000218FF256C00][00000218FDBAABC0 49] Android\_PowerVR\_G6xxx, [00000218FE340300][00000218FDBAED40 49] Android\_PowerVR\_GT7xxx, [00000218FF255500][00000218FDB6AE80 49] Android\_PowerVR\_GE8xxx, [00000218FE340600][00000218FDBB2FC0 49] Android\_PowerVR\_GM9xxx, [00000218FF256600][00000218FDBB7100 49] Android\_PowerVR\_GM9xxx\_Vulkan, [00000218FE341F00][00000218FDBBF280 49] Android\_TegraK1, [00000218FF254D00][00000218FDBC3400 49] Android\_Unknown\_Vulkan, [00000218FE342200][00000218FDBC7580 49] Lumin, [00000218FF257C00][00000218FDBCB700 49] Lumin\_Desktop, [00000218FE341500][00000218FDBCF880 49] HoloLens,

[2023.03.29-13.30.39:441][ 0]LogMeshReduction: Using QuadricMeshReduction for automatic static mesh reduction

[2023.03.29-13.30.39:441][ 0]LogMeshReduction: Using SimplygonMeshReduction for automatic skeletal mesh reduction

[2023.03.29-13.30.39:441][ 0]LogMeshReduction: Using ProxyLODMeshReduction for automatic mesh merging

[2023.03.29-13.30.39:441][ 0]LogMeshReduction: No distributed automatic mesh merging module available

[2023.03.29-13.30.39:441][ 0]LogMeshMerging: No distributed automatic mesh merging module available

[2023.03.29-13.30.39:460][ 0]LogNetVersion: projectmantle 1.0.0, NetCL: 17155196, EngineNetVer: 17, GameNetVer: 0 (Checksum: 1539822806)

[2023.03.29-13.30.39:920][ 0]LogTexture: Default maximum texture size for cubemaps generated from long-lat sources has been changed from 512 to unlimited. In order to preserve old behaiour for '/Engine/MapTemplates/Sky/DaylightAmbientCubemap.DaylightAmbientCubemap', its maximum texture size has been explicitly set to 512.

[2023.03.29-13.30.40:013][ 0]LogHMD: PokeAHoleMaterial loaded successfully

[2023.03.29-13.30.40:022][ 0]LogUObjectArray: 17178 objects as part of root set at end of initial load.

[2023.03.29-13.30.40:022][ 0]LogUObjectAllocator: 4302048 out of 0 bytes used by permanent object pool.

[2023.03.29-13.30.40:022][ 0]LogUObjectArray: CloseDisregardForGC: 0/0 objects in disregard for GC pool

[2023.03.29-13.30.40:374][ 0]LogNiagaraDebuggerClient: Niagara Debugger Client Initialized | Session: 7A940E4F4D8F78D733A7799300FAB4B8 | Instance: FB2C95484ED1AC0A26D90ABE65CD13F3 (DESKTOP-U39RINU-7572).

[2023.03.29-13.30.40:416][ 0]LogPython: Using Python 3.7.7

[2023.03.29-13.30.41:162][ 0]LogTcpMessaging: Initializing TcpMessaging bridge

[2023.03.29-13.30.41:184][ 0]LogUdpMessaging: Initializing bridge on interface 0.0.0.0:0 to multicast group 230.0.0.1:6666.

[2023.03.29-13.30.41:357][ 0]SourceControl: Source control is disabled

[2023.03.29-13.30.41:357][ 0]SourceControl: Source control is disabled

[2023.03.29-13.30.41:377][ 0]SourceControl: Source control is disabled

[2023.03.29-13.30.41:387][ 0]SourceControl: Source control is disabled

[2023.03.29-13.30.41:440][ 0]SourceControl: Source control is disabled

[2023.03.29-13.30.41:448][ 0]LogUProjectInfo: Found projects:

[2023.03.29-13.30.41:564][ 0]LogOpenImageDenoise: OIDN starting up

[2023.03.29-13.30.41:588][ 0]LogAndroidPermission: UAndroidPermissionCallbackProxy::GetInstance

[2023.03.29-13.30.41:603][ 0]LogAudioCaptureCore: Display: No Audio Capture implementations found. Audio input will be silent.

[2023.03.29-13.30.41:603][ 0]LogAudioCaptureCore: Display: No Audio Capture implementations found. Audio input will be silent.

[2023.03.29-13.30.41:695][ 0]LogCollectionManager: Loaded 0 collections in 0.001005 seconds

[2023.03.29-13.30.41:722][ 0]LogFileCache: Scanning file cache for directory 'C:/games/projectmantle/Saved/Collections/' took 0.00s

[2023.03.29-13.30.41:722][ 0]LogFileCache: Scanning file cache for directory 'C:/games/projectmantle/Content/Developers/Acer/Collections/' took 0.00s

[2023.03.29-13.30.41:722][ 0]LogFileCache: Scanning file cache for directory 'C:/games/projectmantle/Content/Collections/' took 0.00s

[2023.03.29-13.30.41:722][ 0]LogOcInput: OculusInput pre-init called

[2023.03.29-13.30.41:905][ 0]LogEngine: Initializing Engine...

[2023.03.29-13.30.41:961][ 0]LogHMD: Failed to enumerate extensions. Please check that you have a valid OpenXR runtime installed.

[2023.03.29-13.30.41:961][ 0]LogHMD: Failed to initialize OpenVR with code 110

[2023.03.29-13.30.41:963][ 0]LogMagicLeap: Warning: VR disabled because ZI is not enabled. To enable, in the editor, Edit -> Project Settings -> Plugins -> Magic Leap Plugin -> Enable Zero Iteration

[2023.03.29-13.30.41:963][ 0]LogStats: UGameplayTagsManager::InitializeManager - 0.000 s

[2023.03.29-13.30.42:057][ 0]LogInit: Initializing FReadOnlyCVARCache

[2023.03.29-13.30.42:063][ 0]LogAIModule: Creating AISystem for world Untitled

[2023.03.29-13.30.42:083][ 0]LogAudio: Display: Initializing Audio Device Manager...

[2023.03.29-13.30.42:085][ 0]LogAudio: Display: Loading Default Audio Settings Objects...

[2023.03.29-13.30.42:086][ 0]LogAudio: Display: No default SoundConcurrencyObject specified (or failed to load).

[2023.03.29-13.30.42:086][ 0]LogAudio: Display: Audio Device Manager Initialized

[2023.03.29-13.30.42:086][ 0]LogAudio: Display: Creating Audio Device: Id: 1, Scope: Shared, Realtime: True

[2023.03.29-13.30.42:086][ 0]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.30.42:086][ 0]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.30.42:086][ 0]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.30.42:086][ 0]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.30.42:086][ 0]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.30.42:086][ 0]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.30.42:086][ 0]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.30.42:086][ 0]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.30.42:086][ 0]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.30.42:086][ 0]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.30.42:086][ 0]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.30.42:086][ 0]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.30.42:092][ 0]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.30.42:092][ 0]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.30.42:122][ 0]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.30.42:124][ 0]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.30.42:125][ 0]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.30.42:125][ 0]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.30.42:126][ 0]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.30.42:126][ 0]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.30.42:126][ 0]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.30.42:127][ 0]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.30.42:127][ 0]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.30.42:127][ 0]LogInit: FAudioDevice initialized.

[2023.03.29-13.30.42:127][ 0]LogAudio: Display: Audio Device (ID: 1) registered with world 'Untitled'.

[2023.03.29-13.30.42:127][ 0]LogNetVersion: Set ProjectVersion to 1.0.0.0. Version Checksum will be recalculated on next use.

[2023.03.29-13.30.42:176][ 0]LogDerivedDataCache: Saved boot cache 0.05s 94MB C:/Users/Acer/AppData/Local/UnrealEngine/4.27/DerivedDataCache/Boot.ddc.

[2023.03.29-13.30.42:178][ 0]LogInit: Texture streaming: Enabled

[2023.03.29-13.30.42:187][ 0]LogAnalytics: Display: [UEEditor.Rocket.Release] APIServer = https://datarouter.ol.epicgames.com/. AppVersion = 4.27.2-18319896+++UE4+Release-4.27

[2023.03.29-13.30.42:189][ 0]LogEngineSessionManager: EngineSessionManager initialized

[2023.03.29-13.30.42:189][ 0]LogEditorSessionSummary: Verbose: Initializing EditorSessionSummaryWriter for editor session tracking

[2023.03.29-13.30.42:190][ 0]LogEditorSessionSummary: EditorSessionSummaryWriter initialized

[2023.03.29-13.30.42:200][ 0]LogInit: Transaction tracking system initialized

[2023.03.29-13.30.42:213][ 0]BlueprintLog: New page: Editor Load

[2023.03.29-13.30.42:277][ 0]LocalizationService: Localization service is disabled

[2023.03.29-13.30.42:292][ 0]TimingProfiler: Initialize

[2023.03.29-13.30.42:292][ 0]TimingProfiler: OnSessionChanged

[2023.03.29-13.30.42:292][ 0]LoadingProfiler: Initialize

[2023.03.29-13.30.42:292][ 0]LoadingProfiler: OnSessionChanged

[2023.03.29-13.30.42:292][ 0]NetworkingProfiler: Initialize

[2023.03.29-13.30.42:292][ 0]NetworkingProfiler: OnSessionChanged

[2023.03.29-13.30.42:292][ 0]MemoryProfiler: Initialize

[2023.03.29-13.30.42:292][ 0]MemoryProfiler: OnSessionChanged

[2023.03.29-13.30.42:420][ 0]LogCook: Display: CookSettings for Memory: MemoryMaxUsedVirtual 0MiB, MemoryMaxUsedPhysical 16384MiB, MemoryMinFreeVirtual 0MiB, MemoryMinFreePhysical 1024MiB

[2023.03.29-13.30.42:420][ 0]LogCook: Display: Mobile HDR setting 1

[2023.03.29-13.30.42:562][ 0]LogFileCache: Scanning file cache for directory 'C:/games/projectmantle/Content/' took 0.00s

[2023.03.29-13.30.42:715][ 0]LogInit: Display: Engine is initialized. Leaving FEngineLoop::Init()

[2023.03.29-13.30.42:718][ 0]SourceControl: Source control is disabled

[2023.03.29-13.30.42:718][ 0]LogUnrealEdMisc: Loading editor; pre map load, took 5.983

[2023.03.29-13.30.42:718][ 0]Cmd: MAP LOAD FILE="../../../../../../games/projectmantle/Content/SideScrollerBP/Maps/SideScrollerExampleMap.umap" TEMPLATE=0 SHOWPROGRESS=1 FEATURELEVEL=3

[2023.03.29-13.30.42:718][ 0]LightingResults: New page: Lighting Build

[2023.03.29-13.30.42:720][ 0]LogWorld: UWorld::CleanupWorld for Untitled, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.30.42:720][ 0]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.30.42:720][ 0]MapCheck: New page: Map Check

[2023.03.29-13.30.42:720][ 0]LightingResults: New page: Lighting Build

[2023.03.29-13.30.42:724][ 0]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-13.30.42:726][ 0]LogUObjectHash: Compacting FUObjectHashTables data took 0.57ms

[2023.03.29-13.30.42:885][ 0]LogTexture: Display: Building textures: DeprecatedTextureC1866CFF4D79AD66933EBCAE7C741FC8 (BGRA8, 128X128)

[2023.03.29-13.30.42:973][ 0]LogAudio: Display: Audio Device (ID: 1) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.30.42:974][ 0]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.30.42:997][ 0]LogEditorServer: Finished looking for orphan Actors (0.000 secs)

[2023.03.29-13.30.43:048][ 0]LogUObjectHash: Compacting FUObjectHashTables data took 0.65ms

[2023.03.29-13.30.43:049][ 0]Cmd: MAP CHECKDEP NOCLEARLOG

[2023.03.29-13.30.43:049][ 0]MapCheck: Map check complete: 0 Error(s), 0 Warning(s), took 0,143ms to complete.

[2023.03.29-13.30.43:049][ 0]LogFileHelpers: Loading map 'SideScrollerExampleMap' took 0.331

[2023.03.29-13.30.43:051][ 0]LogUnrealEdMisc: Total Editor Startup Time, took 6.316

[2023.03.29-13.30.43:223][ 0]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.30.43:227][ 0]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.30.43:230][ 0]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.30.43:234][ 0]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.30.43:272][ 0]LogNativeClassHierarchy: Verbose: Native class hierarchy populated in 0.0079 seconds. Added 3822 classes and 928 folders.

[2023.03.29-13.30.43:279][ 0]LogNativeClassHierarchy: Verbose: Native class hierarchy updated for 'WidgetCarousel' in 0.0002 seconds. Added 0 classes and 0 folders.

[2023.03.29-13.30.43:280][ 0]LogPakFile: PakFile PrimaryIndexSize=187

[2023.03.29-13.30.43:280][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:280][ 0]LogPakFile: PakFile FullDirectoryIndexSize=148

[2023.03.29-13.30.43:280][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/FP\_FirstPerson.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:280][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/FP\_FirstPerson.upack)

[2023.03.29-13.30.43:280][ 0]LogPakFile: OnPakFileMounted2Time == 0.000042

[2023.03.29-13.30.43:280][ 0]LogPakFile: PakFile PrimaryIndexSize=189

[2023.03.29-13.30.43:280][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:280][ 0]LogPakFile: PakFile FullDirectoryIndexSize=152

[2023.03.29-13.30.43:280][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/FP\_FirstPersonBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:280][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/FP\_FirstPersonBP.upack)

[2023.03.29-13.30.43:280][ 0]LogPakFile: OnPakFileMounted2Time == 0.000028

[2023.03.29-13.30.43:281][ 0]LogPakFile: PakFile PrimaryIndexSize=191

[2023.03.29-13.30.43:281][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:281][ 0]LogPakFile: PakFile FullDirectoryIndexSize=160

[2023.03.29-13.30.43:281][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/MobileStarterContent.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:281][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/MobileStarterContent.upack)

[2023.03.29-13.30.43:281][ 0]LogPakFile: OnPakFileMounted2Time == 0.000026

[2023.03.29-13.30.43:281][ 0]LogPakFile: PakFile PrimaryIndexSize=185

[2023.03.29-13.30.43:281][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:281][ 0]LogPakFile: PakFile FullDirectoryIndexSize=148

[2023.03.29-13.30.43:281][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/StarterContent.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:281][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/StarterContent.upack)

[2023.03.29-13.30.43:281][ 0]LogPakFile: OnPakFileMounted2Time == 0.000026

[2023.03.29-13.30.43:281][ 0]LogPakFile: PakFile PrimaryIndexSize=190

[2023.03.29-13.30.43:281][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:281][ 0]LogPakFile: PakFile FullDirectoryIndexSize=154

[2023.03.29-13.30.43:281][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_2DSideScroller.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:281][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_2DSideScroller.upack)

[2023.03.29-13.30.43:281][ 0]LogPakFile: OnPakFileMounted2Time == 0.000025

[2023.03.29-13.30.43:282][ 0]LogPakFile: PakFile PrimaryIndexSize=192

[2023.03.29-13.30.43:282][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:282][ 0]LogPakFile: PakFile FullDirectoryIndexSize=158

[2023.03.29-13.30.43:282][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_2DSideScrollerBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:282][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_2DSideScrollerBP.upack)

[2023.03.29-13.30.43:282][ 0]LogPakFile: OnPakFileMounted2Time == 0.000027

[2023.03.29-13.30.43:282][ 0]LogPakFile: PakFile PrimaryIndexSize=182

[2023.03.29-13.30.43:282][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:282][ 0]LogPakFile: PakFile FullDirectoryIndexSize=138

[2023.03.29-13.30.43:282][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_Flying.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:282][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_Flying.upack)

[2023.03.29-13.30.43:282][ 0]LogPakFile: OnPakFileMounted2Time == 0.000025

[2023.03.29-13.30.43:282][ 0]LogPakFile: PakFile PrimaryIndexSize=184

[2023.03.29-13.30.43:282][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:282][ 0]LogPakFile: PakFile FullDirectoryIndexSize=142

[2023.03.29-13.30.43:282][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_FlyingBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:282][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_FlyingBP.upack)

[2023.03.29-13.30.43:282][ 0]LogPakFile: OnPakFileMounted2Time == 0.000024

[2023.03.29-13.30.43:283][ 0]LogPakFile: PakFile PrimaryIndexSize=188

[2023.03.29-13.30.43:283][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:283][ 0]LogPakFile: PakFile FullDirectoryIndexSize=150

[2023.03.29-13.30.43:283][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_HandheldARBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:283][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_HandheldARBP.upack)

[2023.03.29-13.30.43:283][ 0]LogPakFile: OnPakFileMounted2Time == 0.000024

[2023.03.29-13.30.43:283][ 0]LogPakFile: PakFile PrimaryIndexSize=182

[2023.03.29-13.30.43:284][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:284][ 0]LogPakFile: PakFile FullDirectoryIndexSize=138

[2023.03.29-13.30.43:284][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_Puzzle.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:284][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_Puzzle.upack)

[2023.03.29-13.30.43:284][ 0]LogPakFile: OnPakFileMounted2Time == 0.000026

[2023.03.29-13.30.43:284][ 0]LogPakFile: PakFile PrimaryIndexSize=184

[2023.03.29-13.30.43:284][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:284][ 0]LogPakFile: PakFile FullDirectoryIndexSize=142

[2023.03.29-13.30.43:284][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_PuzzleBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:284][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_PuzzleBP.upack)

[2023.03.29-13.30.43:284][ 0]LogPakFile: OnPakFileMounted2Time == 0.000026

[2023.03.29-13.30.43:284][ 0]LogPakFile: PakFile PrimaryIndexSize=183

[2023.03.29-13.30.43:284][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:284][ 0]LogPakFile: PakFile FullDirectoryIndexSize=140

[2023.03.29-13.30.43:284][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_Rolling.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:284][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_Rolling.upack)

[2023.03.29-13.30.43:284][ 0]LogPakFile: OnPakFileMounted2Time == 0.000025

[2023.03.29-13.30.43:284][ 0]LogPakFile: PakFile PrimaryIndexSize=185

[2023.03.29-13.30.43:284][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:285][ 0]LogPakFile: PakFile FullDirectoryIndexSize=144

[2023.03.29-13.30.43:285][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_RollingBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:285][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_RollingBP.upack)

[2023.03.29-13.30.43:285][ 0]LogPakFile: OnPakFileMounted2Time == 0.000024

[2023.03.29-13.30.43:285][ 0]LogPakFile: PakFile PrimaryIndexSize=188

[2023.03.29-13.30.43:285][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:285][ 0]LogPakFile: PakFile FullDirectoryIndexSize=150

[2023.03.29-13.30.43:285][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_SideScroller.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:285][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_SideScroller.upack)

[2023.03.29-13.30.43:285][ 0]LogPakFile: OnPakFileMounted2Time == 0.000024

[2023.03.29-13.30.43:285][ 0]LogPakFile: PakFile PrimaryIndexSize=190

[2023.03.29-13.30.43:285][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:285][ 0]LogPakFile: PakFile FullDirectoryIndexSize=154

[2023.03.29-13.30.43:285][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_SideScrollerBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:285][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_SideScrollerBP.upack)

[2023.03.29-13.30.43:285][ 0]LogPakFile: OnPakFileMounted2Time == 0.000024

[2023.03.29-13.30.43:285][ 0]LogPakFile: PakFile PrimaryIndexSize=187

[2023.03.29-13.30.43:286][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:286][ 0]LogPakFile: PakFile FullDirectoryIndexSize=148

[2023.03.29-13.30.43:286][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_ThirdPerson.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:286][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_ThirdPerson.upack)

[2023.03.29-13.30.43:286][ 0]LogPakFile: OnPakFileMounted2Time == 0.000024

[2023.03.29-13.30.43:286][ 0]LogPakFile: PakFile PrimaryIndexSize=189

[2023.03.29-13.30.43:286][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:286][ 0]LogPakFile: PakFile FullDirectoryIndexSize=152

[2023.03.29-13.30.43:286][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_ThirdPersonBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:286][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_ThirdPersonBP.upack)

[2023.03.29-13.30.43:286][ 0]LogPakFile: OnPakFileMounted2Time == 0.000025

[2023.03.29-13.30.43:286][ 0]LogPakFile: PakFile PrimaryIndexSize=183

[2023.03.29-13.30.43:286][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:286][ 0]LogPakFile: PakFile FullDirectoryIndexSize=140

[2023.03.29-13.30.43:286][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_TopDown.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:286][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_TopDown.upack)

[2023.03.29-13.30.43:286][ 0]LogPakFile: OnPakFileMounted2Time == 0.000031

[2023.03.29-13.30.43:286][ 0]LogPakFile: PakFile PrimaryIndexSize=185

[2023.03.29-13.30.43:287][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:287][ 0]LogPakFile: PakFile FullDirectoryIndexSize=144

[2023.03.29-13.30.43:287][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_TopDownBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:287][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_TopDownBP.upack)

[2023.03.29-13.30.43:287][ 0]LogPakFile: OnPakFileMounted2Time == 0.000024

[2023.03.29-13.30.43:287][ 0]LogPakFile: PakFile PrimaryIndexSize=185

[2023.03.29-13.30.43:287][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:287][ 0]LogPakFile: PakFile FullDirectoryIndexSize=144

[2023.03.29-13.30.43:287][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_TwinStick.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:287][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_TwinStick.upack)

[2023.03.29-13.30.43:287][ 0]LogPakFile: OnPakFileMounted2Time == 0.000023

[2023.03.29-13.30.43:287][ 0]LogPakFile: PakFile PrimaryIndexSize=187

[2023.03.29-13.30.43:287][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:287][ 0]LogPakFile: PakFile FullDirectoryIndexSize=148

[2023.03.29-13.30.43:287][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_TwinStickBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:287][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_TwinStickBP.upack)

[2023.03.29-13.30.43:287][ 0]LogPakFile: OnPakFileMounted2Time == 0.000023

[2023.03.29-13.30.43:287][ 0]LogPakFile: PakFile PrimaryIndexSize=183

[2023.03.29-13.30.43:287][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:287][ 0]LogPakFile: PakFile FullDirectoryIndexSize=140

[2023.03.29-13.30.43:287][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_Vehicle.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:288][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_Vehicle.upack)

[2023.03.29-13.30.43:288][ 0]LogPakFile: OnPakFileMounted2Time == 0.000030

[2023.03.29-13.30.43:288][ 0]LogPakFile: PakFile PrimaryIndexSize=186

[2023.03.29-13.30.43:288][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:288][ 0]LogPakFile: PakFile FullDirectoryIndexSize=146

[2023.03.29-13.30.43:288][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_VehicleAdv.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:288][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_VehicleAdv.upack)

[2023.03.29-13.30.43:288][ 0]LogPakFile: OnPakFileMounted2Time == 0.000024

[2023.03.29-13.30.43:288][ 0]LogPakFile: PakFile PrimaryIndexSize=188

[2023.03.29-13.30.43:288][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:288][ 0]LogPakFile: PakFile FullDirectoryIndexSize=150

[2023.03.29-13.30.43:288][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_VehicleAdvBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:288][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_VehicleAdvBP.upack)

[2023.03.29-13.30.43:288][ 0]LogPakFile: OnPakFileMounted2Time == 0.000025

[2023.03.29-13.30.43:289][ 0]LogPakFile: PakFile PrimaryIndexSize=185

[2023.03.29-13.30.43:289][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:289][ 0]LogPakFile: PakFile FullDirectoryIndexSize=144

[2023.03.29-13.30.43:289][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_VehicleBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:289][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_VehicleBP.upack)

[2023.03.29-13.30.43:289][ 0]LogPakFile: OnPakFileMounted2Time == 0.000041

[2023.03.29-13.30.43:289][ 0]LogPakFile: PakFile PrimaryIndexSize=192

[2023.03.29-13.30.43:289][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-13.30.43:289][ 0]LogPakFile: PakFile FullDirectoryIndexSize=158

[2023.03.29-13.30.43:289][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_VirtualRealityBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-13.30.43:289][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_VirtualRealityBP.upack)

[2023.03.29-13.30.43:289][ 0]LogPakFile: OnPakFileMounted2Time == 0.000026

[2023.03.29-13.30.43:312][ 0]LogNativeClassHierarchy: Verbose: Native class hierarchy updated for 'AddContentDialog' in 0.0002 seconds. Added 0 classes and 0 folders.

[2023.03.29-13.30.43:318][ 0]LogNativeClassHierarchy: Verbose: Native class hierarchy updated for 'SceneOutliner' in 0.0002 seconds. Added 2 classes and 0 folders.

[2023.03.29-13.30.43:712][ 0]LogSlate: Only BGRA pngs, bmps or icos are supported in by External Image Picker

[2023.03.29-13.30.43:799][ 0]LogSlate: Took 0.000192 seconds to synchronously load lazily loaded font '../../../Engine/Content/Slate/Fonts/Roboto-Regular.ttf' (155K)

[2023.03.29-13.30.43:808][ 0]LogSlate: Took 0.006654 seconds to synchronously load lazily loaded font '../../../Engine/Content/Editor/Slate/Fonts/FontAwesome.ttf' (139K)

[2023.03.29-13.30.43:809][ 0]LogSlate: Took 0.000126 seconds to synchronously load lazily loaded font '../../../Engine/Content/Slate/Fonts/Roboto-Bold.ttf' (160K)

[2023.03.29-13.30.43:917][ 0]LogRenderer: Reallocating scene render targets to support 960x412 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-13.30.44:122][ 0]LogNativeClassHierarchy: Verbose: Native class hierarchy updated for 'HierarchicalLODOutliner' in 0.0002 seconds. Added 0 classes and 0 folders.

[2023.03.29-13.30.44:122][ 0]LogLoad: (Engine Initialization) Total time: 7.39 seconds

[2023.03.29-13.30.44:122][ 0]LogLoad: (Engine Initialization) Total Blueprint compile time: 0.00 seconds

[2023.03.29-13.30.44:169][ 0]LogAssetRegistry: Asset discovery search completed in 5.1896 seconds

[2023.03.29-13.30.44:173][ 0]LogCollectionManager: Fixed up redirectors for 0 collections in 0.000003 seconds (updated 0 objects)

[2023.03.29-13.30.44:175][ 0]LogContentStreaming: Texture pool size now 1000 MB

[2023.03.29-13.30.44:270][ 2]LogSlate: Took 0.000130 seconds to synchronously load lazily loaded font '../../../Engine/Content/Slate/Fonts/Roboto-Light.ttf' (167K)

[2023.03.29-13.31.10:489][542]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.31.10:507][542]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.31.10:512][542]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:31:10)

[2023.03.29-13.31.10:513][542]LogOnline: OSS: Creating online subsystem instance for: NULL

[2023.03.29-13.31.10:515][542]LogOnline: OSS: TryLoadSubsystemAndSetDefault: Loaded subsystem for module [NULL]

[2023.03.29-13.31.10:515][542]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.31.10:533][542]LogPlayLevel: PIE: StaticDuplicateObject took: (0.016601s)

[2023.03.29-13.31.10:534][542]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.31.10:535][542]LogPlayLevel: PIE: World Init took: (0.002040s)

[2023.03.29-13.31.10:535][542]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.019026s)

[2023.03.29-13.31.10:540][542]LogUObjectHash: Compacting FUObjectHashTables data took 0.51ms

[2023.03.29-13.31.10:542][542]LogAudio: Display: Creating Audio Device: Id: 2, Scope: Unique, Realtime: True

[2023.03.29-13.31.10:542][542]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.31.10:542][542]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.31.10:542][542]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.31.10:542][542]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.31.10:542][542]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.31.10:542][542]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.31.10:542][542]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.31.10:542][542]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.31.10:543][542]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.31.10:543][542]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.31.10:543][542]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.31.10:543][542]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.31.10:544][542]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.31.10:544][542]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.31.10:548][542]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.31.10:548][542]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.31.10:548][542]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.31.10:548][542]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.31.10:548][542]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.31.10:548][542]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.31.10:548][542]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.31.10:549][542]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.31.10:549][542]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.31.10:549][542]LogInit: FAudioDevice initialized.

[2023.03.29-13.31.10:549][542]LogAudio: Display: Audio Device (ID: 2) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.31.10:558][542]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.31.10:563][542]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.31.10

[2023.03.29-13.31.10:564][542]LogWorld: Bringing up level for play took: 0.002233

[2023.03.29-13.31.10:565][542]LogOnline: OSS: Creating online subsystem instance for: :Context\_2

[2023.03.29-13.31.10:578][542]LogNativeClassHierarchy: Verbose: Native class hierarchy updated for 'MovieSceneCapture' in 0.0003 seconds. Added 20 classes and 0 folders.

[2023.03.29-13.31.10:580][542]PIE: Server logged in

[2023.03.29-13.31.10:582][542]PIE: Play in editor total start time 0,08 seconds.

[2023.03.29-13.31.26:275][375]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.31.26:275][375]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.31.26:277][375]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.31.26:278][375]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.31.26:290][375]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.31.26:292][375]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.31.26:297][375]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-13.31.26:297][375]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.31.26:298][375]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.31.26:300][375]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.31.26:302][375]LogUObjectHash: Compacting FUObjectHashTables data took 0.68ms

[2023.03.29-13.31.26:317][376]LogPlayLevel: Display: Destroying online subsystem :Context\_2

[2023.03.29-13.31.44:248][216]LogEditorViewport: Clicking on Actor (LMB): StaticMeshActor (Wall3)

[2023.03.29-13.31.57:786][812]LogEditorViewport: Clicking on Actor (LMB): SideScrollerCharacter\_C (SideScrollerCharacter)

[2023.03.29-13.32.06:398][ 83]LogSlate: Took 0.009132 seconds to synchronously load lazily loaded font '../../../Engine/Content/Slate/Fonts/Roboto-Italic.ttf' (157K)

[2023.03.29-13.32.10:798][228]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.32.10:803][228]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.32.10:804][228]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:32:10)

[2023.03.29-13.32.10:804][228]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.32.10:829][228]LogPlayLevel: PIE: StaticDuplicateObject took: (0.025075s)

[2023.03.29-13.32.10:830][228]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.32.10:831][228]LogPlayLevel: PIE: World Init took: (0.002281s)

[2023.03.29-13.32.10:831][228]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.027600s)

[2023.03.29-13.32.10:841][228]LogUObjectHash: Compacting FUObjectHashTables data took 0.95ms

[2023.03.29-13.32.10:843][228]LogAudio: Display: Creating Audio Device: Id: 3, Scope: Unique, Realtime: True

[2023.03.29-13.32.10:843][228]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.32.10:843][228]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.32.10:843][228]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.32.10:843][228]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.32.10:843][228]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.32.10:843][228]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.32.10:843][228]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.32.10:843][228]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.32.10:843][228]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.32.10:844][228]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.32.10:844][228]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.32.10:844][228]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.32.10:845][228]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.32.10:845][228]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.32.10:848][228]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.32.10:848][228]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.32.10:848][228]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.32.10:848][228]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.32.10:849][228]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.32.10:849][228]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.32.10:849][228]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.32.10:850][228]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.32.10:850][228]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.32.10:850][228]LogInit: FAudioDevice initialized.

[2023.03.29-13.32.10:850][228]LogAudio: Display: Audio Device (ID: 3) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.32.10:858][228]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.32.10:860][228]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.32.10

[2023.03.29-13.32.10:860][228]LogWorld: Bringing up level for play took: 0.001283

[2023.03.29-13.32.10:860][228]LogOnline: OSS: Creating online subsystem instance for: :Context\_5

[2023.03.29-13.32.10:861][228]PIE: Server logged in

[2023.03.29-13.32.10:862][228]PIE: Play in editor total start time 0,06 seconds.

[2023.03.29-13.32.21:173][813]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.32.21:173][813]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.32.21:174][813]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.32.21:174][813]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.32.21:182][813]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.32.21:210][813]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.32.21:214][813]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.32.21:214][813]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.32.21:215][813]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.32.21:219][813]LogUObjectHash: Compacting FUObjectHashTables data took 0.53ms

[2023.03.29-13.32.21:265][814]LogPlayLevel: Display: Destroying online subsystem :Context\_5

[2023.03.29-13.32.23:918][900]Cmd: TRANSACTION UNDO

[2023.03.29-13.32.23:928][900]LogEditorTransaction: Undo Move Components

[2023.03.29-13.32.23:964][900]LogSlate: Took 0.000174 seconds to synchronously load lazily loaded font '../../../Engine/Content/Slate/Fonts/Roboto-Light.ttf' (167K)

[2023.03.29-13.32.25:055][935]Cmd: TRANSACTION UNDO

[2023.03.29-13.32.25:055][935]LogEditorTransaction: Undo Clicking on Component (tree view)

[2023.03.29-13.32.25:882][962]Cmd: TRANSACTION UNDO

[2023.03.29-13.32.25:882][962]LogEditorTransaction: Undo Clicking on Actors

[2023.03.29-13.32.26:815][999]Cmd: TRANSACTION UNDO

[2023.03.29-13.32.26:815][999]LogEditorTransaction: Undo Clicking on Actors

[2023.03.29-13.32.28:134][ 58]LogEditorViewport: Clicking on Actor (LMB): SideScrollerCharacter\_C (SideScrollerCharacter)

[2023.03.29-13.32.29:923][109]LogAssetEditorSubsystem: Opening Asset editor for Blueprint /Game/SideScrollerBP/Blueprints/SideScrollerCharacter.SideScrollerCharacter

[2023.03.29-13.32.30:116][109]LogNativeClassHierarchy: Verbose: Native class hierarchy updated for 'BlueprintGraph' in 0.0004 seconds. Added 126 classes and 0 folders.

[2023.03.29-13.32.30:817][109]LogSlate: Took 0.000211 seconds to synchronously load lazily loaded font '../../../Engine/Content/Slate/Fonts/Roboto-BoldCondensed.ttf' (158K)

[2023.03.29-13.32.33:972][194]LogRenderer: Reallocating scene render targets to support 960x536 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-13.32.45:415][439]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-13.32.45:435][439]LogUObjectGlobals: Warning: Guid referenced by CapsuleComponent /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap:PersistentLevel.SideScrollerCharacter\_78.CollisionCylinder is already used by CapsuleComponent /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap:PersistentLevel.REINST\_SideScrollerCharacter\_C\_0.CollisionCylinder, which should never happen in the editor but could happen at runtime with duplicate level loading or PIE

[2023.03.29-13.32.45:436][439]LogUObjectGlobals: Warning: Guid referenced by ArrowComponent /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap:PersistentLevel.SideScrollerCharacter\_78.Arrow is already used by ArrowComponent /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap:PersistentLevel.REINST\_SideScrollerCharacter\_C\_0.Arrow, which should never happen in the editor but could happen at runtime with duplicate level loading or PIE

[2023.03.29-13.32.45:436][439]LogUObjectGlobals: Warning: Guid referenced by CharacterMovementComponent /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap:PersistentLevel.SideScrollerCharacter\_78.CharMoveComp is already used by CharacterMovementComponent /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap:PersistentLevel.REINST\_SideScrollerCharacter\_C\_0.CharMoveComp, which should never happen in the editor but could happen at runtime with duplicate level loading or PIE

[2023.03.29-13.32.45:436][439]LogUObjectGlobals: Warning: Guid referenced by SkeletalMeshComponent /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap:PersistentLevel.SideScrollerCharacter\_78.CharacterMesh0 is already used by SkeletalMeshComponent /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap:PersistentLevel.REINST\_SideScrollerCharacter\_C\_0.CharacterMesh0, which should never happen in the editor but could happen at runtime with duplicate level loading or PIE

[2023.03.29-13.32.45:555][439]LogUObjectHash: Compacting FUObjectHashTables data took 1.68ms

[2023.03.29-13.32.45:629][439]LogSlate: Took 0.007405 seconds to synchronously load lazily loaded font '../../../Engine/Content/Slate/Fonts/DroidSansMono.ttf' (77K)

[2023.03.29-13.32.47:106][489]LogSlate: Window 'SideScrollerCharacter' being destroyed

[2023.03.29-13.32.48:718][571]LogSlate: Window 'SideScrollerCharacter' being destroyed

[2023.03.29-13.32.52:945][742]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.32.52:960][742]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.32.52:961][742]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:32:52)

[2023.03.29-13.32.52:961][742]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.32.52:986][742]LogPlayLevel: PIE: StaticDuplicateObject took: (0.025227s)

[2023.03.29-13.32.52:988][742]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.32.52:988][742]LogPlayLevel: PIE: World Init took: (0.001928s)

[2023.03.29-13.32.52:988][742]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.027372s)

[2023.03.29-13.32.53:009][742]LogUObjectHash: Compacting FUObjectHashTables data took 1.68ms

[2023.03.29-13.32.53:011][742]LogAudio: Display: Creating Audio Device: Id: 4, Scope: Unique, Realtime: True

[2023.03.29-13.32.53:011][742]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.32.53:011][742]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.32.53:011][742]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.32.53:011][742]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.32.53:011][742]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.32.53:011][742]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.32.53:011][742]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.32.53:011][742]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.32.53:012][742]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.32.53:012][742]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.32.53:012][742]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.32.53:012][742]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.32.53:013][742]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.32.53:013][742]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.32.53:016][742]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.32.53:016][742]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.32.53:016][742]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.32.53:016][742]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.32.53:017][742]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.32.53:017][742]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.32.53:017][742]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.32.53:018][742]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.32.53:018][742]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.32.53:018][742]LogInit: FAudioDevice initialized.

[2023.03.29-13.32.53:018][742]LogAudio: Display: Audio Device (ID: 4) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.32.53:027][742]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.32.53:029][742]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.32.53

[2023.03.29-13.32.53:030][742]LogWorld: Bringing up level for play took: 0.001382

[2023.03.29-13.32.53:030][742]LogOnline: OSS: Creating online subsystem instance for: :Context\_7

[2023.03.29-13.32.53:031][742]PIE: Server logged in

[2023.03.29-13.32.53:032][742]PIE: Play in editor total start time 0,083 seconds.

[2023.03.29-13.33.09:540][642]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.33.09:540][642]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.33.09:540][642]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.33.09:541][642]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.33.09:548][642]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.33.09:574][642]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.33.09:592][642]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-13.33.09:593][642]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.33.09:593][642]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.33.09:595][642]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.33.09:598][642]LogUObjectHash: Compacting FUObjectHashTables data took 1.25ms

[2023.03.29-13.33.09:637][643]LogPlayLevel: Display: Destroying online subsystem :Context\_7

[2023.03.29-13.33.44:375][858]LogEditorTransaction: Undo Modify Component(s)

[2023.03.29-13.33.56:335][518]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-13.33.56:436][518]LogUObjectHash: Compacting FUObjectHashTables data took 1.51ms

[2023.03.29-13.34.06:350][859]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.34.06:356][859]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.34.06:356][859]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:34:06)

[2023.03.29-13.34.06:356][859]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.34.06:378][859]LogPlayLevel: PIE: StaticDuplicateObject took: (0.022075s)

[2023.03.29-13.34.06:379][859]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.34.06:380][859]LogPlayLevel: PIE: World Init took: (0.001582s)

[2023.03.29-13.34.06:380][859]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.023830s)

[2023.03.29-13.34.06:406][859]LogUObjectHash: Compacting FUObjectHashTables data took 1.58ms

[2023.03.29-13.34.06:408][859]LogAudio: Display: Creating Audio Device: Id: 5, Scope: Unique, Realtime: True

[2023.03.29-13.34.06:408][859]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.34.06:408][859]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.34.06:408][859]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.34.06:408][859]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.34.06:408][859]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.34.06:408][859]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.34.06:408][859]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.34.06:408][859]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.34.06:408][859]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.34.06:408][859]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.34.06:408][859]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.34.06:408][859]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.34.06:409][859]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.34.06:409][859]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.34.06:413][859]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.34.06:413][859]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.34.06:413][859]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.34.06:413][859]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.34.06:413][859]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.34.06:413][859]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.34.06:413][859]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.34.06:416][859]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.34.06:416][859]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.34.06:416][859]LogInit: FAudioDevice initialized.

[2023.03.29-13.34.06:416][859]LogAudio: Display: Audio Device (ID: 5) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.34.06:419][859]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.34.06:421][859]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.34.06

[2023.03.29-13.34.06:421][859]LogWorld: Bringing up level for play took: 0.001128

[2023.03.29-13.34.06:421][859]LogOnline: OSS: Creating online subsystem instance for: :Context\_8

[2023.03.29-13.34.06:423][859]PIE: Server logged in

[2023.03.29-13.34.06:424][859]PIE: Play in editor total start time 0,068 seconds.

[2023.03.29-13.34.28:772][ 46]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.34.28:772][ 46]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.34.28:773][ 46]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.34.28:773][ 46]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.34.28:789][ 46]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.34.28:817][ 46]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.34.28:833][ 46]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-13.34.28:833][ 46]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.34.28:834][ 46]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.34.28:835][ 46]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.34.28:838][ 46]LogUObjectHash: Compacting FUObjectHashTables data took 1.24ms

[2023.03.29-13.34.28:875][ 47]LogPlayLevel: Display: Destroying online subsystem :Context\_8

[2023.03.29-13.34.56:376][439]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-13.34.56:489][439]LogUObjectHash: Compacting FUObjectHashTables data took 1.55ms

[2023.03.29-13.34.58:914][532]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.34.58:918][532]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.34.58:919][532]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:34:58)

[2023.03.29-13.34.58:919][532]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.34.58:938][532]LogPlayLevel: PIE: StaticDuplicateObject took: (0.018962s)

[2023.03.29-13.34.58:941][532]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.34.58:941][532]LogPlayLevel: PIE: World Init took: (0.003391s)

[2023.03.29-13.34.58:942][532]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.022814s)

[2023.03.29-13.34.58:969][532]LogUObjectHash: Compacting FUObjectHashTables data took 1.63ms

[2023.03.29-13.34.58:970][532]LogAudio: Display: Creating Audio Device: Id: 6, Scope: Unique, Realtime: True

[2023.03.29-13.34.58:970][532]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.34.58:970][532]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.34.58:970][532]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.34.58:970][532]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.34.58:970][532]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.34.58:970][532]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.34.58:970][532]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.34.58:970][532]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.34.58:970][532]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.34.58:970][532]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.34.58:970][532]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.34.58:970][532]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.34.58:971][532]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.34.58:971][532]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.34.58:975][532]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.34.58:975][532]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.34.58:975][532]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.34.58:975][532]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.34.58:975][532]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.34.58:976][532]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.34.58:976][532]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.34.58:977][532]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.34.58:977][532]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.34.58:977][532]LogInit: FAudioDevice initialized.

[2023.03.29-13.34.58:977][532]LogAudio: Display: Audio Device (ID: 6) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.34.58:985][532]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.34.58:986][532]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.34.58

[2023.03.29-13.34.58:987][532]LogWorld: Bringing up level for play took: 0.001247

[2023.03.29-13.34.58:987][532]LogOnline: OSS: Creating online subsystem instance for: :Context\_9

[2023.03.29-13.34.58:988][532]PIE: Server logged in

[2023.03.29-13.34.58:989][532]PIE: Play in editor total start time 0,071 seconds.

[2023.03.29-13.35.13:721][308]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.35.13:721][308]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.35.13:722][308]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.35.13:722][308]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.35.13:730][308]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.35.13:755][308]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.35.13:772][308]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-13.35.13:772][308]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.35.13:773][308]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.35.13:774][308]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.35.13:777][308]LogUObjectHash: Compacting FUObjectHashTables data took 1.15ms

[2023.03.29-13.35.13:814][309]LogPlayLevel: Display: Destroying online subsystem :Context\_9

[2023.03.29-13.35.42:479][941]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-13.35.42:588][941]LogUObjectHash: Compacting FUObjectHashTables data took 1.58ms

[2023.03.29-13.35.45:551][ 58]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.35.45:555][ 58]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.35.45:555][ 58]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:35:45)

[2023.03.29-13.35.45:555][ 58]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.35.45:578][ 58]LogPlayLevel: PIE: StaticDuplicateObject took: (0.022406s)

[2023.03.29-13.35.45:579][ 58]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.35.45:580][ 58]LogPlayLevel: PIE: World Init took: (0.002011s)

[2023.03.29-13.35.45:580][ 58]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.024788s)

[2023.03.29-13.35.45:606][ 58]LogUObjectHash: Compacting FUObjectHashTables data took 1.77ms

[2023.03.29-13.35.45:608][ 58]LogAudio: Display: Creating Audio Device: Id: 7, Scope: Unique, Realtime: True

[2023.03.29-13.35.45:608][ 58]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.35.45:608][ 58]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.35.45:608][ 58]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.35.45:608][ 58]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.35.45:608][ 58]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.35.45:608][ 58]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.35.45:608][ 58]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.35.45:608][ 58]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.35.45:608][ 58]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.35.45:608][ 58]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.35.45:608][ 58]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.35.45:608][ 58]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.35.45:609][ 58]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.35.45:609][ 58]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.35.45:613][ 58]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.35.45:613][ 58]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.35.45:613][ 58]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.35.45:613][ 58]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.35.45:613][ 58]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.35.45:613][ 58]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.35.45:613][ 58]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.35.45:614][ 58]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.35.45:614][ 58]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.35.45:614][ 58]LogInit: FAudioDevice initialized.

[2023.03.29-13.35.45:614][ 58]LogAudio: Display: Audio Device (ID: 7) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.35.45:622][ 58]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.35.45:623][ 58]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.35.45

[2023.03.29-13.35.45:623][ 58]LogWorld: Bringing up level for play took: 0.001140

[2023.03.29-13.35.45:623][ 58]LogOnline: OSS: Creating online subsystem instance for: :Context\_10

[2023.03.29-13.35.45:625][ 58]PIE: Server logged in

[2023.03.29-13.35.45:625][ 58]PIE: Play in editor total start time 0,071 seconds.

[2023.03.29-13.35.51:967][304]LogCharacterMovement: Warning: GetSimulationTimeStep() - Max iterations 8 hit while remaining time 0.090481 > MaxSimulationTimeStep (0.050) for 'SideScrollerCharacter\_78', movement 'Falling'

[2023.03.29-13.36.37:502][808]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.36.37:502][808]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.36.37:502][808]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.36.37:503][808]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.36.37:512][808]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.36.37:539][808]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.36.37:555][808]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-13.36.37:555][808]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.36.37:556][808]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.36.37:558][808]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.36.37:560][808]LogUObjectHash: Compacting FUObjectHashTables data took 1.41ms

[2023.03.29-13.36.37:583][809]LogPlayLevel: Display: Destroying online subsystem :Context\_10

[2023.03.29-13.36.45:286][215]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-13.36.45:380][215]LogUObjectHash: Compacting FUObjectHashTables data took 1.44ms

[2023.03.29-13.36.48:127][338]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.36.48:130][338]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.36.48:130][338]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:36:48)

[2023.03.29-13.36.48:130][338]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.36.48:140][338]LogPlayLevel: PIE: StaticDuplicateObject took: (0.009279s)

[2023.03.29-13.36.48:141][338]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.36.48:141][338]LogPlayLevel: PIE: World Init took: (0.001167s)

[2023.03.29-13.36.48:141][338]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.010567s)

[2023.03.29-13.36.48:160][338]LogUObjectHash: Compacting FUObjectHashTables data took 1.93ms

[2023.03.29-13.36.48:162][338]LogAudio: Display: Creating Audio Device: Id: 8, Scope: Unique, Realtime: True

[2023.03.29-13.36.48:162][338]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.36.48:162][338]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.36.48:162][338]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.36.48:162][338]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.36.48:162][338]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.36.48:162][338]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.36.48:162][338]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.36.48:162][338]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.36.48:162][338]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.36.48:162][338]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.36.48:162][338]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.36.48:162][338]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.36.48:163][338]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.36.48:163][338]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.36.48:166][338]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.36.48:166][338]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.36.48:166][338]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.36.48:166][338]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.36.48:168][338]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.36.48:168][338]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.36.48:168][338]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.36.48:168][338]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.36.48:168][338]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.36.48:168][338]LogInit: FAudioDevice initialized.

[2023.03.29-13.36.48:168][338]LogAudio: Display: Audio Device (ID: 8) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.36.48:173][338]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.36.48:175][338]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.36.48

[2023.03.29-13.36.48:176][338]LogWorld: Bringing up level for play took: 0.001197

[2023.03.29-13.36.48:176][338]LogOnline: OSS: Creating online subsystem instance for: :Context\_11

[2023.03.29-13.36.48:177][338]PIE: Server logged in

[2023.03.29-13.36.48:178][338]PIE: Play in editor total start time 0,048 seconds.

[2023.03.29-13.36.58:981][909]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.36.58:981][909]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.36.58:982][909]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.36.58:982][909]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.36.58:996][909]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.36.59:023][909]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.36.59:040][909]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-13.36.59:041][909]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.36.59:042][909]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.36.59:043][909]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.36.59:046][909]LogUObjectHash: Compacting FUObjectHashTables data took 1.16ms

[2023.03.29-13.36.59:084][910]LogPlayLevel: Display: Destroying online subsystem :Context\_11

[2023.03.29-13.38.17:535][139]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-13.38.17:643][139]LogUObjectHash: Compacting FUObjectHashTables data took 1.61ms

[2023.03.29-13.38.19:634][212]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.38.19:638][212]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.38.19:638][212]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:38:19)

[2023.03.29-13.38.19:639][212]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.38.19:658][212]LogPlayLevel: PIE: StaticDuplicateObject took: (0.018829s)

[2023.03.29-13.38.19:660][212]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.38.19:661][212]LogPlayLevel: PIE: World Init took: (0.003305s)

[2023.03.29-13.38.19:661][212]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.022434s)

[2023.03.29-13.38.19:688][212]LogUObjectHash: Compacting FUObjectHashTables data took 1.68ms

[2023.03.29-13.38.19:689][212]LogAudio: Display: Creating Audio Device: Id: 9, Scope: Unique, Realtime: True

[2023.03.29-13.38.19:689][212]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.38.19:689][212]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.38.19:689][212]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.38.19:689][212]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.38.19:689][212]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.38.19:689][212]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.38.19:689][212]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.38.19:689][212]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.38.19:690][212]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.38.19:690][212]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.38.19:690][212]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.38.19:690][212]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.38.19:692][212]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.38.19:692][212]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.38.19:696][212]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.38.19:696][212]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.38.19:696][212]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.38.19:696][212]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.38.19:697][212]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.38.19:697][212]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.38.19:697][212]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.38.19:698][212]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.38.19:698][212]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.38.19:698][212]LogInit: FAudioDevice initialized.

[2023.03.29-13.38.19:698][212]LogAudio: Display: Audio Device (ID: 9) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.38.19:706][212]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.38.19:708][212]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.38.19

[2023.03.29-13.38.19:708][212]LogWorld: Bringing up level for play took: 0.001232

[2023.03.29-13.38.19:708][212]LogOnline: OSS: Creating online subsystem instance for: :Context\_12

[2023.03.29-13.38.19:709][212]PIE: Server logged in

[2023.03.29-13.38.19:710][212]PIE: Play in editor total start time 0,072 seconds.

[2023.03.29-13.38.33:011][913]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.38.33:011][913]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.38.33:011][913]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.38.33:012][913]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.38.33:021][913]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.38.33:047][913]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.38.33:062][913]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-13.38.33:062][913]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.38.33:063][913]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.38.33:065][913]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.38.33:068][913]LogUObjectHash: Compacting FUObjectHashTables data took 1.17ms

[2023.03.29-13.38.33:104][914]LogPlayLevel: Display: Destroying online subsystem :Context\_12

[2023.03.29-13.38.49:663][804]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-13.38.49:770][804]LogUObjectHash: Compacting FUObjectHashTables data took 1.42ms

[2023.03.29-13.38.52:380][896]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.38.52:384][896]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.38.52:384][896]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:38:52)

[2023.03.29-13.38.52:384][896]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.38.52:401][896]LogPlayLevel: PIE: StaticDuplicateObject took: (0.016469s)

[2023.03.29-13.38.52:402][896]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.38.52:402][896]LogPlayLevel: PIE: World Init took: (0.001529s)

[2023.03.29-13.38.52:403][896]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.018265s)

[2023.03.29-13.38.52:434][896]LogUObjectHash: Compacting FUObjectHashTables data took 1.81ms

[2023.03.29-13.38.52:435][896]LogAudio: Display: Creating Audio Device: Id: 10, Scope: Unique, Realtime: True

[2023.03.29-13.38.52:435][896]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.38.52:435][896]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.38.52:435][896]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.38.52:435][896]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.38.52:435][896]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.38.52:435][896]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.38.52:435][896]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.38.52:435][896]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.38.52:435][896]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.38.52:435][896]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.38.52:435][896]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.38.52:435][896]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.38.52:437][896]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.38.52:437][896]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.38.52:440][896]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.38.52:440][896]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.38.52:440][896]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.38.52:440][896]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.38.52:441][896]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.38.52:441][896]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.38.52:441][896]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.38.52:442][896]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.38.52:442][896]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.38.52:442][896]LogInit: FAudioDevice initialized.

[2023.03.29-13.38.52:442][896]LogAudio: Display: Audio Device (ID: 10) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.38.52:449][896]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.38.52:451][896]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.38.52

[2023.03.29-13.38.52:452][896]LogWorld: Bringing up level for play took: 0.001128

[2023.03.29-13.38.52:452][896]LogOnline: OSS: Creating online subsystem instance for: :Context\_13

[2023.03.29-13.38.52:453][896]PIE: Server logged in

[2023.03.29-13.38.52:454][896]PIE: Play in editor total start time 0,07 seconds.

[2023.03.29-13.39.09:171][815]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.39.09:171][815]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.39.09:172][815]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.39.09:172][815]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.39.09:182][815]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.39.09:207][815]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.39.09:224][815]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-13.39.09:224][815]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.39.09:225][815]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.39.09:226][815]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.39.09:229][815]LogUObjectHash: Compacting FUObjectHashTables data took 1.13ms

[2023.03.29-13.39.09:265][816]LogPlayLevel: Display: Destroying online subsystem :Context\_13

[2023.03.29-13.39.45:826][876]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-13.39.45:943][876]LogUObjectHash: Compacting FUObjectHashTables data took 1.50ms

[2023.03.29-13.39.48:823][978]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.39.48:828][978]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.39.48:828][978]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:39:48)

[2023.03.29-13.39.48:828][978]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.39.48:846][978]LogPlayLevel: PIE: StaticDuplicateObject took: (0.018337s)

[2023.03.29-13.39.48:847][978]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.39.48:848][978]LogPlayLevel: PIE: World Init took: (0.001895s)

[2023.03.29-13.39.48:848][978]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.020613s)

[2023.03.29-13.39.48:878][978]LogUObjectHash: Compacting FUObjectHashTables data took 2.64ms

[2023.03.29-13.39.48:880][978]LogAudio: Display: Creating Audio Device: Id: 11, Scope: Unique, Realtime: True

[2023.03.29-13.39.48:880][978]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.39.48:880][978]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.39.48:880][978]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.39.48:880][978]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.39.48:880][978]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.39.48:880][978]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.39.48:880][978]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.39.48:880][978]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.39.48:880][978]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.39.48:880][978]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.39.48:880][978]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.39.48:880][978]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.39.48:882][978]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.39.48:882][978]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.39.48:885][978]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.39.48:885][978]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.39.48:885][978]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.39.48:885][978]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.39.48:886][978]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.39.48:886][978]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.39.48:886][978]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.39.48:886][978]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.39.48:887][978]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.39.48:887][978]LogInit: FAudioDevice initialized.

[2023.03.29-13.39.48:887][978]LogAudio: Display: Audio Device (ID: 11) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.39.48:896][978]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.39.48:898][978]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.39.48

[2023.03.29-13.39.48:898][978]LogWorld: Bringing up level for play took: 0.001129

[2023.03.29-13.39.48:898][978]LogOnline: OSS: Creating online subsystem instance for: :Context\_14

[2023.03.29-13.39.48:899][978]PIE: Server logged in

[2023.03.29-13.39.48:900][978]PIE: Play in editor total start time 0,073 seconds.

[2023.03.29-13.40.02:581][732]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.40.02:581][732]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.40.02:581][732]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.40.02:582][732]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.40.02:594][732]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.40.02:620][732]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.40.02:635][732]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-13.40.02:635][732]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.40.02:636][732]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.40.02:638][732]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.40.02:640][732]LogUObjectHash: Compacting FUObjectHashTables data took 1.24ms

[2023.03.29-13.40.02:676][733]LogPlayLevel: Display: Destroying online subsystem :Context\_14

[2023.03.29-13.40.07:788][917]LogEditorViewport: Clicking on Actor (LMB): StaticMeshActor (Wall3)

[2023.03.29-13.40.38:245][ 36]LogEditorViewport: Clicking on Actor (LMB): SideScrollerCharacter\_C (SideScrollerCharacter)

[2023.03.29-13.40.56:301][559]LogEditorClassViewer: Warning: Class /Engine/Tutorial/InWorldBlueprintEditing/TutorialAssets/IWBE\_Blutility.IWBE\_Blutility\_C has parent /Script/Blutility.PlacedEditorUtilityBase, but this parent is not found. The Class will not be shown in ClassViewer.

[2023.03.29-13.41.01:713][732]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.41.01:718][732]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.41.01:718][732]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:41:01)

[2023.03.29-13.41.01:718][732]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.41.01:743][732]LogPlayLevel: PIE: StaticDuplicateObject took: (0.024957s)

[2023.03.29-13.41.01:745][732]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.41.01:746][732]LogPlayLevel: PIE: World Init took: (0.002803s)

[2023.03.29-13.41.01:746][732]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.027993s)

[2023.03.29-13.41.01:772][732]LogUObjectHash: Compacting FUObjectHashTables data took 1.66ms

[2023.03.29-13.41.01:775][732]LogAudio: Display: Creating Audio Device: Id: 12, Scope: Unique, Realtime: True

[2023.03.29-13.41.01:775][732]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.41.01:775][732]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.41.01:775][732]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.41.01:775][732]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.41.01:775][732]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.41.01:775][732]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.41.01:775][732]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.41.01:775][732]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.41.01:775][732]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.41.01:775][732]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.41.01:775][732]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.41.01:775][732]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.41.01:777][732]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.41.01:777][732]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.41.01:780][732]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.41.01:780][732]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.41.01:780][732]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.41.01:780][732]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.41.01:781][732]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.41.01:781][732]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.41.01:781][732]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.41.01:782][732]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.41.01:782][732]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.41.01:782][732]LogInit: FAudioDevice initialized.

[2023.03.29-13.41.01:782][732]LogAudio: Display: Audio Device (ID: 12) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.41.01:790][732]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.41.01:792][732]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.41.01

[2023.03.29-13.41.01:792][732]LogWorld: Bringing up level for play took: 0.000985

[2023.03.29-13.41.01:792][732]LogOnline: OSS: Creating online subsystem instance for: :Context\_20

[2023.03.29-13.41.01:794][732]PIE: Server logged in

[2023.03.29-13.41.01:795][732]PIE: Play in editor total start time 0,077 seconds.

[2023.03.29-13.41.22:262][953]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.41.22:262][953]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.41.22:262][953]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.41.22:262][953]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.41.22:271][953]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.41.22:302][953]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.41.22:321][953]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-13.41.22:321][953]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.41.22:322][953]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.41.22:324][953]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.41.22:326][953]LogUObjectHash: Compacting FUObjectHashTables data took 1.55ms

[2023.03.29-13.41.22:371][954]LogPlayLevel: Display: Destroying online subsystem :Context\_20

[2023.03.29-13.41.33:409][530]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-13.41.33:523][530]LogUObjectHash: Compacting FUObjectHashTables data took 1.62ms

[2023.03.29-13.41.36:558][641]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.41.36:562][641]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.41.36:563][641]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:41:36)

[2023.03.29-13.41.36:563][641]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.41.36:580][641]LogPlayLevel: PIE: StaticDuplicateObject took: (0.016976s)

[2023.03.29-13.41.36:581][641]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.41.36:582][641]LogPlayLevel: PIE: World Init took: (0.002574s)

[2023.03.29-13.41.36:582][641]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.019775s)

[2023.03.29-13.41.36:615][641]LogUObjectHash: Compacting FUObjectHashTables data took 1.92ms

[2023.03.29-13.41.36:616][641]LogAudio: Display: Creating Audio Device: Id: 13, Scope: Unique, Realtime: True

[2023.03.29-13.41.36:616][641]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.41.36:616][641]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.41.36:616][641]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.41.36:616][641]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.41.36:616][641]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.41.36:616][641]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.41.36:616][641]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.41.36:616][641]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.41.36:616][641]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.41.36:616][641]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.41.36:616][641]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.41.36:616][641]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.41.36:618][641]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.41.36:618][641]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.41.36:621][641]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.41.36:621][641]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.41.36:621][641]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.41.36:621][641]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.41.36:621][641]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.41.36:621][641]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.41.36:621][641]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.41.36:622][641]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.41.36:622][641]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.41.36:623][641]LogInit: FAudioDevice initialized.

[2023.03.29-13.41.36:623][641]LogAudio: Display: Audio Device (ID: 13) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.41.36:630][641]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.41.36:631][641]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.41.36

[2023.03.29-13.41.36:632][641]LogWorld: Bringing up level for play took: 0.001213

[2023.03.29-13.41.36:632][641]LogOnline: OSS: Creating online subsystem instance for: :Context\_21

[2023.03.29-13.41.36:633][641]PIE: Server logged in

[2023.03.29-13.41.36:634][641]PIE: Play in editor total start time 0,072 seconds.

[2023.03.29-13.42.01:611][ 3]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.42.01:611][ 3]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.42.01:611][ 3]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.42.01:611][ 3]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.42.01:623][ 3]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.42.01:648][ 3]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.42.01:665][ 3]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-13.42.01:666][ 3]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.42.01:667][ 3]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.42.01:668][ 3]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.42.01:671][ 3]LogUObjectHash: Compacting FUObjectHashTables data took 1.25ms

[2023.03.29-13.42.01:710][ 4]LogPlayLevel: Display: Destroying online subsystem :Context\_21

[2023.03.29-13.42.26:121][307]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-13.42.26:238][307]LogUObjectHash: Compacting FUObjectHashTables data took 1.43ms

[2023.03.29-13.42.28:298][388]LogEditorViewport: Clicking on Actor (LMB): StaticMeshActor (Wall3)

[2023.03.29-13.42.29:653][439]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.42.29:657][439]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.42.29:658][439]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:42:29)

[2023.03.29-13.42.29:658][439]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.42.29:675][439]LogPlayLevel: PIE: StaticDuplicateObject took: (0.017084s)

[2023.03.29-13.42.29:677][439]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.42.29:677][439]LogPlayLevel: PIE: World Init took: (0.002143s)

[2023.03.29-13.42.29:677][439]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.019380s)

[2023.03.29-13.42.29:704][439]LogUObjectHash: Compacting FUObjectHashTables data took 1.72ms

[2023.03.29-13.42.29:705][439]LogAudio: Display: Creating Audio Device: Id: 14, Scope: Unique, Realtime: True

[2023.03.29-13.42.29:705][439]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.42.29:705][439]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.42.29:705][439]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.42.29:705][439]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.42.29:705][439]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.42.29:705][439]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.42.29:705][439]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.42.29:705][439]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.42.29:706][439]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.42.29:706][439]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.42.29:706][439]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.42.29:706][439]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.42.29:707][439]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.42.29:707][439]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.42.29:710][439]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.42.29:710][439]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.42.29:710][439]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.42.29:710][439]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.42.29:711][439]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.42.29:711][439]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.42.29:711][439]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.42.29:712][439]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.42.29:712][439]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.42.29:712][439]LogInit: FAudioDevice initialized.

[2023.03.29-13.42.29:712][439]LogAudio: Display: Audio Device (ID: 14) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.42.29:718][439]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.42.29:720][439]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.42.29

[2023.03.29-13.42.29:720][439]LogWorld: Bringing up level for play took: 0.000987

[2023.03.29-13.42.29:720][439]LogOnline: OSS: Creating online subsystem instance for: :Context\_22

[2023.03.29-13.42.29:722][439]PIE: Server logged in

[2023.03.29-13.42.29:722][439]PIE: Play in editor total start time 0,066 seconds.

[2023.03.29-13.42.45:522][272]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.42.45:522][272]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.42.45:522][272]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.42.45:522][272]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.42.45:543][272]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.42.45:556][272]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.42.45:575][272]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-13.42.45:575][272]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.42.45:576][272]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.42.45:577][272]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.42.45:580][272]LogUObjectHash: Compacting FUObjectHashTables data took 2.02ms

[2023.03.29-13.42.45:613][273]LogPlayLevel: Display: Destroying online subsystem :Context\_22

[2023.03.29-13.43.14:841][872]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-13.43.14:892][872]LogUObjectHash: Compacting FUObjectHashTables data took 1.60ms

[2023.03.29-13.43.17:423][987]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.43.17:427][987]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.43.17:427][987]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:43:17)

[2023.03.29-13.43.17:427][987]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.43.17:444][987]LogPlayLevel: PIE: StaticDuplicateObject took: (0.017105s)

[2023.03.29-13.43.17:445][987]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.43.17:446][987]LogPlayLevel: PIE: World Init took: (0.001343s)

[2023.03.29-13.43.17:446][987]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.018615s)

[2023.03.29-13.43.17:472][987]LogUObjectHash: Compacting FUObjectHashTables data took 1.66ms

[2023.03.29-13.43.17:474][987]LogAudio: Display: Creating Audio Device: Id: 15, Scope: Unique, Realtime: True

[2023.03.29-13.43.17:474][987]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.43.17:474][987]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.43.17:474][987]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.43.17:474][987]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.43.17:474][987]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.43.17:474][987]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.43.17:474][987]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.43.17:474][987]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.43.17:474][987]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.43.17:474][987]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.43.17:474][987]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.43.17:474][987]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.43.17:475][987]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.43.17:475][987]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.43.17:478][987]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.43.17:478][987]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.43.17:478][987]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.43.17:478][987]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.43.17:479][987]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.43.17:479][987]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.43.17:479][987]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.43.17:480][987]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.43.17:480][987]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.43.17:480][987]LogInit: FAudioDevice initialized.

[2023.03.29-13.43.17:480][987]LogAudio: Display: Audio Device (ID: 15) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.43.17:487][987]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.43.17:489][987]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.43.17

[2023.03.29-13.43.17:489][987]LogWorld: Bringing up level for play took: 0.000986

[2023.03.29-13.43.17:489][987]LogOnline: OSS: Creating online subsystem instance for: :Context\_23

[2023.03.29-13.43.17:491][987]PIE: Server logged in

[2023.03.29-13.43.17:491][987]PIE: Play in editor total start time 0,065 seconds.

[2023.03.29-13.43.47:802][622]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.43.47:802][622]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.43.47:802][622]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.43.47:802][622]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.43.47:815][622]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.43.47:826][622]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.43.47:843][622]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-13.43.47:843][622]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.43.47:844][622]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.43.47:846][622]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.43.47:848][622]LogUObjectHash: Compacting FUObjectHashTables data took 1.36ms

[2023.03.29-13.43.47:882][623]LogPlayLevel: Display: Destroying online subsystem :Context\_23

[2023.03.29-13.44.03:165][438]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-13.44.03:219][438]LogUObjectHash: Compacting FUObjectHashTables data took 1.61ms

[2023.03.29-13.44.04:928][518]LogEditorViewport: Clicking on Actor (LMB): StaticMeshActor (Wall3)

[2023.03.29-13.44.05:926][559]LogEditorViewport: Clicking on Actor (LMB): StaticMeshActor (Pillar2)

[2023.03.29-13.44.07:121][610]Cmd: DELETE

[2023.03.29-13.44.07:122][610]Cmd: ACTOR DELETE

[2023.03.29-13.44.07:137][610]LogEditorActor: Deleted Actor: StaticMeshActor

[2023.03.29-13.44.07:163][610]LogUObjectHash: Compacting FUObjectHashTables data took 1.73ms

[2023.03.29-13.44.07:164][610]LogEditorActor: Deleted 1 Actors (0.034 secs)

[2023.03.29-13.44.08:821][686]LogEditorViewport: Clicking on Actor (LMB): StaticMeshActor (Ledge8)

[2023.03.29-13.44.10:753][770]LogEditorViewport: Clicking on Actor (LMB): StaticMeshActor (Wall3)

[2023.03.29-13.44.16:038][ 2]LogEditorViewport: Clicking on Actor (LMB): StaticMeshActor (Pillar1)

[2023.03.29-13.44.16:907][ 39]Cmd: DELETE

[2023.03.29-13.44.16:908][ 39]Cmd: ACTOR DELETE

[2023.03.29-13.44.16:910][ 39]LogEditorActor: Deleted Actor: StaticMeshActor

[2023.03.29-13.44.16:937][ 39]LogUObjectHash: Compacting FUObjectHashTables data took 0.48ms

[2023.03.29-13.44.16:938][ 39]LogEditorActor: Deleted 1 Actors (0.031 secs)

[2023.03.29-13.44.19:103][135]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.44.19:108][135]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.44.19:109][135]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:44:19)

[2023.03.29-13.44.19:109][135]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.44.19:127][135]LogPlayLevel: PIE: StaticDuplicateObject took: (0.018509s)

[2023.03.29-13.44.19:129][135]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.44.19:129][135]LogPlayLevel: PIE: World Init took: (0.001879s)

[2023.03.29-13.44.19:129][135]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.020621s)

[2023.03.29-13.44.19:150][135]LogUObjectHash: Compacting FUObjectHashTables data took 1.29ms

[2023.03.29-13.44.19:152][135]LogAudio: Display: Creating Audio Device: Id: 16, Scope: Unique, Realtime: True

[2023.03.29-13.44.19:152][135]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.44.19:152][135]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.44.19:152][135]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.44.19:152][135]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.44.19:152][135]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.44.19:152][135]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.44.19:152][135]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.44.19:152][135]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.44.19:152][135]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.44.19:152][135]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.44.19:152][135]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.44.19:152][135]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.44.19:153][135]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.44.19:153][135]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.44.19:156][135]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.44.19:157][135]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.44.19:157][135]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.44.19:157][135]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.44.19:157][135]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.44.19:157][135]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.44.19:157][135]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.44.19:158][135]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.44.19:158][135]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.44.19:158][135]LogInit: FAudioDevice initialized.

[2023.03.29-13.44.19:158][135]LogAudio: Display: Audio Device (ID: 16) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.44.19:166][135]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.44.19:167][135]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.44.19

[2023.03.29-13.44.19:167][135]LogWorld: Bringing up level for play took: 0.001019

[2023.03.29-13.44.19:167][135]LogOnline: OSS: Creating online subsystem instance for: :Context\_24

[2023.03.29-13.44.19:169][135]PIE: Server logged in

[2023.03.29-13.44.19:170][135]PIE: Play in editor total start time 0,062 seconds.

[2023.03.29-13.44.31:532][801]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.44.31:532][801]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.44.31:532][801]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.44.31:533][801]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.44.31:545][801]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.44.31:548][801]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.44.31:562][801]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.44.31:563][801]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.44.31:564][801]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.44.31:567][801]LogUObjectHash: Compacting FUObjectHashTables data took 1.19ms

[2023.03.29-13.44.31:631][803]LogPlayLevel: Display: Destroying online subsystem :Context\_24

[2023.03.29-13.45.10:060][900]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-13.45.10:122][900]LogUObjectHash: Compacting FUObjectHashTables data took 1.48ms

[2023.03.29-13.45.12:751][ 29]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.45.12:755][ 29]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.45.12:755][ 29]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:45:12)

[2023.03.29-13.45.12:755][ 29]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.45.12:775][ 29]LogPlayLevel: PIE: StaticDuplicateObject took: (0.019761s)

[2023.03.29-13.45.12:777][ 29]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.45.12:777][ 29]LogPlayLevel: PIE: World Init took: (0.001967s)

[2023.03.29-13.45.12:777][ 29]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.021951s)

[2023.03.29-13.45.12:799][ 29]LogUObjectHash: Compacting FUObjectHashTables data took 1.55ms

[2023.03.29-13.45.12:801][ 29]LogAudio: Display: Creating Audio Device: Id: 17, Scope: Unique, Realtime: True

[2023.03.29-13.45.12:801][ 29]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.45.12:801][ 29]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.45.12:801][ 29]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.45.12:801][ 29]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.45.12:801][ 29]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.45.12:801][ 29]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.45.12:801][ 29]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.45.12:801][ 29]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.45.12:801][ 29]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.45.12:801][ 29]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.45.12:801][ 29]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.45.12:801][ 29]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.45.12:802][ 29]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.45.12:803][ 29]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.45.12:806][ 29]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.45.12:806][ 29]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.45.12:806][ 29]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.45.12:806][ 29]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.45.12:807][ 29]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.45.12:807][ 29]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.45.12:807][ 29]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.45.12:808][ 29]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.45.12:808][ 29]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.45.12:808][ 29]LogInit: FAudioDevice initialized.

[2023.03.29-13.45.12:808][ 29]LogAudio: Display: Audio Device (ID: 17) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.45.12:815][ 29]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.45.12:816][ 29]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.45.12

[2023.03.29-13.45.12:816][ 29]LogWorld: Bringing up level for play took: 0.000933

[2023.03.29-13.45.12:817][ 29]LogOnline: OSS: Creating online subsystem instance for: :Context\_25

[2023.03.29-13.45.12:818][ 29]PIE: Server logged in

[2023.03.29-13.45.12:819][ 29]PIE: Play in editor total start time 0,065 seconds.

[2023.03.29-13.45.44:022][707]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.45.44:022][707]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.45.44:022][707]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.45.44:023][707]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.45.44:034][707]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.45.44:037][707]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.45.44:054][707]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-13.45.44:054][707]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.45.44:055][707]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.45.44:057][707]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.45.44:059][707]LogUObjectHash: Compacting FUObjectHashTables data took 1.32ms

[2023.03.29-13.45.44:126][709]LogPlayLevel: Display: Destroying online subsystem :Context\_25

[2023.03.29-13.46.17:125][502]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-13.46.17:186][502]LogUObjectHash: Compacting FUObjectHashTables data took 1.42ms

[2023.03.29-13.46.21:361][725]LogEditorViewport: Clicking on Actor (LMB): StaticMeshActor (Ledge9)

[2023.03.29-13.46.23:052][790]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.46.23:060][790]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.46.23:060][790]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:46:23)

[2023.03.29-13.46.23:060][790]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.46.23:086][790]LogPlayLevel: PIE: StaticDuplicateObject took: (0.025938s)

[2023.03.29-13.46.23:087][790]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.46.23:088][790]LogPlayLevel: PIE: World Init took: (0.001508s)

[2023.03.29-13.46.23:088][790]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.027650s)

[2023.03.29-13.46.23:112][790]LogUObjectHash: Compacting FUObjectHashTables data took 2.27ms

[2023.03.29-13.46.23:114][790]LogAudio: Display: Creating Audio Device: Id: 18, Scope: Unique, Realtime: True

[2023.03.29-13.46.23:114][790]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.46.23:114][790]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.46.23:114][790]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.46.23:114][790]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.46.23:114][790]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.46.23:114][790]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.46.23:114][790]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.46.23:114][790]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.46.23:115][790]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.46.23:115][790]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.46.23:115][790]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.46.23:115][790]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.46.23:116][790]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.46.23:116][790]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.46.23:120][790]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.46.23:120][790]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.46.23:120][790]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.46.23:120][790]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.46.23:121][790]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.46.23:121][790]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.46.23:121][790]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.46.23:122][790]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.46.23:122][790]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.46.23:122][790]LogInit: FAudioDevice initialized.

[2023.03.29-13.46.23:122][790]LogAudio: Display: Audio Device (ID: 18) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.46.23:130][790]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.46.23:132][790]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.46.23

[2023.03.29-13.46.23:132][790]LogWorld: Bringing up level for play took: 0.001400

[2023.03.29-13.46.23:132][790]LogOnline: OSS: Creating online subsystem instance for: :Context\_26

[2023.03.29-13.46.23:134][790]PIE: Server logged in

[2023.03.29-13.46.23:135][790]PIE: Play in editor total start time 0,076 seconds.

[2023.03.29-13.49.09:422][403]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.49.09:422][403]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.49.09:422][403]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.49.09:422][403]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.49.09:434][403]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.49.09:447][403]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.49.09:464][403]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-13.49.09:464][403]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.49.09:465][403]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.49.09:467][403]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.49.09:469][403]LogUObjectHash: Compacting FUObjectHashTables data took 1.39ms

[2023.03.29-13.49.09:504][404]LogPlayLevel: Display: Destroying online subsystem :Context\_26

[2023.03.29-13.49.24:443][146]LogSlate: Only BGRA pngs, bmps or icos are supported in by External Image Picker

[2023.03.29-13.51.02:388][935]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-13.51.02:428][935]LogUObjectHash: Compacting FUObjectHashTables data took 1.70ms

[2023.03.29-13.51.31:377][572]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-13.51.31:422][572]LogUObjectHash: Compacting FUObjectHashTables data took 1.89ms

[2023.03.29-13.51.48:659][597]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-13.51.48:703][597]LogUObjectHash: Compacting FUObjectHashTables data took 2.04ms

[2023.03.29-13.51.50:536][684]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.51.50:540][684]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.51.50:541][684]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:51:50)

[2023.03.29-13.51.50:541][684]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.51.50:560][684]LogPlayLevel: PIE: StaticDuplicateObject took: (0.018757s)

[2023.03.29-13.51.50:562][684]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.51.50:563][684]LogPlayLevel: PIE: World Init took: (0.002946s)

[2023.03.29-13.51.50:563][684]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.022014s)

[2023.03.29-13.51.50:586][684]LogUObjectHash: Compacting FUObjectHashTables data took 1.58ms

[2023.03.29-13.51.50:587][684]LogAudio: Display: Creating Audio Device: Id: 19, Scope: Unique, Realtime: True

[2023.03.29-13.51.50:587][684]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.51.50:587][684]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.51.50:587][684]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.51.50:587][684]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.51.50:587][684]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.51.50:587][684]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.51.50:587][684]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.51.50:587][684]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.51.50:587][684]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.51.50:587][684]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.51.50:587][684]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.51.50:587][684]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.51.50:589][684]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.51.50:589][684]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.51.50:592][684]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.51.50:592][684]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.51.50:592][684]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.51.50:592][684]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.51.50:593][684]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.51.50:593][684]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.51.50:593][684]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.51.50:594][684]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.51.50:594][684]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.51.50:594][684]LogInit: FAudioDevice initialized.

[2023.03.29-13.51.50:594][684]LogAudio: Display: Audio Device (ID: 19) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.51.50:605][684]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.51.50:606][684]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.51.50

[2023.03.29-13.51.50:606][684]LogWorld: Bringing up level for play took: 0.001142

[2023.03.29-13.51.50:606][684]LogOnline: OSS: Creating online subsystem instance for: :Context\_27

[2023.03.29-13.51.50:608][684]PIE: Server logged in

[2023.03.29-13.51.50:608][684]PIE: Play in editor total start time 0,069 seconds.

[2023.03.29-13.52.14:303][904]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.52.14:303][904]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.52.14:303][904]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.52.14:303][904]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.52.14:317][904]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.52.14:329][904]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.52.14:345][904]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-13.52.14:345][904]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.52.14:346][904]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.52.14:348][904]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.52.14:350][904]LogUObjectHash: Compacting FUObjectHashTables data took 1.28ms

[2023.03.29-13.52.14:386][905]LogPlayLevel: Display: Destroying online subsystem :Context\_27

[2023.03.29-13.53.25:228][174]LogUObjectHash: Compacting FUObjectHashTables data took 1.44ms

[2023.03.29-13.53.25:260][174]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/SideScrollerExampleMap\_Auto1CD3FD4904853706ED43B7CB88B16AE43.tmp' to '../../../../../../games/projectmantle/Saved/Autosaves/Game/SideScrollerBP/Maps/SideScrollerExampleMap\_Auto1.umap'

[2023.03.29-13.53.25:262][174]LogFileHelpers: Editor autosave (incl. external actors) for '/Game/SideScrollerBP/Maps/SideScrollerExampleMap' took 0.056

[2023.03.29-13.53.25:262][174]LogFileHelpers: Editor autosave (incl. sublevels & external actors) for all levels took 0.056

[2023.03.29-13.53.25:263][174]OBJ SavePackage: Generating thumbnails for [2] asset(s) in package [/Game/SideScrollerBP/Blueprints/SideScrollerCharacter] ([2] browsable assets)...

[2023.03.29-13.53.25:306][174]OBJ SavePackage: Rendered thumbnail for [BlueprintGeneratedClass /Game/SideScrollerBP/Blueprints/SideScrollerCharacter.SideScrollerCharacter\_C]

[2023.03.29-13.53.25:334][174]OBJ SavePackage: Rendered thumbnail for [Blueprint /Game/SideScrollerBP/Blueprints/SideScrollerCharacter.SideScrollerCharacter]

[2023.03.29-13.53.25:334][174]OBJ SavePackage: Finished generating thumbnails for package [/Game/SideScrollerBP/Blueprints/SideScrollerCharacter]

[2023.03.29-13.53.25:350][174]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/SideScrollerCharacter\_Auto14AA5D37E46BF091647E47F8D8B45842A.tmp' to '../../../../../../games/projectmantle/Saved/Autosaves/Game/SideScrollerBP/Blueprints/SideScrollerCharacter\_Auto1.uasset'

[2023.03.29-13.53.25:350][174]LogFileHelpers: Auto-saving content packages took 0.088

[2023.03.29-13.55.02:896][ 51]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-13.55.02:939][ 51]LogUObjectHash: Compacting FUObjectHashTables data took 1.51ms

[2023.03.29-13.55.04:615][126]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.55.04:622][126]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-13.55.04:622][126]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:55:04)

[2023.03.29-13.55.04:622][126]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.55.04:653][126]LogPlayLevel: PIE: StaticDuplicateObject took: (0.030881s)

[2023.03.29-13.55.04:655][126]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.55.04:655][126]LogPlayLevel: PIE: World Init took: (0.001844s)

[2023.03.29-13.55.04:655][126]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.033176s)

[2023.03.29-13.55.04:676][126]LogUObjectHash: Compacting FUObjectHashTables data took 1.98ms

[2023.03.29-13.55.04:678][126]LogAudio: Display: Creating Audio Device: Id: 20, Scope: Unique, Realtime: True

[2023.03.29-13.55.04:678][126]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.55.04:678][126]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.55.04:678][126]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.55.04:678][126]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.55.04:678][126]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.55.04:678][126]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.55.04:678][126]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.55.04:678][126]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.55.04:678][126]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.55.04:678][126]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.55.04:678][126]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.55.04:678][126]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.55.04:680][126]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.55.04:680][126]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.55.04:684][126]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.55.04:684][126]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.55.04:684][126]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.55.04:684][126]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.55.04:684][126]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.55.04:684][126]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.55.04:684][126]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.55.04:685][126]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.55.04:685][126]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.55.04:685][126]LogInit: FAudioDevice initialized.

[2023.03.29-13.55.04:685][126]LogAudio: Display: Audio Device (ID: 20) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.55.04:692][126]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.55.04:694][126]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.55.04

[2023.03.29-13.55.04:694][126]LogWorld: Bringing up level for play took: 0.001090

[2023.03.29-13.55.04:694][126]LogOnline: OSS: Creating online subsystem instance for: :Context\_29

[2023.03.29-13.55.04:696][126]PIE: Server logged in

[2023.03.29-13.55.04:697][126]PIE: Play in editor total start time 0,077 seconds.

[2023.03.29-13.55.07:972][317]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.55.07:972][317]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.55.07:972][317]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.55.07:973][317]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.55.07:980][317]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.55.07:992][317]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.55.08:008][317]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-13.55.08:008][317]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.55.08:009][317]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.55.08:011][317]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.55.08:013][317]LogUObjectHash: Compacting FUObjectHashTables data took 1.58ms

[2023.03.29-13.55.08:108][319]LogPlayLevel: Display: Destroying online subsystem :Context\_29

[2023.03.29-13.55.09:160][367]LogRenderer: Reallocating scene render targets to support 1200x536 Format 10 NumSamples 1 (Frame:12575).

[2023.03.29-13.56.24:121][688]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-13.56.24:131][688]BlueprintLog: New page: Pre-Play auto-recompile

[2023.03.29-13.56.24:134][688]LogPlayLevel: [PlayLevel] Compiling SideScrollerCharacter before play...

[2023.03.29-13.56.24:217][688]LogUObjectHash: Compacting FUObjectHashTables data took 2.36ms

[2023.03.29-13.56.24:219][688]LogPlayLevel: PlayLevel: Blueprint regeneration took 88 ms (1 blueprints)

[2023.03.29-13.56.24:219][688]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 21:56:24)

[2023.03.29-13.56.24:219][688]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.56.24:231][688]LogPlayLevel: PIE: StaticDuplicateObject took: (0.011948s)

[2023.03.29-13.56.24:232][688]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-13.56.24:233][688]LogPlayLevel: PIE: World Init took: (0.001258s)

[2023.03.29-13.56.24:233][688]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.013342s)

[2023.03.29-13.56.24:253][688]LogUObjectHash: Compacting FUObjectHashTables data took 1.62ms

[2023.03.29-13.56.24:254][688]LogAudio: Display: Creating Audio Device: Id: 21, Scope: Unique, Realtime: True

[2023.03.29-13.56.24:254][688]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-13.56.24:254][688]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-13.56.24:254][688]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-13.56.24:254][688]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-13.56.24:254][688]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-13.56.24:254][688]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-13.56.24:254][688]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-13.56.24:254][688]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-13.56.24:255][688]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-13.56.24:255][688]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-13.56.24:255][688]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-13.56.24:255][688]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-13.56.24:256][688]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-13.56.24:256][688]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-13.56.24:260][688]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-13.56.24:260][688]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-13.56.24:260][688]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-13.56.24:260][688]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-13.56.24:261][688]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-13.56.24:261][688]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-13.56.24:261][688]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-13.56.24:263][688]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-13.56.24:263][688]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-13.56.24:263][688]LogInit: FAudioDevice initialized.

[2023.03.29-13.56.24:263][688]LogAudio: Display: Audio Device (ID: 21) registered with world 'SideScrollerExampleMap'.

[2023.03.29-13.56.24:270][688]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-13.56.24:272][688]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-17.56.24

[2023.03.29-13.56.24:272][688]LogWorld: Bringing up level for play took: 0.001147

[2023.03.29-13.56.24:272][688]LogOnline: OSS: Creating online subsystem instance for: :Context\_30

[2023.03.29-13.56.24:274][688]PIE: Server logged in

[2023.03.29-13.56.24:275][688]PIE: Play in editor total start time 0,146 seconds.

[2023.03.29-13.56.37:363][466]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.56.37:363][466]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-13.56.37:363][466]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-13.56.37:363][466]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.56.37:371][466]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-13.56.37:383][466]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-13.56.37:400][466]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-13.56.37:400][466]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.56.37:401][466]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-13.56.37:415][466]LogUObjectHash: Compacting FUObjectHashTables data took 1.29ms

[2023.03.29-13.56.37:450][467]LogPlayLevel: Display: Destroying online subsystem :Context\_30

[2023.03.29-14.00.21:188][ 34]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.00.21:255][ 34]LogUObjectHash: Compacting FUObjectHashTables data took 1.64ms

[2023.03.29-14.00.23:106][129]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.00.23:115][129]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.00.23:115][129]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:00:23)

[2023.03.29-14.00.23:116][129]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.00.23:139][129]LogPlayLevel: PIE: StaticDuplicateObject took: (0.022695s)

[2023.03.29-14.00.23:140][129]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.00.23:140][129]LogPlayLevel: PIE: World Init took: (0.001687s)

[2023.03.29-14.00.23:141][129]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.024608s)

[2023.03.29-14.00.23:160][129]LogUObjectHash: Compacting FUObjectHashTables data took 1.61ms

[2023.03.29-14.00.23:162][129]LogAudio: Display: Creating Audio Device: Id: 22, Scope: Unique, Realtime: True

[2023.03.29-14.00.23:162][129]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.00.23:162][129]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.00.23:162][129]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.00.23:162][129]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.00.23:162][129]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.00.23:162][129]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.00.23:162][129]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.00.23:162][129]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.00.23:162][129]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.00.23:162][129]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.00.23:162][129]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.00.23:162][129]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.00.23:163][129]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.00.23:163][129]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.00.23:167][129]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.00.23:167][129]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.00.23:167][129]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.00.23:167][129]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.00.23:168][129]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.00.23:168][129]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.00.23:168][129]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.00.23:169][129]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.00.23:169][129]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.00.23:169][129]LogInit: FAudioDevice initialized.

[2023.03.29-14.00.23:169][129]LogAudio: Display: Audio Device (ID: 22) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.00.23:230][129]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.00.23:230][129]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.00.23:232][129]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-18.00.23

[2023.03.29-14.00.23:233][129]LogWorld: Bringing up level for play took: 0.001855

[2023.03.29-14.00.23:233][129]LogOnline: OSS: Creating online subsystem instance for: :Context\_31

[2023.03.29-14.00.23:236][129]PIE: Server logged in

[2023.03.29-14.00.23:237][129]PIE: Play in editor total start time 0,124 seconds.

[2023.03.29-14.00.23:336][130]LogRenderer: Reallocating scene render targets to support 1200x576 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.00.59:543][248]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.00.59:543][248]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.00.59:544][248]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.00.59:549][248]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.00.59:550][248]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.00.59:564][248]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.00.59:578][248]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.00.59:602][248]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.00.59:602][248]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.00.59:603][248]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.00.59:610][248]LogUObjectHash: Compacting FUObjectHashTables data took 2.75ms

[2023.03.29-14.00.59:669][249]LogPlayLevel: Display: Destroying online subsystem :Context\_31

[2023.03.29-14.01.11:144][727]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.01.11:149][727]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.01.11:149][727]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:01:11)

[2023.03.29-14.01.11:150][727]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.01.11:171][727]LogPlayLevel: PIE: StaticDuplicateObject took: (0.020801s)

[2023.03.29-14.01.11:171][727]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.01.11:172][727]LogPlayLevel: PIE: World Init took: (0.001082s)

[2023.03.29-14.01.11:172][727]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.022149s)

[2023.03.29-14.01.11:207][727]LogUObjectHash: Compacting FUObjectHashTables data took 1.33ms

[2023.03.29-14.01.11:209][727]LogAudio: Display: Creating Audio Device: Id: 23, Scope: Unique, Realtime: True

[2023.03.29-14.01.11:209][727]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.01.11:209][727]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.01.11:209][727]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.01.11:209][727]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.01.11:209][727]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.01.11:209][727]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.01.11:209][727]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.01.11:209][727]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.01.11:209][727]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.01.11:209][727]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.01.11:209][727]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.01.11:209][727]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.01.11:210][727]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.01.11:210][727]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.01.11:215][727]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.01.11:215][727]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.01.11:215][727]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.01.11:215][727]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.01.11:216][727]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.01.11:216][727]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.01.11:216][727]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.01.11:217][727]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.01.11:217][727]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.01.11:217][727]LogInit: FAudioDevice initialized.

[2023.03.29-14.01.11:217][727]LogAudio: Display: Audio Device (ID: 23) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.01.11:226][727]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.01.11:228][727]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-18.01.11

[2023.03.29-14.01.11:228][727]LogWorld: Bringing up level for play took: 0.001134

[2023.03.29-14.01.11:229][727]LogOnline: OSS: Creating online subsystem instance for: :Context\_32

[2023.03.29-14.01.11:230][727]PIE: Server logged in

[2023.03.29-14.01.11:231][727]PIE: Play in editor total start time 0,082 seconds.

[2023.03.29-14.01.13:333][846]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.01.13:333][846]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.01.13:333][846]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.01.13:334][846]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.01.13:343][846]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.01.13:355][846]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.01.13:371][846]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.01.13:371][846]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.01.13:372][846]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.01.13:376][846]LogUObjectHash: Compacting FUObjectHashTables data took 1.29ms

[2023.03.29-14.01.13:409][847]LogPlayLevel: Display: Destroying online subsystem :Context\_32

[2023.03.29-14.02.15:876][769]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.02.15:933][769]LogUObjectHash: Compacting FUObjectHashTables data took 1.77ms

[2023.03.29-14.02.18:656][892]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.02.18:662][892]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.02.18:663][892]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:02:18)

[2023.03.29-14.02.18:663][892]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.02.18:685][892]LogPlayLevel: PIE: StaticDuplicateObject took: (0.021617s)

[2023.03.29-14.02.18:687][892]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.02.18:688][892]LogPlayLevel: PIE: World Init took: (0.002728s)

[2023.03.29-14.02.18:688][892]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.024605s)

[2023.03.29-14.02.18:720][892]LogUObjectHash: Compacting FUObjectHashTables data took 1.84ms

[2023.03.29-14.02.18:721][892]LogAudio: Display: Creating Audio Device: Id: 24, Scope: Unique, Realtime: True

[2023.03.29-14.02.18:721][892]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.02.18:721][892]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.02.18:721][892]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.02.18:721][892]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.02.18:721][892]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.02.18:721][892]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.02.18:721][892]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.02.18:721][892]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.02.18:722][892]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.02.18:722][892]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.02.18:722][892]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.02.18:722][892]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.02.18:723][892]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.02.18:723][892]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.02.18:726][892]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.02.18:727][892]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.02.18:727][892]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.02.18:727][892]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.02.18:727][892]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.02.18:727][892]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.02.18:727][892]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.02.18:728][892]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.02.18:728][892]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.02.18:728][892]LogInit: FAudioDevice initialized.

[2023.03.29-14.02.18:728][892]LogAudio: Display: Audio Device (ID: 24) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.02.18:734][892]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.02.18:736][892]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-18.02.18

[2023.03.29-14.02.18:736][892]LogWorld: Bringing up level for play took: 0.001043

[2023.03.29-14.02.18:736][892]LogOnline: OSS: Creating online subsystem instance for: :Context\_33

[2023.03.29-14.02.18:738][892]PIE: Server logged in

[2023.03.29-14.02.18:738][892]PIE: Play in editor total start time 0,078 seconds.

[2023.03.29-14.02.45:393][190]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.02.45:393][190]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.02.45:393][190]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.02.45:393][190]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.02.45:404][190]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.02.45:415][190]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.02.45:431][190]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.02.45:431][190]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.02.45:432][190]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.02.45:434][190]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.02.45:436][190]LogUObjectHash: Compacting FUObjectHashTables data took 1.35ms

[2023.03.29-14.02.45:472][192]LogPlayLevel: Display: Destroying online subsystem :Context\_33

[2023.03.29-14.02.53:222][604]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.02.53:262][604]LogUObjectHash: Compacting FUObjectHashTables data took 1.57ms

[2023.03.29-14.02.54:545][658]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.02.54:551][658]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.02.54:551][658]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:02:54)

[2023.03.29-14.02.54:552][658]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.02.54:564][658]LogPlayLevel: PIE: StaticDuplicateObject took: (0.012079s)

[2023.03.29-14.02.54:564][658]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.02.54:565][658]LogPlayLevel: PIE: World Init took: (0.001222s)

[2023.03.29-14.02.54:565][658]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.013440s)

[2023.03.29-14.02.54:584][658]LogUObjectHash: Compacting FUObjectHashTables data took 1.66ms

[2023.03.29-14.02.54:585][658]LogAudio: Display: Creating Audio Device: Id: 25, Scope: Unique, Realtime: True

[2023.03.29-14.02.54:585][658]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.02.54:585][658]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.02.54:585][658]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.02.54:585][658]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.02.54:585][658]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.02.54:585][658]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.02.54:585][658]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.02.54:585][658]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.02.54:585][658]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.02.54:585][658]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.02.54:585][658]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.02.54:585][658]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.02.54:587][658]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.02.54:587][658]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.02.54:590][658]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.02.54:590][658]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.02.54:590][658]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.02.54:590][658]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.02.54:590][658]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.02.54:591][658]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.02.54:591][658]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.02.54:591][658]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.02.54:591][658]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.02.54:591][658]LogInit: FAudioDevice initialized.

[2023.03.29-14.02.54:591][658]LogAudio: Display: Audio Device (ID: 25) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.02.54:600][658]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.02.54:601][658]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-18.02.54

[2023.03.29-14.02.54:601][658]LogWorld: Bringing up level for play took: 0.001166

[2023.03.29-14.02.54:601][658]LogOnline: OSS: Creating online subsystem instance for: :Context\_34

[2023.03.29-14.02.54:603][658]PIE: Server logged in

[2023.03.29-14.02.54:604][658]PIE: Play in editor total start time 0,054 seconds.

[2023.03.29-14.02.57:853][846]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.02.57:853][846]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.02.57:854][846]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.02.57:854][846]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.02.57:865][846]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.02.57:877][846]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.02.57:892][846]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.02.57:892][846]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.02.57:893][846]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.02.57:895][846]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.02.57:897][846]LogUObjectHash: Compacting FUObjectHashTables data took 1.37ms

[2023.03.29-14.02.57:930][847]LogPlayLevel: Display: Destroying online subsystem :Context\_34

[2023.03.29-14.03.06:439][169]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.03.06:447][169]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.03.06:448][169]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:03:06)

[2023.03.29-14.03.06:448][169]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.03.06:475][169]LogPlayLevel: PIE: StaticDuplicateObject took: (0.026832s)

[2023.03.29-14.03.06:477][169]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.03.06:477][169]LogPlayLevel: PIE: World Init took: (0.002366s)

[2023.03.29-14.03.06:478][169]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.029508s)

[2023.03.29-14.03.06:507][169]LogUObjectHash: Compacting FUObjectHashTables data took 1.41ms

[2023.03.29-14.03.06:508][169]LogAudio: Display: Creating Audio Device: Id: 26, Scope: Unique, Realtime: True

[2023.03.29-14.03.06:508][169]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.03.06:508][169]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.03.06:508][169]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.03.06:508][169]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.03.06:508][169]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.03.06:508][169]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.03.06:508][169]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.03.06:508][169]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.03.06:509][169]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.03.06:509][169]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.03.06:509][169]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.03.06:509][169]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.03.06:510][169]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.03.06:510][169]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.03.06:514][169]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.03.06:514][169]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.03.06:514][169]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.03.06:514][169]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.03.06:515][169]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.03.06:515][169]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.03.06:515][169]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.03.06:516][169]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.03.06:516][169]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.03.06:516][169]LogInit: FAudioDevice initialized.

[2023.03.29-14.03.06:516][169]LogAudio: Display: Audio Device (ID: 26) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.03.06:527][169]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.03.06:528][169]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-18.03.06

[2023.03.29-14.03.06:529][169]LogWorld: Bringing up level for play took: 0.000984

[2023.03.29-14.03.06:529][169]LogOnline: OSS: Creating online subsystem instance for: :Context\_35

[2023.03.29-14.03.06:530][169]PIE: Server logged in

[2023.03.29-14.03.06:531][169]PIE: Play in editor total start time 0,086 seconds.

[2023.03.29-14.04.26:942][984]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.04.26:943][984]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.04.26:943][984]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.04.26:943][984]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.04.26:954][984]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.04.26:966][984]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.04.26:983][984]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.04.26:983][984]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.04.26:985][984]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.04.26:989][984]LogUObjectHash: Compacting FUObjectHashTables data took 1.40ms

[2023.03.29-14.04.27:022][985]LogPlayLevel: Display: Destroying online subsystem :Context\_35

[2023.03.29-14.06.21:274][726]LogUObjectHash: Compacting FUObjectHashTables data took 1.71ms

[2023.03.29-14.06.21:287][726]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/SideScrollerExampleMap\_Auto2E89C48384363C18DD2897E9D02B53B05.tmp' to '../../../../../../games/projectmantle/Saved/Autosaves/Game/SideScrollerBP/Maps/SideScrollerExampleMap\_Auto2.umap'

[2023.03.29-14.06.21:288][726]LogFileHelpers: Editor autosave (incl. external actors) for '/Game/SideScrollerBP/Maps/SideScrollerExampleMap' took 0.035

[2023.03.29-14.06.21:288][726]LogFileHelpers: Editor autosave (incl. sublevels & external actors) for all levels took 0.035

[2023.03.29-14.06.21:288][726]OBJ SavePackage: Generating thumbnails for [1] asset(s) in package [/Game/SideScrollerBP/Blueprints/SideScrollerCharacter] ([2] browsable assets)...

[2023.03.29-14.06.21:327][726]OBJ SavePackage: Rendered thumbnail for [Blueprint /Game/SideScrollerBP/Blueprints/SideScrollerCharacter.SideScrollerCharacter]

[2023.03.29-14.06.21:327][726]OBJ SavePackage: Finished generating thumbnails for package [/Game/SideScrollerBP/Blueprints/SideScrollerCharacter]

[2023.03.29-14.06.21:338][726]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/SideScrollerCharacter\_Auto22B2DC83E4B6B329BF40AA99B956A21DC.tmp' to '../../../../../../games/projectmantle/Saved/Autosaves/Game/SideScrollerBP/Blueprints/SideScrollerCharacter\_Auto2.uasset'

[2023.03.29-14.06.21:339][726]LogFileHelpers: Auto-saving content packages took 0.050

[2023.03.29-14.07.24:330][498]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.07.24:370][498]LogUObjectHash: Compacting FUObjectHashTables data took 1.53ms

[2023.03.29-14.09.09:410][554]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.09.09:451][554]LogUObjectHash: Compacting FUObjectHashTables data took 2.06ms

[2023.03.29-14.09.22:017][299]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.09.22:060][299]LogUObjectHash: Compacting FUObjectHashTables data took 2.27ms

[2023.03.29-14.09.33:839][982]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.09.33:878][982]LogUObjectHash: Compacting FUObjectHashTables data took 1.86ms

[2023.03.29-14.10.32:297][256]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.10.32:305][256]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.10.32:306][256]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:10:32)

[2023.03.29-14.10.32:307][256]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.10.32:335][256]LogPlayLevel: PIE: StaticDuplicateObject took: (0.028041s)

[2023.03.29-14.10.32:338][256]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.10.32:339][256]LogPlayLevel: PIE: World Init took: (0.003779s)

[2023.03.29-14.10.32:339][256]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.032290s)

[2023.03.29-14.10.32:370][256]LogUObjectHash: Compacting FUObjectHashTables data took 2.23ms

[2023.03.29-14.10.32:372][256]LogAudio: Display: Creating Audio Device: Id: 27, Scope: Unique, Realtime: True

[2023.03.29-14.10.32:372][256]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.10.32:372][256]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.10.32:372][256]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.10.32:372][256]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.10.32:372][256]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.10.32:372][256]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.10.32:372][256]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.10.32:372][256]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.10.32:373][256]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.10.32:373][256]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.10.32:373][256]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.10.32:373][256]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.10.32:374][256]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.10.32:374][256]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.10.32:378][256]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.10.32:378][256]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.10.32:378][256]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.10.32:378][256]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.10.32:379][256]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.10.32:379][256]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.10.32:379][256]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.10.32:380][256]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.10.32:380][256]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.10.32:380][256]LogInit: FAudioDevice initialized.

[2023.03.29-14.10.32:380][256]LogAudio: Display: Audio Device (ID: 27) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.10.32:386][256]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.10.32:388][256]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-18.10.32

[2023.03.29-14.10.32:388][256]LogWorld: Bringing up level for play took: 0.001120

[2023.03.29-14.10.32:388][256]LogOnline: OSS: Creating online subsystem instance for: :Context\_36

[2023.03.29-14.10.32:390][256]PIE: Server logged in

[2023.03.29-14.10.32:390][256]PIE: Play in editor total start time 0,086 seconds.

[2023.03.29-14.10.41:834][816]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.10.41:834][816]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.10.41:834][816]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.10.41:834][816]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.10.41:849][816]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.10.41:860][816]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.10.41:876][816]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.10.41:876][816]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.10.41:877][816]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.10.41:879][816]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.10.41:881][816]LogUObjectHash: Compacting FUObjectHashTables data took 1.31ms

[2023.03.29-14.10.41:914][817]LogPlayLevel: Display: Destroying online subsystem :Context\_36

[2023.03.29-14.11.30:846][680]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.11.30:886][680]LogUObjectHash: Compacting FUObjectHashTables data took 1.64ms

[2023.03.29-14.11.33:121][794]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.11.33:126][794]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.11.33:126][794]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:11:33)

[2023.03.29-14.11.33:126][794]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.11.33:148][794]LogPlayLevel: PIE: StaticDuplicateObject took: (0.021708s)

[2023.03.29-14.11.33:149][794]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.11.33:150][794]LogPlayLevel: PIE: World Init took: (0.001867s)

[2023.03.29-14.11.33:150][794]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.023741s)

[2023.03.29-14.11.33:183][794]LogUObjectHash: Compacting FUObjectHashTables data took 1.71ms

[2023.03.29-14.11.33:184][794]LogAudio: Display: Creating Audio Device: Id: 28, Scope: Unique, Realtime: True

[2023.03.29-14.11.33:184][794]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.11.33:184][794]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.11.33:184][794]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.11.33:184][794]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.11.33:184][794]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.11.33:184][794]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.11.33:184][794]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.11.33:184][794]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.11.33:185][794]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.11.33:185][794]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.11.33:185][794]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.11.33:185][794]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.11.33:186][794]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.11.33:186][794]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.11.33:189][794]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.11.33:189][794]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.11.33:189][794]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.11.33:189][794]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.11.33:190][794]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.11.33:190][794]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.11.33:190][794]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.11.33:191][794]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.11.33:191][794]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.11.33:191][794]LogInit: FAudioDevice initialized.

[2023.03.29-14.11.33:191][794]LogAudio: Display: Audio Device (ID: 28) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.11.33:199][794]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.11.33:200][794]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-18.11.33

[2023.03.29-14.11.33:200][794]LogWorld: Bringing up level for play took: 0.000962

[2023.03.29-14.11.33:200][794]LogOnline: OSS: Creating online subsystem instance for: :Context\_37

[2023.03.29-14.11.33:202][794]PIE: Server logged in

[2023.03.29-14.11.33:203][794]PIE: Play in editor total start time 0,077 seconds.

[2023.03.29-14.11.35:133][896]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.11.35:133][896]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.11.35:133][896]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.11.35:134][896]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.11.35:147][896]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.11.35:158][896]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.11.35:174][896]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.11.35:174][896]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.11.35:175][896]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.11.35:176][896]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.11.35:179][896]LogUObjectHash: Compacting FUObjectHashTables data took 1.31ms

[2023.03.29-14.11.35:213][897]LogPlayLevel: Display: Destroying online subsystem :Context\_37

[2023.03.29-14.11.43:734][312]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.11.43:775][312]LogUObjectHash: Compacting FUObjectHashTables data took 2.11ms

[2023.03.29-14.11.44:902][358]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.11.44:907][358]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.11.44:907][358]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:11:44)

[2023.03.29-14.11.44:907][358]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.11.44:931][358]LogPlayLevel: PIE: StaticDuplicateObject took: (0.023398s)

[2023.03.29-14.11.44:932][358]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.11.44:932][358]LogPlayLevel: PIE: World Init took: (0.001033s)

[2023.03.29-14.11.44:932][358]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.024552s)

[2023.03.29-14.11.44:968][358]LogUObjectHash: Compacting FUObjectHashTables data took 1.66ms

[2023.03.29-14.11.44:969][358]LogAudio: Display: Creating Audio Device: Id: 29, Scope: Unique, Realtime: True

[2023.03.29-14.11.44:969][358]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.11.44:969][358]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.11.44:969][358]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.11.44:969][358]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.11.44:969][358]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.11.44:969][358]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.11.44:969][358]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.11.44:969][358]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.11.44:969][358]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.11.44:969][358]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.11.44:969][358]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.11.44:969][358]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.11.44:970][358]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.11.44:970][358]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.11.44:974][358]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.11.44:974][358]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.11.44:974][358]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.11.44:974][358]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.11.44:974][358]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.11.44:974][358]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.11.44:974][358]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.11.44:975][358]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.11.44:975][358]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.11.44:975][358]LogInit: FAudioDevice initialized.

[2023.03.29-14.11.44:975][358]LogAudio: Display: Audio Device (ID: 29) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.11.44:984][358]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.11.44:985][358]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-18.11.44

[2023.03.29-14.11.44:986][358]LogWorld: Bringing up level for play took: 0.000922

[2023.03.29-14.11.44:986][358]LogOnline: OSS: Creating online subsystem instance for: :Context\_38

[2023.03.29-14.11.44:987][358]PIE: Server logged in

[2023.03.29-14.11.44:988][358]PIE: Play in editor total start time 0,082 seconds.

[2023.03.29-14.11.46:405][431]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.11.46:405][431]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.11.46:406][431]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.11.46:407][431]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.11.46:427][431]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.11.46:448][431]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.11.46:466][431]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.11.46:466][431]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.11.46:467][431]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.11.46:468][431]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.11.46:471][431]LogUObjectHash: Compacting FUObjectHashTables data took 1.51ms

[2023.03.29-14.11.46:500][432]LogPlayLevel: Display: Destroying online subsystem :Context\_38

[2023.03.29-14.11.58:054][ 95]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.11.58:094][ 95]LogUObjectHash: Compacting FUObjectHashTables data took 1.60ms

[2023.03.29-14.11.59:452][147]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.11.59:457][147]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.11.59:457][147]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:11:59)

[2023.03.29-14.11.59:457][147]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.11.59:480][147]LogPlayLevel: PIE: StaticDuplicateObject took: (0.023025s)

[2023.03.29-14.11.59:481][147]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.11.59:481][147]LogPlayLevel: PIE: World Init took: (0.001134s)

[2023.03.29-14.11.59:481][147]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.024528s)

[2023.03.29-14.11.59:519][147]LogUObjectHash: Compacting FUObjectHashTables data took 2.13ms

[2023.03.29-14.11.59:520][147]LogAudio: Display: Creating Audio Device: Id: 30, Scope: Unique, Realtime: True

[2023.03.29-14.11.59:520][147]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.11.59:520][147]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.11.59:520][147]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.11.59:520][147]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.11.59:520][147]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.11.59:520][147]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.11.59:520][147]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.11.59:520][147]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.11.59:521][147]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.11.59:521][147]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.11.59:521][147]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.11.59:521][147]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.11.59:522][147]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.11.59:522][147]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.11.59:525][147]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.11.59:525][147]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.11.59:525][147]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.11.59:525][147]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.11.59:526][147]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.11.59:526][147]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.11.59:526][147]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.11.59:527][147]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.11.59:527][147]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.11.59:527][147]LogInit: FAudioDevice initialized.

[2023.03.29-14.11.59:527][147]LogAudio: Display: Audio Device (ID: 30) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.11.59:540][147]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.11.59:542][147]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-18.11.59

[2023.03.29-14.11.59:542][147]LogWorld: Bringing up level for play took: 0.001007

[2023.03.29-14.11.59:542][147]LogOnline: OSS: Creating online subsystem instance for: :Context\_39

[2023.03.29-14.11.59:544][147]PIE: Server logged in

[2023.03.29-14.11.59:545][147]PIE: Play in editor total start time 0,088 seconds.

[2023.03.29-14.12.01:744][265]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.12.01:744][265]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.12.01:744][265]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.12.01:746][265]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.12.01:755][265]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.12.01:767][265]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.12.01:783][265]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.12.01:783][265]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.12.01:785][265]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.12.01:785][265]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.12.01:788][265]LogUObjectHash: Compacting FUObjectHashTables data took 1.31ms

[2023.03.29-14.12.01:821][266]LogPlayLevel: Display: Destroying online subsystem :Context\_39

[2023.03.29-14.12.33:305][112]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.12.33:344][112]LogUObjectHash: Compacting FUObjectHashTables data took 1.57ms

[2023.03.29-14.12.34:496][156]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.12.34:502][156]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.12.34:502][156]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:12:34)

[2023.03.29-14.12.34:502][156]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.12.34:525][156]LogPlayLevel: PIE: StaticDuplicateObject took: (0.022491s)

[2023.03.29-14.12.34:525][156]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.12.34:526][156]LogPlayLevel: PIE: World Init took: (0.001228s)

[2023.03.29-14.12.34:526][156]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.023852s)

[2023.03.29-14.12.34:563][156]LogUObjectHash: Compacting FUObjectHashTables data took 1.93ms

[2023.03.29-14.12.34:565][156]LogAudio: Display: Creating Audio Device: Id: 31, Scope: Unique, Realtime: True

[2023.03.29-14.12.34:566][156]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.12.34:566][156]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.12.34:566][156]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.12.34:566][156]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.12.34:566][156]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.12.34:566][156]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.12.34:566][156]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.12.34:566][156]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.12.34:566][156]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.12.34:566][156]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.12.34:566][156]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.12.34:566][156]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.12.34:567][156]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.12.34:567][156]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.12.34:570][156]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.12.34:570][156]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.12.34:570][156]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.12.34:570][156]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.12.34:571][156]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.12.34:571][156]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.12.34:571][156]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.12.34:572][156]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.12.34:572][156]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.12.34:572][156]LogInit: FAudioDevice initialized.

[2023.03.29-14.12.34:572][156]LogAudio: Display: Audio Device (ID: 31) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.12.34:579][156]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.12.34:581][156]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-18.12.34

[2023.03.29-14.12.34:581][156]LogWorld: Bringing up level for play took: 0.000997

[2023.03.29-14.12.34:581][156]LogOnline: OSS: Creating online subsystem instance for: :Context\_40

[2023.03.29-14.12.34:583][156]PIE: Server logged in

[2023.03.29-14.12.34:584][156]PIE: Play in editor total start time 0,083 seconds.

[2023.03.29-14.12.43:064][616]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.12.43:064][616]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.12.43:064][616]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.12.43:065][616]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.12.43:077][616]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.12.43:089][616]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.12.43:105][616]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.12.43:106][616]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.12.43:107][616]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.12.43:108][616]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.12.43:111][616]LogUObjectHash: Compacting FUObjectHashTables data took 1.50ms

[2023.03.29-14.12.43:147][617]LogPlayLevel: Display: Destroying online subsystem :Context\_40

[2023.03.29-14.12.48:927][940]LogEditorTransaction: Undo Create Pin Link

[2023.03.29-14.12.49:354][954]LogEditorTransaction: Undo Create Pin Link

[2023.03.29-14.12.49:806][977]LogEditorTransaction: Undo Delete current selection

[2023.03.29-14.12.50:285][ 3]LogEditorTransaction: Undo Create Pin Link

[2023.03.29-14.12.50:660][ 24]LogEditorTransaction: Undo Break Pin Links

[2023.03.29-14.12.51:260][ 58]LogEditorTransaction: Undo Create Pin Link

[2023.03.29-14.12.51:659][ 80]LogEditorTransaction: Undo Break Pin Links

[2023.03.29-14.12.52:025][100]LogEditorTransaction: Undo Move Node

[2023.03.29-14.12.52:425][123]LogEditorTransaction: Undo Add Node

[2023.03.29-14.12.52:807][144]LogEditorTransaction: Undo Create Pin Link

[2023.03.29-14.12.53:173][164]LogEditorTransaction: Undo Create Pin Link

[2023.03.29-14.12.53:589][188]LogEditorTransaction: Undo Move Node

[2023.03.29-14.12.54:090][217]LogEditorTransaction: Undo Add Node

[2023.03.29-14.12.54:589][245]LogEditorTransaction: Undo Break Pin Links

[2023.03.29-14.12.55:023][270]LogEditorTransaction: Undo Break Pin Links

[2023.03.29-14.12.56:788][375]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.12.56:834][375]LogUObjectHash: Compacting FUObjectHashTables data took 1.79ms

[2023.03.29-14.12.58:188][427]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.12.58:195][427]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.12.58:195][427]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:12:58)

[2023.03.29-14.12.58:195][427]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.12.58:218][427]LogPlayLevel: PIE: StaticDuplicateObject took: (0.022600s)

[2023.03.29-14.12.58:219][427]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.12.58:219][427]LogPlayLevel: PIE: World Init took: (0.001662s)

[2023.03.29-14.12.58:219][427]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.024434s)

[2023.03.29-14.12.58:255][427]LogUObjectHash: Compacting FUObjectHashTables data took 1.72ms

[2023.03.29-14.12.58:256][427]LogAudio: Display: Creating Audio Device: Id: 32, Scope: Unique, Realtime: True

[2023.03.29-14.12.58:256][427]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.12.58:256][427]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.12.58:256][427]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.12.58:256][427]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.12.58:256][427]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.12.58:256][427]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.12.58:256][427]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.12.58:256][427]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.12.58:257][427]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.12.58:257][427]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.12.58:257][427]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.12.58:257][427]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.12.58:259][427]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.12.58:259][427]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.12.58:262][427]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.12.58:262][427]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.12.58:262][427]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.12.58:262][427]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.12.58:263][427]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.12.58:263][427]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.12.58:263][427]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.12.58:264][427]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.12.58:264][427]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.12.58:264][427]LogInit: FAudioDevice initialized.

[2023.03.29-14.12.58:264][427]LogAudio: Display: Audio Device (ID: 32) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.12.58:274][427]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.12.58:276][427]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-18.12.58

[2023.03.29-14.12.58:276][427]LogWorld: Bringing up level for play took: 0.000979

[2023.03.29-14.12.58:276][427]LogOnline: OSS: Creating online subsystem instance for: :Context\_41

[2023.03.29-14.12.58:278][427]PIE: Server logged in

[2023.03.29-14.12.58:278][427]PIE: Play in editor total start time 0,084 seconds.

[2023.03.29-14.13.00:044][523]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.13.00:044][523]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.13.00:044][523]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.13.00:044][523]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.13.00:054][523]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.13.00:065][523]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.13.00:081][523]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.13.00:081][523]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.13.00:082][523]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.13.00:084][523]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.13.00:086][523]LogUObjectHash: Compacting FUObjectHashTables data took 1.30ms

[2023.03.29-14.13.00:118][524]LogPlayLevel: Display: Destroying online subsystem :Context\_41

[2023.03.29-14.13.43:889][ 55]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.13.43:932][ 55]LogUObjectHash: Compacting FUObjectHashTables data took 1.95ms

[2023.03.29-14.13.45:632][125]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.13.45:637][125]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.13.45:637][125]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:13:45)

[2023.03.29-14.13.45:637][125]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.13.45:661][125]LogPlayLevel: PIE: StaticDuplicateObject took: (0.023302s)

[2023.03.29-14.13.45:662][125]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.13.45:662][125]LogPlayLevel: PIE: World Init took: (0.001190s)

[2023.03.29-14.13.45:662][125]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.024637s)

[2023.03.29-14.13.45:705][125]LogUObjectHash: Compacting FUObjectHashTables data took 2.02ms

[2023.03.29-14.13.45:707][125]LogAudio: Display: Creating Audio Device: Id: 33, Scope: Unique, Realtime: True

[2023.03.29-14.13.45:707][125]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.13.45:707][125]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.13.45:707][125]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.13.45:707][125]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.13.45:707][125]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.13.45:707][125]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.13.45:707][125]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.13.45:707][125]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.13.45:707][125]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.13.45:707][125]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.13.45:707][125]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.13.45:707][125]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.13.45:708][125]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.13.45:708][125]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.13.45:711][125]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.13.45:712][125]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.13.45:712][125]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.13.45:712][125]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.13.45:712][125]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.13.45:712][125]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.13.45:712][125]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.13.45:713][125]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.13.45:713][125]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.13.45:713][125]LogInit: FAudioDevice initialized.

[2023.03.29-14.13.45:713][125]LogAudio: Display: Audio Device (ID: 33) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.13.45:723][125]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.13.45:725][125]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-18.13.45

[2023.03.29-14.13.45:725][125]LogWorld: Bringing up level for play took: 0.001068

[2023.03.29-14.13.45:725][125]LogOnline: OSS: Creating online subsystem instance for: :Context\_42

[2023.03.29-14.13.45:726][125]PIE: Server logged in

[2023.03.29-14.13.45:727][125]PIE: Play in editor total start time 0,09 seconds.

[2023.03.29-14.13.52:163][496]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.13.52:164][496]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.13.52:164][496]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.13.52:165][496]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.13.52:179][496]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.13.52:191][496]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.13.52:207][496]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.13.52:207][496]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.13.52:208][496]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.13.52:210][496]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.13.52:212][496]LogUObjectHash: Compacting FUObjectHashTables data took 1.34ms

[2023.03.29-14.13.52:245][497]LogPlayLevel: Display: Destroying online subsystem :Context\_42

[2023.03.29-14.13.56:644][725]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.13.56:685][725]LogUObjectHash: Compacting FUObjectHashTables data took 1.69ms

[2023.03.29-14.13.58:184][785]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.13.58:191][785]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.13.58:192][785]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:13:58)

[2023.03.29-14.13.58:192][785]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.13.58:215][785]LogPlayLevel: PIE: StaticDuplicateObject took: (0.021587s)

[2023.03.29-14.13.58:217][785]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.13.58:217][785]LogPlayLevel: PIE: World Init took: (0.002309s)

[2023.03.29-14.13.58:217][785]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.024836s)

[2023.03.29-14.13.58:256][785]LogUObjectHash: Compacting FUObjectHashTables data took 1.87ms

[2023.03.29-14.13.58:257][785]LogAudio: Display: Creating Audio Device: Id: 34, Scope: Unique, Realtime: True

[2023.03.29-14.13.58:257][785]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.13.58:257][785]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.13.58:257][785]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.13.58:257][785]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.13.58:257][785]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.13.58:257][785]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.13.58:257][785]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.13.58:257][785]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.13.58:257][785]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.13.58:257][785]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.13.58:257][785]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.13.58:257][785]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.13.58:259][785]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.13.58:259][785]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.13.58:262][785]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.13.58:262][785]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.13.58:262][785]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.13.58:262][785]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.13.58:263][785]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.13.58:263][785]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.13.58:263][785]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.13.58:264][785]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.13.58:264][785]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.13.58:264][785]LogInit: FAudioDevice initialized.

[2023.03.29-14.13.58:264][785]LogAudio: Display: Audio Device (ID: 34) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.13.58:272][785]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.13.58:274][785]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-18.13.58

[2023.03.29-14.13.58:274][785]LogWorld: Bringing up level for play took: 0.001139

[2023.03.29-14.13.58:274][785]LogOnline: OSS: Creating online subsystem instance for: :Context\_43

[2023.03.29-14.13.58:276][785]PIE: Server logged in

[2023.03.29-14.13.58:276][785]PIE: Play in editor total start time 0,086 seconds.

[2023.03.29-14.14.00:593][917]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.14.00:593][917]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.14.00:594][917]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.14.00:594][917]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.14.00:606][917]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.14.00:618][917]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.14.00:634][917]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.14.00:634][917]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.14.00:635][917]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.14.00:637][917]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.14.00:639][917]LogUObjectHash: Compacting FUObjectHashTables data took 1.31ms

[2023.03.29-14.14.00:673][918]LogPlayLevel: Display: Destroying online subsystem :Context\_43

[2023.03.29-14.14.13:394][638]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.14.13:436][638]LogUObjectHash: Compacting FUObjectHashTables data took 1.65ms

[2023.03.29-14.14.14:913][700]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.14.14:918][700]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.14.14:918][700]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:14:14)

[2023.03.29-14.14.14:918][700]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.14.14:942][700]LogPlayLevel: PIE: StaticDuplicateObject took: (0.023128s)

[2023.03.29-14.14.14:942][700]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.14.14:943][700]LogPlayLevel: PIE: World Init took: (0.001578s)

[2023.03.29-14.14.14:943][700]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.024869s)

[2023.03.29-14.14.14:980][700]LogUObjectHash: Compacting FUObjectHashTables data took 1.84ms

[2023.03.29-14.14.14:981][700]LogAudio: Display: Creating Audio Device: Id: 35, Scope: Unique, Realtime: True

[2023.03.29-14.14.14:981][700]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.14.14:981][700]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.14.14:981][700]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.14.14:981][700]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.14.14:981][700]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.14.14:981][700]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.14.14:981][700]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.14.14:981][700]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.14.14:981][700]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.14.14:981][700]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.14.14:981][700]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.14.14:981][700]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.14.14:982][700]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.14.14:982][700]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.14.14:986][700]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.14.14:986][700]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.14.14:986][700]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.14.14:986][700]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.14.14:987][700]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.14.14:987][700]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.14.14:987][700]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.14.14:988][700]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.14.14:988][700]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.14.14:988][700]LogInit: FAudioDevice initialized.

[2023.03.29-14.14.14:988][700]LogAudio: Display: Audio Device (ID: 35) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.14.14:993][700]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.14.14:995][700]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-18.14.14

[2023.03.29-14.14.14:995][700]LogWorld: Bringing up level for play took: 0.001002

[2023.03.29-14.14.14:995][700]LogOnline: OSS: Creating online subsystem instance for: :Context\_44

[2023.03.29-14.14.14:997][700]PIE: Server logged in

[2023.03.29-14.14.14:997][700]PIE: Play in editor total start time 0,08 seconds.

[2023.03.29-14.14.17:674][846]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.14.17:674][846]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.14.17:675][846]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.14.17:676][846]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.14.17:685][846]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.14.17:697][846]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.14.17:715][846]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.14.17:715][846]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.14.17:716][846]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.14.17:718][846]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.14.17:720][846]LogUObjectHash: Compacting FUObjectHashTables data took 1.38ms

[2023.03.29-14.14.17:754][847]LogPlayLevel: Display: Destroying online subsystem :Context\_44

[2023.03.29-14.15.47:522][136]LogEditorTransaction: Undo Delete current selection

[2023.03.29-14.15.48:471][175]LogEditorTransaction: Undo Add Node

[2023.03.29-14.16.21:213][100]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.16.21:255][100]LogUObjectHash: Compacting FUObjectHashTables data took 1.92ms

[2023.03.29-14.16.23:774][197]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.16.23:780][197]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.16.23:780][197]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:16:23)

[2023.03.29-14.16.23:780][197]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.16.23:805][197]LogPlayLevel: PIE: StaticDuplicateObject took: (0.024981s)

[2023.03.29-14.16.23:807][197]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.16.23:807][197]LogPlayLevel: PIE: World Init took: (0.001406s)

[2023.03.29-14.16.23:807][197]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.026894s)

[2023.03.29-14.16.23:838][197]LogUObjectHash: Compacting FUObjectHashTables data took 1.79ms

[2023.03.29-14.16.23:840][197]LogAudio: Display: Creating Audio Device: Id: 36, Scope: Unique, Realtime: True

[2023.03.29-14.16.23:840][197]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.16.23:840][197]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.16.23:840][197]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.16.23:840][197]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.16.23:840][197]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.16.23:840][197]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.16.23:840][197]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.16.23:840][197]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.16.23:840][197]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.16.23:840][197]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.16.23:840][197]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.16.23:840][197]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.16.23:841][197]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.16.23:841][197]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.16.23:844][197]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.16.23:845][197]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.16.23:845][197]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.16.23:845][197]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.16.23:845][197]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.16.23:845][197]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.16.23:845][197]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.16.23:846][197]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.16.23:846][197]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.16.23:846][197]LogInit: FAudioDevice initialized.

[2023.03.29-14.16.23:846][197]LogAudio: Display: Audio Device (ID: 36) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.16.23:852][197]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.16.23:853][197]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-18.16.23

[2023.03.29-14.16.23:853][197]LogWorld: Bringing up level for play took: 0.001006

[2023.03.29-14.16.23:853][197]LogOnline: OSS: Creating online subsystem instance for: :Context\_45

[2023.03.29-14.16.23:854][197]PIE: Server logged in

[2023.03.29-14.16.23:855][197]PIE: Play in editor total start time 0,076 seconds.

[2023.03.29-14.16.36:565][951]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.16.36:565][951]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.16.36:565][951]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.16.36:565][951]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.16.36:573][951]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.16.36:585][951]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.16.36:602][951]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.16.36:602][951]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.16.36:603][951]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.16.36:604][951]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.16.36:607][951]LogUObjectHash: Compacting FUObjectHashTables data took 1.47ms

[2023.03.29-14.16.36:642][952]LogPlayLevel: Display: Destroying online subsystem :Context\_45

[2023.03.29-14.17.19:642][532]LogUObjectHash: Compacting FUObjectHashTables data took 1.32ms

[2023.03.29-14.17.19:666][532]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/SideScrollerExampleMap\_Auto3A1A402D945277BCA1E299C8B61A202E1.tmp' to '../../../../../../games/projectmantle/Saved/Autosaves/Game/SideScrollerBP/Maps/SideScrollerExampleMap\_Auto3.umap'

[2023.03.29-14.17.19:667][532]LogFileHelpers: Editor autosave (incl. external actors) for '/Game/SideScrollerBP/Maps/SideScrollerExampleMap' took 0.046

[2023.03.29-14.17.19:667][532]LogFileHelpers: Editor autosave (incl. sublevels & external actors) for all levels took 0.046

[2023.03.29-14.17.19:668][532]OBJ SavePackage: Generating thumbnails for [1] asset(s) in package [/Game/SideScrollerBP/Blueprints/SideScrollerCharacter] ([2] browsable assets)...

[2023.03.29-14.17.19:695][532]OBJ SavePackage: Rendered thumbnail for [Blueprint /Game/SideScrollerBP/Blueprints/SideScrollerCharacter.SideScrollerCharacter]

[2023.03.29-14.17.19:695][532]OBJ SavePackage: Finished generating thumbnails for package [/Game/SideScrollerBP/Blueprints/SideScrollerCharacter]

[2023.03.29-14.17.19:707][532]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/SideScrollerCharacter\_Auto3A5DC9E8845268FB4443A7699101A95D9.tmp' to '../../../../../../games/projectmantle/Saved/Autosaves/Game/SideScrollerBP/Blueprints/SideScrollerCharacter\_Auto3.uasset'

[2023.03.29-14.17.19:708][532]LogFileHelpers: Auto-saving content packages took 0.040

[2023.03.29-14.19.53:196][480]LogContentBrowser: Deferred new asset folder creation: NewFolder

[2023.03.29-14.19.53:223][480]LogContentBrowser: Creating deferred item: NewFolder

[2023.03.29-14.19.55:742][581]LogContentBrowser: Attempting asset rename: NewFolder -> BP

[2023.03.29-14.19.55:754][581]LogContentBrowser: End creating deferred item NewFolder

[2023.03.29-14.20.02:368][827]LogContentBrowser: Deferred new asset folder creation: NewFolder

[2023.03.29-14.20.02:395][827]LogContentBrowser: Creating deferred item: NewFolder

[2023.03.29-14.20.05:926][964]LogContentBrowser: Attempting asset rename: NewFolder -> CAST

[2023.03.29-14.20.05:927][964]LogContentBrowser: End creating deferred item NewFolder

[2023.03.29-14.20.13:213][242]LogContentBrowser: Attempting asset rename: CAST -> CAST

[2023.03.29-14.20.23:361][297]LogSlate: Window 'Pick Parent Class' being destroyed

[2023.03.29-14.20.23:378][297]LogContentBrowser: Deferred new asset file creation: NewBlueprint

[2023.03.29-14.20.23:386][297]LogContentBrowser: Creating deferred item: NewBlueprint

[2023.03.29-14.20.24:704][345]LogContentBrowser: Attempting asset rename: NewBlueprint -> NewBlueprint

[2023.03.29-14.20.24:719][345]LogContentBrowser: End creating deferred item NewBlueprint

[2023.03.29-14.20.32:980][655]LogContentBrowser: Attempting asset rename: NewBlueprint -> BP

[2023.03.29-14.20.33:024][655]LogMetaData: Removing '/Game/BP/CAST/BP.BP:UserConstructionScript.K2Node\_FunctionEntry\_0' ref from Metadata '/Game/BP/CAST/NewBlueprint.PackageMetaData'

[2023.03.29-14.20.33:024][655]LogMetaData: Removing '/Game/BP/CAST/BP.SKEL\_BP\_C:UserConstructionScript' ref from Metadata '/Game/BP/CAST/NewBlueprint.PackageMetaData'

[2023.03.29-14.20.33:024][655]LogMetaData: Removing '/Game/BP/CAST/BP.SKEL\_BP\_C' ref from Metadata '/Game/BP/CAST/NewBlueprint.PackageMetaData'

[2023.03.29-14.20.33:024][655]LogMetaData: Removing '/Game/BP/CAST/BP.BP\_C' ref from Metadata '/Game/BP/CAST/NewBlueprint.PackageMetaData'

[2023.03.29-14.20.33:024][655]LogMetaData: Removing '/Game/BP/CAST/BP.BP:EventGraph.K2Node\_Event\_0' ref from Metadata '/Game/BP/CAST/NewBlueprint.PackageMetaData'

[2023.03.29-14.20.33:024][655]LogMetaData: Removing '/Game/BP/CAST/BP.BP:EventGraph.K2Node\_Event\_1' ref from Metadata '/Game/BP/CAST/NewBlueprint.PackageMetaData'

[2023.03.29-14.20.33:024][655]LogMetaData: Removing '/Game/BP/CAST/BP.BP:EventGraph.K2Node\_Event\_2' ref from Metadata '/Game/BP/CAST/NewBlueprint.PackageMetaData'

[2023.03.29-14.20.33:057][655]Cmd: OBJ SAVEPACKAGE PACKAGE="/Game/BP/CAST/BP" FILE="../../../../../../games/projectmantle/Content/BP/CAST/BP.uasset" SILENT=true

[2023.03.29-14.20.33:060][655]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/BP057C949C4C6BAD8DB48F2E8596F4EB4D.tmp' to '../../../../../../games/projectmantle/Content/BP/CAST/BP.uasset'

[2023.03.29-14.20.33:141][655]LogUObjectHash: Compacting FUObjectHashTables data took 1.46ms

[2023.03.29-14.20.33:172][655]LogUObjectHash: Compacting FUObjectHashTables data took 0.88ms

[2023.03.29-14.20.33:189][655]LogUObjectHash: Compacting FUObjectHashTables data took 0.48ms

[2023.03.29-14.20.33:238][655]AssetCheck: New page: Asset Save: BP

[2023.03.29-14.20.33:238][655]LogContentValidation: Display: Validating Blueprint /Game/BP/CAST/BP.BP

[2023.03.29-14.21.00:339][715]LogContentBrowser: Attempting asset rename: BP -> BP\_Bullet

[2023.03.29-14.21.00:381][715]LogMetaData: Removing '/Game/BP/CAST/BP\_Bullet.BP\_Bullet\_C' ref from Metadata '/Game/BP/CAST/BP.PackageMetaData'

[2023.03.29-14.21.00:381][715]LogMetaData: Removing '/Game/BP/CAST/BP\_Bullet.SKEL\_BP\_Bullet\_C' ref from Metadata '/Game/BP/CAST/BP.PackageMetaData'

[2023.03.29-14.21.00:381][715]LogMetaData: Removing '/Game/BP/CAST/BP\_Bullet.SKEL\_BP\_Bullet\_C:UserConstructionScript' ref from Metadata '/Game/BP/CAST/BP.PackageMetaData'

[2023.03.29-14.21.00:381][715]LogMetaData: Removing '/Game/BP/CAST/BP\_Bullet.BP\_Bullet:UserConstructionScript.K2Node\_FunctionEntry\_0' ref from Metadata '/Game/BP/CAST/BP.PackageMetaData'

[2023.03.29-14.21.00:381][715]LogMetaData: Removing '/Game/BP/CAST/BP\_Bullet.BP\_Bullet:EventGraph.K2Node\_Event\_0' ref from Metadata '/Game/BP/CAST/BP.PackageMetaData'

[2023.03.29-14.21.00:381][715]LogMetaData: Removing '/Game/BP/CAST/BP\_Bullet.BP\_Bullet:EventGraph.K2Node\_Event\_1' ref from Metadata '/Game/BP/CAST/BP.PackageMetaData'

[2023.03.29-14.21.00:381][715]LogMetaData: Removing '/Game/BP/CAST/BP\_Bullet.BP\_Bullet:EventGraph.K2Node\_Event\_2' ref from Metadata '/Game/BP/CAST/BP.PackageMetaData'

[2023.03.29-14.21.00:396][715]Cmd: OBJ SAVEPACKAGE PACKAGE="/Game/BP/CAST/BP\_Bullet" FILE="../../../../../../games/projectmantle/Content/BP/CAST/BP\_Bullet.uasset" SILENT=true

[2023.03.29-14.21.00:399][715]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/BP\_BulletEC5BEB4B4F683BFD312E11B2E051E8F7.tmp' to '../../../../../../games/projectmantle/Content/BP/CAST/BP\_Bullet.uasset'

[2023.03.29-14.21.00:465][715]LogUObjectHash: Compacting FUObjectHashTables data took 1.98ms

[2023.03.29-14.21.00:492][715]LogUObjectHash: Compacting FUObjectHashTables data took 1.51ms

[2023.03.29-14.21.00:510][715]LogUObjectHash: Compacting FUObjectHashTables data took 0.40ms

[2023.03.29-14.21.00:532][715]AssetCheck: New page: Asset Save: BP\_Bullet

[2023.03.29-14.21.00:532][715]LogContentValidation: Display: Validating Blueprint /Game/BP/CAST/BP\_Bullet.BP\_Bullet

[2023.03.29-14.21.00:601][717]LogAssetEditorSubsystem: Opening Asset editor for Blueprint /Game/BP/CAST/BP\_Bullet.BP\_Bullet

[2023.03.29-14.21.28:421][313]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.21.28:458][313]LogUObjectHash: Compacting FUObjectHashTables data took 1.73ms

[2023.03.29-14.21.57:946][874]LogSlate: Only BGRA pngs, bmps or icos are supported in by External Image Picker

[2023.03.29-14.23.25:570][ 76]LogSlate: Prevented a slow task dialog from being summoned while a context menu was open

[2023.03.29-14.23.25:585][ 76]LogEditorClassViewer: Warning: Class /Engine/Tutorial/InWorldBlueprintEditing/TutorialAssets/IWBE\_Blutility.IWBE\_Blutility\_C has parent /Script/Blutility.PlacedEditorUtilityBase, but this parent is not found. The Class will not be shown in ClassViewer.

[2023.03.29-14.26.49:802][207]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.26.49:852][207]LogUObjectHash: Compacting FUObjectHashTables data took 1.98ms

[2023.03.29-14.27.15:047][ 23]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.27.15:096][ 23]LogUObjectHash: Compacting FUObjectHashTables data took 2.03ms

[2023.03.29-14.27.17:233][155]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.27.17:239][155]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.27.17:240][155]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:27:17)

[2023.03.29-14.27.17:240][155]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.27.17:265][155]LogPlayLevel: PIE: StaticDuplicateObject took: (0.024453s)

[2023.03.29-14.27.17:266][155]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.27.17:267][155]LogPlayLevel: PIE: World Init took: (0.001908s)

[2023.03.29-14.27.17:267][155]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.026528s)

[2023.03.29-14.27.17:302][155]LogUObjectHash: Compacting FUObjectHashTables data took 1.63ms

[2023.03.29-14.27.17:303][155]LogAudio: Display: Creating Audio Device: Id: 37, Scope: Unique, Realtime: True

[2023.03.29-14.27.17:303][155]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.27.17:303][155]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.27.17:303][155]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.27.17:303][155]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.27.17:303][155]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.27.17:303][155]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.27.17:303][155]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.27.17:303][155]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.27.17:304][155]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.27.17:304][155]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.27.17:304][155]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.27.17:304][155]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.27.17:306][155]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.27.17:306][155]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.27.17:309][155]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.27.17:310][155]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.27.17:310][155]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.27.17:310][155]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.27.17:310][155]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.27.17:310][155]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.27.17:310][155]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.27.17:312][155]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.27.17:312][155]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.27.17:312][155]LogInit: FAudioDevice initialized.

[2023.03.29-14.27.17:312][155]LogAudio: Display: Audio Device (ID: 37) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.27.17:320][155]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.27.17:321][155]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.27.17

[2023.03.29-14.27.17:322][155]LogWorld: Bringing up level for play took: 0.001015

[2023.03.29-14.27.17:322][155]LogOnline: OSS: Creating online subsystem instance for: :Context\_48

[2023.03.29-14.27.17:323][155]PIE: Server logged in

[2023.03.29-14.27.17:324][155]PIE: Play in editor total start time 0,085 seconds.

[2023.03.29-14.27.18:813][239]LogCharacterMovement: SideScrollerCharacter\_78 is stuck and failed to move! Velocity: X=0.00 Y=-233.64 Z=0.00 Location: X=1200.00 Y=-421.28 Z=310.25 Normal: X=0.00 Y=0.00 Z=1.00 PenetrationDepth:1.750 Actor:BP\_Bullet\_C\_0 Component:Sphere BoneName:None (0 other events since notify)

[2023.03.29-14.27.24:843][599]LogCharacterMovement: SideScrollerCharacter\_78 is stuck and failed to move! Velocity: X=0.00 Y=-203.11 Z=0.00 Location: X=1200.00 Y=-70.82 Z=205.98 Normal: X=0.00 Y=0.00 Z=1.00 PenetrationDepth:52.000 Actor:BP\_Bullet\_C\_4 Component:Sphere BoneName:None (0 other events since notify)

[2023.03.29-14.27.31:986][ 26]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.27.31:986][ 26]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.27.31:986][ 26]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.27.31:987][ 26]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.27.31:997][ 26]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.27.32:010][ 26]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.27.32:028][ 26]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.27.32:028][ 26]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.27.32:029][ 26]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.27.32:031][ 26]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.27.32:033][ 26]LogUObjectHash: Compacting FUObjectHashTables data took 1.43ms

[2023.03.29-14.27.32:068][ 27]LogPlayLevel: Display: Destroying online subsystem :Context\_48

[2023.03.29-14.27.34:783][130]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.27.34:789][130]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.27.34:789][130]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:27:34)

[2023.03.29-14.27.34:790][130]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.27.34:813][130]LogPlayLevel: PIE: StaticDuplicateObject took: (0.023146s)

[2023.03.29-14.27.34:815][130]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.27.34:815][130]LogPlayLevel: PIE: World Init took: (0.002344s)

[2023.03.29-14.27.34:815][130]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.025724s)

[2023.03.29-14.27.34:849][130]LogUObjectHash: Compacting FUObjectHashTables data took 1.47ms

[2023.03.29-14.27.34:851][130]LogAudio: Display: Creating Audio Device: Id: 38, Scope: Unique, Realtime: True

[2023.03.29-14.27.34:851][130]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.27.34:851][130]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.27.34:851][130]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.27.34:851][130]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.27.34:851][130]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.27.34:851][130]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.27.34:851][130]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.27.34:851][130]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.27.34:851][130]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.27.34:851][130]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.27.34:851][130]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.27.34:851][130]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.27.34:852][130]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.27.34:852][130]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.27.34:855][130]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.27.34:855][130]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.27.34:855][130]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.27.34:855][130]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.27.34:856][130]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.27.34:856][130]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.27.34:856][130]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.27.34:857][130]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.27.34:857][130]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.27.34:857][130]LogInit: FAudioDevice initialized.

[2023.03.29-14.27.34:857][130]LogAudio: Display: Audio Device (ID: 38) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.27.34:861][130]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.27.34:863][130]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.27.34

[2023.03.29-14.27.34:863][130]LogWorld: Bringing up level for play took: 0.000945

[2023.03.29-14.27.34:863][130]LogOnline: OSS: Creating online subsystem instance for: :Context\_49

[2023.03.29-14.27.34:865][130]PIE: Server logged in

[2023.03.29-14.27.34:866][130]PIE: Play in editor total start time 0,077 seconds.

[2023.03.29-14.27.44:718][742]LogCharacterMovement: SideScrollerCharacter\_78 is stuck and failed to move! Velocity: X=0.00 Y=183.72 Z=0.00 Location: X=1200.00 Y=-1949.16 Z=1093.30 Normal: X=0.00 Y=0.00 Z=1.00 PenetrationDepth:1.750 Actor:BP\_Bullet\_C\_5 Component:Sphere BoneName:None (0 other events since notify)

[2023.03.29-14.27.49:032][ 39]LogCharacterMovement: SideScrollerCharacter\_78 is stuck and failed to move! Velocity: X=0.00 Y=29.64 Z=0.00 Location: X=1200.00 Y=1735.49 Z=1115.88 Normal: X=0.00 Y=0.00 Z=1.00 PenetrationDepth:1.750 Actor:BP\_Bullet\_C\_21 Component:Sphere BoneName:None (0 other events since notify)

[2023.03.29-14.27.57:682][633]LogCharacterMovement: SideScrollerCharacter\_78 is stuck and failed to move! Velocity: X=0.00 Y=-1000.00 Z=0.00 Location: X=1200.00 Y=-1942.42 Z=253.42 Normal: X=0.00 Y=0.00 Z=1.00 PenetrationDepth:52.000 Actor:BP\_Bullet\_C\_35 Component:Sphere BoneName:None (2 other events since notify)

[2023.03.29-14.27.59:396][739]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.27.59:396][739]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.27.59:396][739]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.27.59:396][739]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.27.59:408][739]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.27.59:420][739]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.27.59:440][739]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.27.59:440][739]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.27.59:441][739]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.27.59:445][739]LogUObjectHash: Compacting FUObjectHashTables data took 1.48ms

[2023.03.29-14.27.59:479][740]LogPlayLevel: Display: Destroying online subsystem :Context\_49

[2023.03.29-14.28.28:752][706]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.28.28:818][706]LogUObjectHash: Compacting FUObjectHashTables data took 1.73ms

[2023.03.29-14.28.30:520][792]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.28.30:526][792]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.28.30:526][792]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:28:30)

[2023.03.29-14.28.30:527][792]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.28.30:556][792]LogPlayLevel: PIE: StaticDuplicateObject took: (0.029291s)

[2023.03.29-14.28.30:558][792]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.28.30:559][792]LogPlayLevel: PIE: World Init took: (0.002852s)

[2023.03.29-14.28.30:559][792]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.032470s)

[2023.03.29-14.28.30:584][792]LogUObjectHash: Compacting FUObjectHashTables data took 1.74ms

[2023.03.29-14.28.30:585][792]LogAudio: Display: Creating Audio Device: Id: 39, Scope: Unique, Realtime: True

[2023.03.29-14.28.30:585][792]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.28.30:585][792]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.28.30:585][792]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.28.30:585][792]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.28.30:585][792]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.28.30:585][792]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.28.30:585][792]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.28.30:585][792]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.28.30:586][792]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.28.30:586][792]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.28.30:586][792]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.28.30:586][792]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.28.30:587][792]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.28.30:587][792]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.28.30:590][792]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.28.30:590][792]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.28.30:590][792]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.28.30:590][792]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.28.30:591][792]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.28.30:591][792]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.28.30:591][792]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.28.30:592][792]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.28.30:592][792]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.28.30:592][792]LogInit: FAudioDevice initialized.

[2023.03.29-14.28.30:592][792]LogAudio: Display: Audio Device (ID: 39) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.28.30:646][792]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.28.30:646][792]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.28.30:648][792]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.28.30

[2023.03.29-14.28.30:649][792]LogWorld: Bringing up level for play took: 0.001723

[2023.03.29-14.28.30:649][792]LogOnline: OSS: Creating online subsystem instance for: :Context\_50

[2023.03.29-14.28.30:652][792]PIE: Server logged in

[2023.03.29-14.28.30:653][792]PIE: Play in editor total start time 0,128 seconds.

[2023.03.29-14.28.30:752][793]LogRenderer: Reallocating scene render targets to support 1200x584 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.28.34:255][938]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.28.34:255][938]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.28.34:256][938]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.28.34:280][938]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.28.34:281][938]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.28.34:295][938]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.28.34:309][938]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.28.34:330][938]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.28.34:330][938]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.28.34:331][938]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.28.34:337][938]LogUObjectHash: Compacting FUObjectHashTables data took 3.47ms

[2023.03.29-14.28.34:377][939]LogPlayLevel: Display: Destroying online subsystem :Context\_50

[2023.03.29-14.30.04:799][433]LogUObjectHash: Compacting FUObjectHashTables data took 1.66ms

[2023.03.29-14.30.04:850][433]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/SideScrollerExampleMap\_Auto4A79495E142F71D98DFA90899C5A7AAF5.tmp' to '../../../../../../games/projectmantle/Saved/Autosaves/Game/SideScrollerBP/Maps/SideScrollerExampleMap\_Auto4.umap'

[2023.03.29-14.30.04:851][433]LogFileHelpers: Editor autosave (incl. external actors) for '/Game/SideScrollerBP/Maps/SideScrollerExampleMap' took 0.076

[2023.03.29-14.30.04:851][433]LogFileHelpers: Editor autosave (incl. sublevels & external actors) for all levels took 0.076

[2023.03.29-14.30.04:851][433]OBJ SavePackage: Generating thumbnails for [1] asset(s) in package [/Game/SideScrollerBP/Blueprints/SideScrollerCharacter] ([2] browsable assets)...

[2023.03.29-14.30.04:880][433]OBJ SavePackage: Rendered thumbnail for [Blueprint /Game/SideScrollerBP/Blueprints/SideScrollerCharacter.SideScrollerCharacter]

[2023.03.29-14.30.04:880][433]OBJ SavePackage: Finished generating thumbnails for package [/Game/SideScrollerBP/Blueprints/SideScrollerCharacter]

[2023.03.29-14.30.04:895][433]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/SideScrollerCharacter\_Auto4E6FD535A49DB63FDEF74D3B050787091.tmp' to '../../../../../../games/projectmantle/Saved/Autosaves/Game/SideScrollerBP/Blueprints/SideScrollerCharacter\_Auto4.uasset'

[2023.03.29-14.30.04:895][433]OBJ SavePackage: Generating thumbnails for [2] asset(s) in package [/Game/BP/CAST/BP\_Bullet] ([2] browsable assets)...

[2023.03.29-14.30.04:922][433]OBJ SavePackage: Rendered thumbnail for [Blueprint /Game/BP/CAST/BP\_Bullet.BP\_Bullet]

[2023.03.29-14.30.04:922][433]OBJ SavePackage: Finished generating thumbnails for package [/Game/BP/CAST/BP\_Bullet]

[2023.03.29-14.30.04:922][433]Cmd: OBJ SAVEPACKAGE PACKAGE="/Game/BP/CAST/BP\_Bullet" FILE="../../../../../../games/projectmantle/Saved/Autosaves/Game/BP/CAST/BP\_Bullet\_Auto4.uasset" SILENT=false AUTOSAVING=true

[2023.03.29-14.30.04:928][433]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/BP\_Bullet\_Auto43A64FD214A3CDDF5F5F65D9FF29A62B1.tmp' to '../../../../../../games/projectmantle/Saved/Autosaves/Game/BP/CAST/BP\_Bullet\_Auto4.uasset'

[2023.03.29-14.30.04:929][433]LogFileHelpers: Auto-saving content packages took 0.077

[2023.03.29-14.30.23:220][263]LogRenderer: Reallocating scene render targets to support 1200x668 Format 10 NumSamples 1 (Frame:4712).

[2023.03.29-14.31.06:356][307]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.31.06:406][307]LogUObjectHash: Compacting FUObjectHashTables data took 1.61ms

[2023.03.29-14.31.07:437][412]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.31.07:440][412]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.31.07:441][412]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:31:07)

[2023.03.29-14.31.07:441][412]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.31.07:452][412]LogPlayLevel: PIE: StaticDuplicateObject took: (0.010918s)

[2023.03.29-14.31.07:452][412]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.31.07:453][412]LogPlayLevel: PIE: World Init took: (0.001022s)

[2023.03.29-14.31.07:453][412]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.012060s)

[2023.03.29-14.31.07:473][412]LogUObjectHash: Compacting FUObjectHashTables data took 1.65ms

[2023.03.29-14.31.07:474][412]LogAudio: Display: Creating Audio Device: Id: 40, Scope: Unique, Realtime: True

[2023.03.29-14.31.07:474][412]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.31.07:474][412]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.31.07:474][412]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.31.07:474][412]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.31.07:474][412]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.31.07:474][412]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.31.07:474][412]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.31.07:474][412]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.31.07:474][412]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.31.07:474][412]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.31.07:474][412]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.31.07:474][412]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.31.07:476][412]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.31.07:476][412]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.31.07:479][412]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.31.07:479][412]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.31.07:479][412]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.31.07:479][412]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.31.07:480][412]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.31.07:480][412]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.31.07:480][412]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.31.07:481][412]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.31.07:481][412]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.31.07:481][412]LogInit: FAudioDevice initialized.

[2023.03.29-14.31.07:481][412]LogAudio: Display: Audio Device (ID: 40) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.31.07:531][412]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.31.07:531][412]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.31.07:533][412]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.31.07

[2023.03.29-14.31.07:533][412]LogWorld: Bringing up level for play took: 0.001476

[2023.03.29-14.31.07:533][412]LogOnline: OSS: Creating online subsystem instance for: :Context\_51

[2023.03.29-14.31.07:536][412]PIE: Server logged in

[2023.03.29-14.31.07:537][412]PIE: Play in editor total start time 0,097 seconds.

[2023.03.29-14.31.13:215][646]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.31.13:215][646]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.31.13:215][646]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.31.13:222][646]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.31.13:222][646]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.31.13:239][646]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.31.13:253][646]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.31.13:276][646]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.31.13:276][646]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.31.13:277][646]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.31.13:281][646]LogUObjectHash: Compacting FUObjectHashTables data took 1.50ms

[2023.03.29-14.31.13:308][647]LogPlayLevel: Display: Destroying online subsystem :Context\_51

[2023.03.29-14.31.17:428][ 82]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.31.17:474][ 82]LogUObjectHash: Compacting FUObjectHashTables data took 1.59ms

[2023.03.29-14.32.52:641][161]LogUObjectHash: Compacting FUObjectHashTables data took 1.61ms

[2023.03.29-14.32.52:689][161]LogUObjectHash: Compacting FUObjectHashTables data took 0.54ms

[2023.03.29-14.32.52:715][161]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/SideScrollerExampleMap0BE9947E428F57FB461A179515D3DA1F.tmp' to '../../../../../../games/projectmantle/Content/SideScrollerBP/Maps/SideScrollerExampleMap.umap'

[2023.03.29-14.32.52:738][161]LogFileHelpers: Saving map 'SideScrollerExampleMap' took 0.071

[2023.03.29-14.32.52:768][161]Cmd: OBJ SAVEPACKAGE PACKAGE="/Game/SideScrollerBP/Blueprints/SideScrollerCharacter" FILE="../../../../../../games/projectmantle/Content/SideScrollerBP/Blueprints/SideScrollerCharacter.uasset" SILENT=true

[2023.03.29-14.32.52:782][161]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/SideScrollerCharacter92E7C60B40001249EBEA6499CD14EC32.tmp' to '../../../../../../games/projectmantle/Content/SideScrollerBP/Blueprints/SideScrollerCharacter.uasset'

[2023.03.29-14.32.52:783][161]Cmd: OBJ SAVEPACKAGE PACKAGE="/Game/BP/CAST/BP\_Bullet" FILE="../../../../../../games/projectmantle/Content/BP/CAST/BP\_Bullet.uasset" SILENT=true

[2023.03.29-14.32.52:786][161]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/BP\_Bullet6BA7DE4C4BF38A3E2E6F3890B3E2ADDE.tmp' to '../../../../../../games/projectmantle/Content/BP/CAST/BP\_Bullet.uasset'

[2023.03.29-14.32.52:798][161]AssetCheck: New page: Asset Save: multiple assets

[2023.03.29-14.32.52:798][161]LogContentValidation: Display: Validating Blueprint /Game/SideScrollerBP/Blueprints/SideScrollerCharacter.SideScrollerCharacter

[2023.03.29-14.32.52:798][161]LogContentValidation: Display: Validating World /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap

[2023.03.29-14.32.52:798][161]LogContentValidation: Display: Validating Blueprint /Game/BP/CAST/BP\_Bullet.BP\_Bullet

[2023.03.29-14.34.41:864][578]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.34.41:931][578]LogUObjectHash: Compacting FUObjectHashTables data took 2.53ms

[2023.03.29-14.34.51:018][ 49]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.34.51:028][ 49]BlueprintLog: New page: Pre-Play auto-recompile

[2023.03.29-14.34.51:030][ 49]LogPlayLevel: [PlayLevel] Compiling SideScrollerCharacter before play...

[2023.03.29-14.34.51:103][ 49]LogUObjectHash: Compacting FUObjectHashTables data took 1.78ms

[2023.03.29-14.34.51:104][ 49]LogPlayLevel: PlayLevel: Blueprint regeneration took 76 ms (1 blueprints)

[2023.03.29-14.34.51:104][ 49]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:34:51)

[2023.03.29-14.34.51:104][ 49]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.34.51:113][ 49]LogPlayLevel: PIE: StaticDuplicateObject took: (0.009083s)

[2023.03.29-14.34.51:114][ 49]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.34.51:114][ 49]LogPlayLevel: PIE: World Init took: (0.001224s)

[2023.03.29-14.34.51:114][ 49]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.010418s)

[2023.03.29-14.34.51:134][ 49]LogUObjectHash: Compacting FUObjectHashTables data took 1.43ms

[2023.03.29-14.34.51:135][ 49]LogAudio: Display: Creating Audio Device: Id: 41, Scope: Unique, Realtime: True

[2023.03.29-14.34.51:135][ 49]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.34.51:135][ 49]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.34.51:135][ 49]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.34.51:135][ 49]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.34.51:135][ 49]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.34.51:135][ 49]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.34.51:135][ 49]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.34.51:135][ 49]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.34.51:135][ 49]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.34.51:135][ 49]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.34.51:135][ 49]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.34.51:135][ 49]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.34.51:137][ 49]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.34.51:137][ 49]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.34.51:140][ 49]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.34.51:141][ 49]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.34.51:141][ 49]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.34.51:141][ 49]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.34.51:141][ 49]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.34.51:141][ 49]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.34.51:141][ 49]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.34.51:142][ 49]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.34.51:142][ 49]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.34.51:142][ 49]LogInit: FAudioDevice initialized.

[2023.03.29-14.34.51:142][ 49]LogAudio: Display: Audio Device (ID: 41) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.34.51:194][ 49]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.34.51:194][ 49]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.34.51:197][ 49]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.34.51

[2023.03.29-14.34.51:197][ 49]LogWorld: Bringing up level for play took: 0.002224

[2023.03.29-14.34.51:197][ 49]LogOnline: OSS: Creating online subsystem instance for: :Context\_52

[2023.03.29-14.34.51:202][ 49]PIE: Server logged in

[2023.03.29-14.34.51:204][ 49]PIE: Play in editor total start time 0,178 seconds.

[2023.03.29-14.34.59:336][423]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.34.59:336][423]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.34.59:336][423]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.34.59:342][423]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.34.59:342][423]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.34.59:357][423]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.34.59:370][423]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.34.59:391][423]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.34.59:392][423]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.34.59:399][423]LogUObjectHash: Compacting FUObjectHashTables data took 1.48ms

[2023.03.29-14.34.59:409][424]LogPlayLevel: Display: Destroying online subsystem :Context\_52

[2023.03.29-14.35.07:749][835]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.35.07:803][835]LogUObjectHash: Compacting FUObjectHashTables data took 1.57ms

[2023.03.29-14.35.08:900][884]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.35.08:909][884]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.35.08:909][884]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:35:08)

[2023.03.29-14.35.08:909][884]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.35.08:937][884]LogPlayLevel: PIE: StaticDuplicateObject took: (0.027071s)

[2023.03.29-14.35.08:938][884]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.35.08:938][884]LogPlayLevel: PIE: World Init took: (0.001406s)

[2023.03.29-14.35.08:938][884]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.028809s)

[2023.03.29-14.35.08:962][884]LogUObjectHash: Compacting FUObjectHashTables data took 1.67ms

[2023.03.29-14.35.08:963][884]LogAudio: Display: Creating Audio Device: Id: 42, Scope: Unique, Realtime: True

[2023.03.29-14.35.08:963][884]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.35.08:963][884]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.35.08:963][884]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.35.08:963][884]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.35.08:963][884]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.35.08:963][884]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.35.08:963][884]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.35.08:963][884]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.35.08:963][884]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.35.08:963][884]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.35.08:963][884]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.35.08:963][884]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.35.08:965][884]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.35.08:965][884]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.35.08:968][884]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.35.08:968][884]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.35.08:968][884]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.35.08:968][884]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.35.08:969][884]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.35.08:969][884]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.35.08:969][884]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.35.08:969][884]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.35.08:969][884]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.35.08:969][884]LogInit: FAudioDevice initialized.

[2023.03.29-14.35.08:969][884]LogAudio: Display: Audio Device (ID: 42) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.35.09:022][884]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.35.09:022][884]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.35.09:024][884]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.35.09

[2023.03.29-14.35.09:024][884]LogWorld: Bringing up level for play took: 0.001380

[2023.03.29-14.35.09:024][884]LogOnline: OSS: Creating online subsystem instance for: :Context\_53

[2023.03.29-14.35.09:028][884]PIE: Server logged in

[2023.03.29-14.35.09:029][884]PIE: Play in editor total start time 0,121 seconds.

[2023.03.29-14.35.19:256][359]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.35.19:256][359]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.35.19:256][359]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.35.19:261][359]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.35.19:262][359]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.35.19:270][359]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.35.19:287][359]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.35.19:308][359]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.35.19:309][359]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.35.19:310][359]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.35.19:314][359]LogUObjectHash: Compacting FUObjectHashTables data took 1.52ms

[2023.03.29-14.35.19:333][360]LogPlayLevel: Display: Destroying online subsystem :Context\_53

[2023.03.29-14.35.30:270][922]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.35.30:327][922]LogUObjectHash: Compacting FUObjectHashTables data took 1.68ms

[2023.03.29-14.35.31:497][980]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.35.31:509][980]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.35.31:509][980]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:35:31)

[2023.03.29-14.35.31:510][980]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.35.31:534][980]LogPlayLevel: PIE: StaticDuplicateObject took: (0.024363s)

[2023.03.29-14.35.31:535][980]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.35.31:536][980]LogPlayLevel: PIE: World Init took: (0.001464s)

[2023.03.29-14.35.31:536][980]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.026148s)

[2023.03.29-14.35.31:558][980]LogUObjectHash: Compacting FUObjectHashTables data took 1.60ms

[2023.03.29-14.35.31:559][980]LogAudio: Display: Creating Audio Device: Id: 43, Scope: Unique, Realtime: True

[2023.03.29-14.35.31:559][980]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.35.31:559][980]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.35.31:559][980]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.35.31:559][980]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.35.31:559][980]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.35.31:559][980]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.35.31:559][980]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.35.31:559][980]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.35.31:560][980]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.35.31:560][980]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.35.31:560][980]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.35.31:560][980]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.35.31:561][980]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.35.31:561][980]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.35.31:564][980]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.35.31:564][980]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.35.31:564][980]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.35.31:564][980]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.35.31:565][980]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.35.31:565][980]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.35.31:565][980]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.35.31:566][980]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.35.31:566][980]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.35.31:566][980]LogInit: FAudioDevice initialized.

[2023.03.29-14.35.31:566][980]LogAudio: Display: Audio Device (ID: 43) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.35.31:619][980]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.35.31:619][980]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.35.31:621][980]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.35.31

[2023.03.29-14.35.31:621][980]LogWorld: Bringing up level for play took: 0.001583

[2023.03.29-14.35.31:622][980]LogOnline: OSS: Creating online subsystem instance for: :Context\_54

[2023.03.29-14.35.31:625][980]PIE: Server logged in

[2023.03.29-14.35.31:626][980]PIE: Play in editor total start time 0,118 seconds.

[2023.03.29-14.35.34:576][100]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.35.34:576][100]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.35.34:576][100]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.35.34:585][100]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.35.34:586][100]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.35.34:602][100]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.35.34:614][100]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.35.34:635][100]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.35.34:635][100]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.35.34:636][100]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.35.34:639][100]LogUObjectHash: Compacting FUObjectHashTables data took 1.41ms

[2023.03.29-14.35.34:650][101]LogPlayLevel: Display: Destroying online subsystem :Context\_54

[2023.03.29-14.35.36:194][171]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.35.36:195][171]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:35:36)

[2023.03.29-14.35.36:195][171]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.35.36:208][171]LogPlayLevel: PIE: StaticDuplicateObject took: (0.013137s)

[2023.03.29-14.35.36:209][171]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.35.36:210][171]LogPlayLevel: PIE: World Init took: (0.001620s)

[2023.03.29-14.35.36:210][171]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.014912s)

[2023.03.29-14.35.36:229][171]LogUObjectHash: Compacting FUObjectHashTables data took 1.39ms

[2023.03.29-14.35.36:230][171]LogAudio: Display: Creating Audio Device: Id: 44, Scope: Unique, Realtime: True

[2023.03.29-14.35.36:230][171]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.35.36:230][171]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.35.36:230][171]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.35.36:230][171]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.35.36:230][171]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.35.36:230][171]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.35.36:230][171]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.35.36:230][171]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.35.36:231][171]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.35.36:231][171]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.35.36:231][171]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.35.36:231][171]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.35.36:232][171]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.35.36:232][171]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.35.36:235][171]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.35.36:235][171]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.35.36:235][171]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.35.36:235][171]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.35.36:236][171]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.35.36:236][171]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.35.36:236][171]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.35.36:237][171]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.35.36:237][171]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.35.36:237][171]LogInit: FAudioDevice initialized.

[2023.03.29-14.35.36:237][171]LogAudio: Display: Audio Device (ID: 44) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.35.36:262][171]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.35.36:263][171]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.35.36:264][171]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.35.36

[2023.03.29-14.35.36:265][171]LogWorld: Bringing up level for play took: 0.001385

[2023.03.29-14.35.36:265][171]LogOnline: OSS: Creating online subsystem instance for: :Context\_55

[2023.03.29-14.35.36:268][171]PIE: Server logged in

[2023.03.29-14.35.36:268][171]PIE: Play in editor total start time 0,075 seconds.

[2023.03.29-14.35.56:577][ 61]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.35.56:577][ 61]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.35.56:578][ 61]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.35.56:585][ 61]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.35.56:586][ 61]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.35.56:598][ 61]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.35.56:611][ 61]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.35.56:632][ 61]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.35.56:633][ 61]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.35.56:650][ 61]LogUObjectHash: Compacting FUObjectHashTables data took 1.32ms

[2023.03.29-14.35.56:663][ 62]LogPlayLevel: Display: Destroying online subsystem :Context\_55

[2023.03.29-14.36.05:344][544]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.36.05:413][544]LogUObjectHash: Compacting FUObjectHashTables data took 1.79ms

[2023.03.29-14.36.06:414][591]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.36.06:420][591]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.36.06:420][591]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:36:06)

[2023.03.29-14.36.06:420][591]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.36.06:440][591]LogPlayLevel: PIE: StaticDuplicateObject took: (0.019880s)

[2023.03.29-14.36.06:441][591]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.36.06:443][591]LogPlayLevel: PIE: World Init took: (0.002831s)

[2023.03.29-14.36.06:443][591]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.023071s)

[2023.03.29-14.36.06:474][591]LogUObjectHash: Compacting FUObjectHashTables data took 2.07ms

[2023.03.29-14.36.06:475][591]LogAudio: Display: Creating Audio Device: Id: 45, Scope: Unique, Realtime: True

[2023.03.29-14.36.06:475][591]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.36.06:475][591]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.36.06:475][591]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.36.06:475][591]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.36.06:475][591]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.36.06:475][591]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.36.06:475][591]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.36.06:475][591]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.36.06:476][591]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.36.06:476][591]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.36.06:476][591]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.36.06:476][591]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.36.06:477][591]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.36.06:477][591]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.36.06:480][591]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.36.06:480][591]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.36.06:480][591]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.36.06:480][591]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.36.06:480][591]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.36.06:481][591]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.36.06:481][591]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.36.06:482][591]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.36.06:482][591]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.36.06:482][591]LogInit: FAudioDevice initialized.

[2023.03.29-14.36.06:482][591]LogAudio: Display: Audio Device (ID: 45) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.36.06:518][591]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.36.06:518][591]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.36.06:520][591]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.36.06

[2023.03.29-14.36.06:520][591]LogWorld: Bringing up level for play took: 0.001349

[2023.03.29-14.36.06:520][591]LogOnline: OSS: Creating online subsystem instance for: :Context\_56

[2023.03.29-14.36.06:523][591]PIE: Server logged in

[2023.03.29-14.36.06:524][591]PIE: Play in editor total start time 0,105 seconds.

[2023.03.29-14.36.13:415][870]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.36.13:415][870]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.36.13:417][870]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.36.13:436][870]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.36.13:438][870]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.36.13:452][870]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.36.13:465][870]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.36.13:487][870]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.36.13:487][870]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.36.13:488][870]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.36.13:494][870]LogUObjectHash: Compacting FUObjectHashTables data took 1.59ms

[2023.03.29-14.36.13:535][871]LogPlayLevel: Display: Destroying online subsystem :Context\_56

[2023.03.29-14.36.18:677][129]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.36.18:743][129]LogUObjectHash: Compacting FUObjectHashTables data took 1.54ms

[2023.03.29-14.36.20:146][192]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.36.20:153][192]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.36.20:153][192]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:36:20)

[2023.03.29-14.36.20:153][192]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.36.20:172][192]LogPlayLevel: PIE: StaticDuplicateObject took: (0.019298s)

[2023.03.29-14.36.20:173][192]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.36.20:176][192]LogPlayLevel: PIE: World Init took: (0.003156s)

[2023.03.29-14.36.20:176][192]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.022882s)

[2023.03.29-14.36.20:205][192]LogUObjectHash: Compacting FUObjectHashTables data took 1.63ms

[2023.03.29-14.36.20:206][192]LogAudio: Display: Creating Audio Device: Id: 46, Scope: Unique, Realtime: True

[2023.03.29-14.36.20:206][192]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.36.20:206][192]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.36.20:206][192]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.36.20:206][192]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.36.20:206][192]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.36.20:206][192]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.36.20:206][192]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.36.20:206][192]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.36.20:207][192]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.36.20:207][192]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.36.20:207][192]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.36.20:207][192]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.36.20:208][192]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.36.20:208][192]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.36.20:211][192]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.36.20:211][192]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.36.20:211][192]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.36.20:211][192]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.36.20:212][192]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.36.20:212][192]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.36.20:212][192]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.36.20:213][192]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.36.20:213][192]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.36.20:213][192]LogInit: FAudioDevice initialized.

[2023.03.29-14.36.20:213][192]LogAudio: Display: Audio Device (ID: 46) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.36.20:256][192]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.36.20:256][192]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.36.20:258][192]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.36.20

[2023.03.29-14.36.20:259][192]LogWorld: Bringing up level for play took: 0.001588

[2023.03.29-14.36.20:259][192]LogOnline: OSS: Creating online subsystem instance for: :Context\_57

[2023.03.29-14.36.20:262][192]PIE: Server logged in

[2023.03.29-14.36.20:262][192]PIE: Play in editor total start time 0,111 seconds.

[2023.03.29-14.36.26:036][420]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.36.26:036][420]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.36.26:037][420]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.36.26:050][420]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.36.26:051][420]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.36.26:065][420]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.36.26:077][420]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.36.26:100][420]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.36.26:100][420]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.36.26:101][420]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.36.26:105][420]LogUObjectHash: Compacting FUObjectHashTables data took 1.45ms

[2023.03.29-14.36.26:132][421]LogPlayLevel: Display: Destroying online subsystem :Context\_57

[2023.03.29-14.37.00:957][758]Cmd: MODE GRID=0

[2023.03.29-14.37.05:338][ 80]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.37.05:410][ 80]LogUObjectHash: Compacting FUObjectHashTables data took 1.85ms

[2023.03.29-14.37.10:697][489]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.37.10:702][489]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.37.10:702][489]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:37:10)

[2023.03.29-14.37.10:703][489]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.37.10:719][489]LogPlayLevel: PIE: StaticDuplicateObject took: (0.016531s)

[2023.03.29-14.37.10:721][489]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.37.10:722][489]LogPlayLevel: PIE: World Init took: (0.002596s)

[2023.03.29-14.37.10:722][489]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.019321s)

[2023.03.29-14.37.10:744][489]LogUObjectHash: Compacting FUObjectHashTables data took 1.71ms

[2023.03.29-14.37.10:745][489]LogAudio: Display: Creating Audio Device: Id: 47, Scope: Unique, Realtime: True

[2023.03.29-14.37.10:745][489]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.37.10:745][489]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.37.10:745][489]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.37.10:745][489]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.37.10:745][489]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.37.10:745][489]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.37.10:745][489]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.37.10:745][489]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.37.10:746][489]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.37.10:746][489]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.37.10:746][489]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.37.10:746][489]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.37.10:747][489]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.37.10:747][489]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.37.10:750][489]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.37.10:750][489]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.37.10:750][489]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.37.10:750][489]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.37.10:751][489]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.37.10:751][489]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.37.10:751][489]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.37.10:752][489]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.37.10:752][489]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.37.10:752][489]LogInit: FAudioDevice initialized.

[2023.03.29-14.37.10:752][489]LogAudio: Display: Audio Device (ID: 47) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.37.10:791][489]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.37.10:792][489]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.37.10:793][489]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.37.10

[2023.03.29-14.37.10:794][489]LogWorld: Bringing up level for play took: 0.001625

[2023.03.29-14.37.10:794][489]LogOnline: OSS: Creating online subsystem instance for: :Context\_58

[2023.03.29-14.37.10:797][489]PIE: Server logged in

[2023.03.29-14.37.10:798][489]PIE: Play in editor total start time 0,097 seconds.

[2023.03.29-14.37.17:347][779]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.37.17:347][779]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.37.17:349][779]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.37.17:362][779]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.37.17:362][779]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.37.17:373][779]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.37.17:386][779]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.37.17:408][779]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.37.17:408][779]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.37.17:409][779]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.37.17:413][779]LogUObjectHash: Compacting FUObjectHashTables data took 1.59ms

[2023.03.29-14.37.17:456][780]LogPlayLevel: Display: Destroying online subsystem :Context\_58

[2023.03.29-14.37.44:321][268]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.37.44:377][268]LogUObjectHash: Compacting FUObjectHashTables data took 1.63ms

[2023.03.29-14.37.50:271][559]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.37.50:333][559]LogUObjectHash: Compacting FUObjectHashTables data took 1.77ms

[2023.03.29-14.37.51:132][596]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.37.51:142][596]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.37.51:142][596]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:37:51)

[2023.03.29-14.37.51:142][596]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.37.51:165][596]LogPlayLevel: PIE: StaticDuplicateObject took: (0.023081s)

[2023.03.29-14.37.51:167][596]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.37.51:168][596]LogPlayLevel: PIE: World Init took: (0.002440s)

[2023.03.29-14.37.51:168][596]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.025726s)

[2023.03.29-14.37.51:191][596]LogUObjectHash: Compacting FUObjectHashTables data took 1.85ms

[2023.03.29-14.37.51:192][596]LogAudio: Display: Creating Audio Device: Id: 48, Scope: Unique, Realtime: True

[2023.03.29-14.37.51:192][596]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.37.51:192][596]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.37.51:192][596]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.37.51:192][596]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.37.51:192][596]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.37.51:192][596]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.37.51:192][596]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.37.51:192][596]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.37.51:192][596]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.37.51:192][596]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.37.51:192][596]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.37.51:192][596]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.37.51:193][596]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.37.51:193][596]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.37.51:196][596]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.37.51:197][596]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.37.51:197][596]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.37.51:197][596]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.37.51:197][596]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.37.51:197][596]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.37.51:197][596]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.37.51:198][596]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.37.51:198][596]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.37.51:198][596]LogInit: FAudioDevice initialized.

[2023.03.29-14.37.51:198][596]LogAudio: Display: Audio Device (ID: 48) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.37.51:257][596]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.37.51:257][596]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.37.51:259][596]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.37.51

[2023.03.29-14.37.51:259][596]LogWorld: Bringing up level for play took: 0.001536

[2023.03.29-14.37.51:259][596]LogOnline: OSS: Creating online subsystem instance for: :Context\_59

[2023.03.29-14.37.51:262][596]PIE: Server logged in

[2023.03.29-14.37.51:263][596]PIE: Play in editor total start time 0,123 seconds.

[2023.03.29-14.39.03:646][997]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.39.03:646][997]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.39.03:648][997]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.39.03:661][997]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.39.03:662][997]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.39.03:674][997]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.39.03:688][997]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.39.03:710][997]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.39.03:710][997]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.39.03:711][997]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.39.03:718][997]LogUObjectHash: Compacting FUObjectHashTables data took 3.99ms

[2023.03.29-14.39.03:737][998]LogPlayLevel: Display: Destroying online subsystem :Context\_59

[2023.03.29-14.40.56:753][976]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.40.56:792][976]LogUObjectHash: Compacting FUObjectHashTables data took 2.08ms

[2023.03.29-14.40.58:270][138]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.40.58:273][138]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.40.58:273][138]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:40:58)

[2023.03.29-14.40.58:274][138]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.40.58:285][138]LogPlayLevel: PIE: StaticDuplicateObject took: (0.011030s)

[2023.03.29-14.40.58:285][138]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.40.58:286][138]LogPlayLevel: PIE: World Init took: (0.001118s)

[2023.03.29-14.40.58:286][138]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.012299s)

[2023.03.29-14.40.58:307][138]LogUObjectHash: Compacting FUObjectHashTables data took 1.57ms

[2023.03.29-14.40.58:308][138]LogAudio: Display: Creating Audio Device: Id: 49, Scope: Unique, Realtime: True

[2023.03.29-14.40.58:308][138]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.40.58:308][138]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.40.58:308][138]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.40.58:308][138]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.40.58:308][138]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.40.58:308][138]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.40.58:308][138]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.40.58:308][138]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.40.58:308][138]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.40.58:308][138]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.40.58:308][138]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.40.58:309][138]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.40.58:309][138]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.40.58:309][138]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.40.58:313][138]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.40.58:313][138]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.40.58:313][138]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.40.58:313][138]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.40.58:314][138]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.40.58:314][138]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.40.58:314][138]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.40.58:315][138]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.40.58:315][138]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.40.58:315][138]LogInit: FAudioDevice initialized.

[2023.03.29-14.40.58:315][138]LogAudio: Display: Audio Device (ID: 49) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.40.58:344][138]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.40.58:345][138]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.40.58:347][138]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.40.58

[2023.03.29-14.40.58:347][138]LogWorld: Bringing up level for play took: 0.001628

[2023.03.29-14.40.58:347][138]LogOnline: OSS: Creating online subsystem instance for: :Context\_60

[2023.03.29-14.40.58:350][138]PIE: Server logged in

[2023.03.29-14.40.58:351][138]PIE: Play in editor total start time 0,078 seconds.

[2023.03.29-14.41.03:646][345]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.41.03:646][345]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.41.03:647][345]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.41.03:681][345]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.41.03:681][345]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.41.03:695][345]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.41.03:708][345]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.41.03:731][345]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.41.03:731][345]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.41.03:732][345]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.41.03:736][345]LogUObjectHash: Compacting FUObjectHashTables data took 1.62ms

[2023.03.29-14.41.03:750][346]LogPlayLevel: Display: Destroying online subsystem :Context\_60

[2023.03.29-14.41.36:826][178]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.41.36:862][178]LogUObjectHash: Compacting FUObjectHashTables data took 1.78ms

[2023.03.29-14.41.38:357][335]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.41.38:361][335]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.41.38:361][335]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:41:38)

[2023.03.29-14.41.38:361][335]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.41.38:372][335]LogPlayLevel: PIE: StaticDuplicateObject took: (0.011154s)

[2023.03.29-14.41.38:373][335]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.41.38:373][335]LogPlayLevel: PIE: World Init took: (0.001082s)

[2023.03.29-14.41.38:373][335]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.012358s)

[2023.03.29-14.41.38:395][335]LogUObjectHash: Compacting FUObjectHashTables data took 1.82ms

[2023.03.29-14.41.38:396][335]LogAudio: Display: Creating Audio Device: Id: 50, Scope: Unique, Realtime: True

[2023.03.29-14.41.38:396][335]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.41.38:396][335]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.41.38:396][335]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.41.38:396][335]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.41.38:396][335]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.41.38:396][335]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.41.38:396][335]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.41.38:396][335]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.41.38:397][335]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.41.38:397][335]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.41.38:397][335]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.41.38:397][335]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.41.38:398][335]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.41.38:398][335]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.41.38:401][335]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.41.38:401][335]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.41.38:401][335]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.41.38:401][335]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.41.38:402][335]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.41.38:402][335]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.41.38:402][335]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.41.38:402][335]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.41.38:402][335]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.41.38:403][335]LogInit: FAudioDevice initialized.

[2023.03.29-14.41.38:403][335]LogAudio: Display: Audio Device (ID: 50) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.41.38:441][335]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.41.38:442][335]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.41.38:444][335]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.41.38

[2023.03.29-14.41.38:444][335]LogWorld: Bringing up level for play took: 0.001746

[2023.03.29-14.41.38:444][335]LogOnline: OSS: Creating online subsystem instance for: :Context\_61

[2023.03.29-14.41.38:448][335]PIE: Server logged in

[2023.03.29-14.41.38:449][335]PIE: Play in editor total start time 0,089 seconds.

[2023.03.29-14.41.51:777][863]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.41.51:777][863]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.41.51:778][863]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.41.51:792][863]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.41.51:793][863]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.41.51:808][863]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.41.51:820][863]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.41.51:843][863]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.41.51:843][863]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.41.51:844][863]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.41.51:849][863]LogUObjectHash: Compacting FUObjectHashTables data took 1.32ms

[2023.03.29-14.41.51:864][864]LogPlayLevel: Display: Destroying online subsystem :Context\_61

[2023.03.29-14.42.03:808][223]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.42.03:862][223]LogUObjectHash: Compacting FUObjectHashTables data took 1.75ms

[2023.03.29-14.42.05:939][467]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.42.05:943][467]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.42.05:943][467]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:42:05)

[2023.03.29-14.42.05:943][467]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.42.05:954][467]LogPlayLevel: PIE: StaticDuplicateObject took: (0.011007s)

[2023.03.29-14.42.05:955][467]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.42.05:955][467]LogPlayLevel: PIE: World Init took: (0.001054s)

[2023.03.29-14.42.05:955][467]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.012194s)

[2023.03.29-14.42.05:976][467]LogUObjectHash: Compacting FUObjectHashTables data took 1.65ms

[2023.03.29-14.42.05:977][467]LogAudio: Display: Creating Audio Device: Id: 51, Scope: Unique, Realtime: True

[2023.03.29-14.42.05:977][467]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.42.05:977][467]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.42.05:977][467]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.42.05:977][467]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.42.05:977][467]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.42.05:977][467]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.42.05:977][467]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.42.05:977][467]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.42.05:978][467]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.42.05:978][467]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.42.05:978][467]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.42.05:978][467]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.42.05:979][467]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.42.05:979][467]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.42.05:982][467]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.42.05:982][467]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.42.05:982][467]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.42.05:982][467]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.42.05:982][467]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.42.05:982][467]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.42.05:983][467]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.42.05:983][467]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.42.05:983][467]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.42.05:983][467]LogInit: FAudioDevice initialized.

[2023.03.29-14.42.05:983][467]LogAudio: Display: Audio Device (ID: 51) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.42.06:035][467]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.42.06:035][467]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.42.06:036][467]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.42.06

[2023.03.29-14.42.06:037][467]LogWorld: Bringing up level for play took: 0.001502

[2023.03.29-14.42.06:037][467]LogOnline: OSS: Creating online subsystem instance for: :Context\_62

[2023.03.29-14.42.06:040][467]PIE: Server logged in

[2023.03.29-14.42.06:041][467]PIE: Play in editor total start time 0,099 seconds.

[2023.03.29-14.42.07:462][521]LogSpawn: Warning: SpawnActor failed because of collision at the spawn location [X=1199.997 Y=-454.475 Z=246.002] for [BP\_Bullet\_C]

[2023.03.29-14.42.08:113][547]LogSpawn: Warning: SpawnActor failed because of collision at the spawn location [X=1199.997 Y=-454.475 Z=246.002] for [BP\_Bullet\_C]

[2023.03.29-14.42.08:652][569]LogSpawn: Warning: SpawnActor failed because of collision at the spawn location [X=1199.997 Y=-454.475 Z=246.002] for [BP\_Bullet\_C]

[2023.03.29-14.42.09:380][598]LogSpawn: Warning: SpawnActor failed because of collision at the spawn location [X=1199.997 Y=-536.802 Z=246.002] for [BP\_Bullet\_C]

[2023.03.29-14.42.09:581][606]LogSpawn: Warning: SpawnActor failed because of collision at the spawn location [X=1199.997 Y=-536.802 Z=246.002] for [BP\_Bullet\_C]

[2023.03.29-14.42.09:754][613]LogSpawn: Warning: SpawnActor failed because of collision at the spawn location [X=1199.997 Y=-536.802 Z=246.002] for [BP\_Bullet\_C]

[2023.03.29-14.42.09:928][620]LogSpawn: Warning: SpawnActor failed because of collision at the spawn location [X=1199.997 Y=-536.802 Z=246.002] for [BP\_Bullet\_C]

[2023.03.29-14.42.10:417][638]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.42.10:417][638]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.42.10:418][638]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.42.10:431][638]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.42.10:432][638]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.42.10:451][638]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.42.10:464][638]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.42.10:485][638]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.42.10:486][638]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.42.10:487][638]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.42.10:492][638]LogUObjectHash: Compacting FUObjectHashTables data took 3.27ms

[2023.03.29-14.42.10:513][639]LogPlayLevel: Display: Destroying online subsystem :Context\_62

[2023.03.29-14.42.21:840][945]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.42.21:886][945]LogUObjectHash: Compacting FUObjectHashTables data took 1.67ms

[2023.03.29-14.42.50:848][299]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.42.50:885][299]LogUObjectHash: Compacting FUObjectHashTables data took 1.74ms

[2023.03.29-14.43.35:417][484]Cmd: CAMERA ALIGN ACTIVEVIEWPORTONLY

[2023.03.29-14.43.39:411][684]Cmd: CAMERA ALIGN ACTIVEVIEWPORTONLY

[2023.03.29-14.43.43:548][887]Cmd: CAMERA ALIGN ACTIVEVIEWPORTONLY

[2023.03.29-14.43.45:473][969]Cmd: CAMERA ALIGN ACTIVEVIEWPORTONLY

[2023.03.29-14.43.47:884][ 76]Cmd: CAMERA ALIGN ACTIVEVIEWPORTONLY

[2023.03.29-14.43.50:524][188]Cmd: CAMERA ALIGN ACTIVEVIEWPORTONLY

[2023.03.29-14.43.57:082][472]Cmd: CAMERA ALIGN ACTIVEVIEWPORTONLY

[2023.03.29-14.44.31:811][364]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.44.31:849][364]LogUObjectHash: Compacting FUObjectHashTables data took 1.88ms

[2023.03.29-14.44.50:372][434]LogEditorViewport: Clicking on Actor (LMB): SideScrollerCharacter\_C (SideScrollerCharacter)

[2023.03.29-14.44.56:093][588]LogEditorViewport: Clicking on Actor (LMB): KillZVolume (KillZVolume)

[2023.03.29-14.44.57:605][649]Cmd: DELETE

[2023.03.29-14.44.57:605][649]Cmd: ACTOR DELETE

[2023.03.29-14.44.57:624][649]LogEditorActor: Deleted Actor: KillZVolume

[2023.03.29-14.44.57:661][649]LogUObjectHash: Compacting FUObjectHashTables data took 1.80ms

[2023.03.29-14.44.57:663][649]LogEditorActor: Deleted 1 Actors (0.057 secs)

[2023.03.29-14.44.59:138][713]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.44.59:146][713]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.44.59:146][713]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:44:59)

[2023.03.29-14.44.59:175][713]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.44.59:189][713]LogPlayLevel: PIE: StaticDuplicateObject took: (0.014314s)

[2023.03.29-14.44.59:190][713]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.44.59:191][713]LogPlayLevel: PIE: World Init took: (0.001203s)

[2023.03.29-14.44.59:191][713]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.015721s)

[2023.03.29-14.44.59:213][713]LogUObjectHash: Compacting FUObjectHashTables data took 1.46ms

[2023.03.29-14.44.59:214][713]LogAudio: Display: Creating Audio Device: Id: 52, Scope: Unique, Realtime: True

[2023.03.29-14.44.59:214][713]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.44.59:214][713]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.44.59:214][713]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.44.59:214][713]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.44.59:214][713]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.44.59:214][713]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.44.59:214][713]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.44.59:214][713]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.44.59:215][713]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.44.59:215][713]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.44.59:215][713]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.44.59:215][713]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.44.59:216][713]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.44.59:216][713]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.44.59:220][713]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.44.59:220][713]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.44.59:220][713]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.44.59:220][713]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.44.59:221][713]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.44.59:221][713]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.44.59:221][713]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.44.59:222][713]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.44.59:222][713]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.44.59:222][713]LogInit: FAudioDevice initialized.

[2023.03.29-14.44.59:222][713]LogAudio: Display: Audio Device (ID: 52) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.44.59:233][713]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.44.59:235][713]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.44.59

[2023.03.29-14.44.59:235][713]LogWorld: Bringing up level for play took: 0.001671

[2023.03.29-14.44.59:235][713]LogOnline: OSS: Creating online subsystem instance for: :Context\_63

[2023.03.29-14.44.59:237][713]PIE: Server logged in

[2023.03.29-14.44.59:238][713]PIE: Play in editor total start time 0,094 seconds.

[2023.03.29-14.45.04:896][ 52]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.45.04:896][ 52]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.45.04:897][ 52]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.45.04:897][ 52]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.45.04:909][ 52]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.45.04:912][ 52]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.45.04:931][ 52]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.45.04:931][ 52]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.45.04:932][ 52]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.45.04:936][ 52]LogUObjectHash: Compacting FUObjectHashTables data took 1.54ms

[2023.03.29-14.45.04:955][ 53]LogPlayLevel: Display: Destroying online subsystem :Context\_63

[2023.03.29-14.45.06:019][100]LogEditorViewport: Clicking on Actor (LMB): SideScrollerCharacter\_C (SideScrollerCharacter2)

[2023.03.29-14.45.07:053][127]Cmd: DELETE

[2023.03.29-14.45.07:053][127]Cmd: ACTOR DELETE

[2023.03.29-14.45.07:057][127]LogEditorActor: Deleted Actor: SideScrollerCharacter\_C

[2023.03.29-14.45.07:122][127]LogUObjectHash: Compacting FUObjectHashTables data took 1.23ms

[2023.03.29-14.45.07:123][127]LogEditorActor: Deleted 1 Actors (0.070 secs)

[2023.03.29-14.45.54:269][366]LogUObjectHash: Compacting FUObjectHashTables data took 1.71ms

[2023.03.29-14.45.54:282][366]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/SideScrollerExampleMap\_Auto5F6527E6C4FFFAE8B3F932BB0BDEB07B2.tmp' to '../../../../../../games/projectmantle/Saved/Autosaves/Game/SideScrollerBP/Maps/SideScrollerExampleMap\_Auto5.umap'

[2023.03.29-14.45.54:282][366]LogFileHelpers: Editor autosave (incl. external actors) for '/Game/SideScrollerBP/Maps/SideScrollerExampleMap' took 0.044

[2023.03.29-14.45.54:282][366]LogFileHelpers: Editor autosave (incl. sublevels & external actors) for all levels took 0.044

[2023.03.29-14.45.54:283][366]OBJ SavePackage: Generating thumbnails for [1] asset(s) in package [/Game/SideScrollerBP/Blueprints/SideScrollerCharacter] ([2] browsable assets)...

[2023.03.29-14.45.54:308][366]OBJ SavePackage: Rendered thumbnail for [Blueprint /Game/SideScrollerBP/Blueprints/SideScrollerCharacter.SideScrollerCharacter]

[2023.03.29-14.45.54:308][366]OBJ SavePackage: Finished generating thumbnails for package [/Game/SideScrollerBP/Blueprints/SideScrollerCharacter]

[2023.03.29-14.45.54:322][366]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/SideScrollerCharacter\_Auto585BD9EE546C37227C8EE9D9CC9D0EC5C.tmp' to '../../../../../../games/projectmantle/Saved/Autosaves/Game/SideScrollerBP/Blueprints/SideScrollerCharacter\_Auto5.uasset'

[2023.03.29-14.45.54:323][366]OBJ SavePackage: Generating thumbnails for [2] asset(s) in package [/Game/BP/CAST/BP\_Bullet] ([2] browsable assets)...

[2023.03.29-14.45.54:348][366]OBJ SavePackage: Rendered thumbnail for [Blueprint /Game/BP/CAST/BP\_Bullet.BP\_Bullet]

[2023.03.29-14.45.54:348][366]OBJ SavePackage: Finished generating thumbnails for package [/Game/BP/CAST/BP\_Bullet]

[2023.03.29-14.45.54:348][366]Cmd: OBJ SAVEPACKAGE PACKAGE="/Game/BP/CAST/BP\_Bullet" FILE="../../../../../../games/projectmantle/Saved/Autosaves/Game/BP/CAST/BP\_Bullet\_Auto5.uasset" SILENT=false AUTOSAVING=true

[2023.03.29-14.45.54:354][366]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/BP\_Bullet\_Auto544DA1BA74324C8CA7C5E10BC02160445.tmp' to '../../../../../../games/projectmantle/Saved/Autosaves/Game/BP/CAST/BP\_Bullet\_Auto5.uasset'

[2023.03.29-14.45.54:355][366]LogFileHelpers: Auto-saving content packages took 0.072

[2023.03.29-14.46.06:690][718]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.46.06:727][718]LogUObjectHash: Compacting FUObjectHashTables data took 1.97ms

[2023.03.29-14.46.07:474][795]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.46.07:478][795]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.46.07:478][795]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:46:07)

[2023.03.29-14.46.07:478][795]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.46.07:490][795]LogPlayLevel: PIE: StaticDuplicateObject took: (0.011793s)

[2023.03.29-14.46.07:491][795]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.46.07:491][795]LogPlayLevel: PIE: World Init took: (0.001082s)

[2023.03.29-14.46.07:491][795]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.012999s)

[2023.03.29-14.46.07:512][795]LogUObjectHash: Compacting FUObjectHashTables data took 1.70ms

[2023.03.29-14.46.07:513][795]LogAudio: Display: Creating Audio Device: Id: 53, Scope: Unique, Realtime: True

[2023.03.29-14.46.07:513][795]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.46.07:513][795]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.46.07:513][795]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.46.07:513][795]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.46.07:513][795]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.46.07:513][795]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.46.07:513][795]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.46.07:513][795]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.46.07:513][795]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.46.07:513][795]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.46.07:513][795]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.46.07:513][795]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.46.07:514][795]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.46.07:514][795]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.46.07:518][795]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.46.07:518][795]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.46.07:518][795]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.46.07:518][795]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.46.07:519][795]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.46.07:519][795]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.46.07:519][795]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.46.07:520][795]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.46.07:520][795]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.46.07:520][795]LogInit: FAudioDevice initialized.

[2023.03.29-14.46.07:520][795]LogAudio: Display: Audio Device (ID: 53) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.46.07:575][795]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.46.07:575][795]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.46.07:577][795]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.46.07

[2023.03.29-14.46.07:577][795]LogWorld: Bringing up level for play took: 0.001793

[2023.03.29-14.46.07:578][795]LogOnline: OSS: Creating online subsystem instance for: :Context\_64

[2023.03.29-14.46.07:582][795]PIE: Server logged in

[2023.03.29-14.46.07:582][795]PIE: Play in editor total start time 0,105 seconds.

[2023.03.29-14.46.21:007][374]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.46.21:007][374]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.46.21:008][374]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.46.21:018][374]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.46.21:018][374]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.46.21:033][374]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.46.21:037][374]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.46.21:060][374]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.46.21:060][374]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.46.21:061][374]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.46.21:064][374]LogUObjectHash: Compacting FUObjectHashTables data took 1.52ms

[2023.03.29-14.46.21:073][375]LogPlayLevel: Display: Destroying online subsystem :Context\_64

[2023.03.29-14.46.24:106][704]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.46.24:109][704]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.46.24:109][704]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:46:24)

[2023.03.29-14.46.24:109][704]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.46.24:120][704]LogPlayLevel: PIE: StaticDuplicateObject took: (0.010638s)

[2023.03.29-14.46.24:122][704]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.46.24:123][704]LogPlayLevel: PIE: World Init took: (0.002406s)

[2023.03.29-14.46.24:123][704]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.013203s)

[2023.03.29-14.46.24:142][704]LogUObjectHash: Compacting FUObjectHashTables data took 1.34ms

[2023.03.29-14.46.24:143][704]LogAudio: Display: Creating Audio Device: Id: 54, Scope: Unique, Realtime: True

[2023.03.29-14.46.24:143][704]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.46.24:143][704]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.46.24:143][704]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.46.24:143][704]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.46.24:143][704]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.46.24:143][704]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.46.24:143][704]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.46.24:143][704]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.46.24:144][704]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.46.24:144][704]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.46.24:144][704]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.46.24:144][704]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.46.24:145][704]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.46.24:145][704]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.46.24:148][704]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.46.24:148][704]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.46.24:148][704]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.46.24:148][704]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.46.24:149][704]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.46.24:149][704]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.46.24:149][704]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.46.24:150][704]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.46.24:150][704]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.46.24:150][704]LogInit: FAudioDevice initialized.

[2023.03.29-14.46.24:150][704]LogAudio: Display: Audio Device (ID: 54) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.46.24:175][704]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.46.24:175][704]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.46.24:177][704]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.46.24

[2023.03.29-14.46.24:177][704]LogWorld: Bringing up level for play took: 0.001584

[2023.03.29-14.46.24:177][704]LogOnline: OSS: Creating online subsystem instance for: :Context\_65

[2023.03.29-14.46.24:180][704]PIE: Server logged in

[2023.03.29-14.46.24:181][704]PIE: Play in editor total start time 0,071 seconds.

[2023.03.29-14.46.24:265][705]LogRenderer: Reallocating scene render targets to support 1200x672 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.46.31:066][ 10]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.46.31:066][ 10]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.46.31:067][ 10]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.46.31:073][ 10]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.46.31:073][ 10]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.46.31:087][ 10]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.46.31:090][ 10]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.46.31:109][ 10]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.46.31:110][ 10]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.46.31:116][ 10]LogUObjectHash: Compacting FUObjectHashTables data took 3.35ms

[2023.03.29-14.46.31:124][ 11]LogPlayLevel: Display: Destroying online subsystem :Context\_65

[2023.03.29-14.46.32:149][132]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.46.32:152][132]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.46.32:152][132]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:46:32)

[2023.03.29-14.46.32:152][132]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.46.32:162][132]LogPlayLevel: PIE: StaticDuplicateObject took: (0.010113s)

[2023.03.29-14.46.32:163][132]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.46.32:164][132]LogPlayLevel: PIE: World Init took: (0.001873s)

[2023.03.29-14.46.32:164][132]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.012204s)

[2023.03.29-14.46.32:184][132]LogUObjectHash: Compacting FUObjectHashTables data took 1.40ms

[2023.03.29-14.46.32:185][132]LogAudio: Display: Creating Audio Device: Id: 55, Scope: Unique, Realtime: True

[2023.03.29-14.46.32:185][132]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.46.32:185][132]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.46.32:185][132]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.46.32:185][132]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.46.32:185][132]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.46.32:185][132]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.46.32:185][132]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.46.32:185][132]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.46.32:186][132]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.46.32:186][132]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.46.32:186][132]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.46.32:186][132]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.46.32:187][132]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.46.32:187][132]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.46.32:190][132]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.46.32:190][132]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.46.32:190][132]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.46.32:190][132]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.46.32:191][132]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.46.32:191][132]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.46.32:191][132]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.46.32:192][132]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.46.32:192][132]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.46.32:192][132]LogInit: FAudioDevice initialized.

[2023.03.29-14.46.32:192][132]LogAudio: Display: Audio Device (ID: 55) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.46.32:233][132]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.46.32:233][132]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.46.32:235][132]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.46.32

[2023.03.29-14.46.32:236][132]LogWorld: Bringing up level for play took: 0.001920

[2023.03.29-14.46.32:236][132]LogOnline: OSS: Creating online subsystem instance for: :Context\_66

[2023.03.29-14.46.32:239][132]PIE: Server logged in

[2023.03.29-14.46.32:239][132]PIE: Play in editor total start time 0,089 seconds.

[2023.03.29-14.46.32:324][133]LogRenderer: Reallocating scene render targets to support 1200x680 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.46.38:147][398]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.46.38:148][398]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.46.38:149][398]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.46.38:164][398]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.46.38:166][398]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.46.38:182][398]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.46.38:185][398]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.46.38:205][398]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.46.38:206][398]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.46.38:213][398]LogUObjectHash: Compacting FUObjectHashTables data took 1.72ms

[2023.03.29-14.46.38:221][399]LogPlayLevel: Display: Destroying online subsystem :Context\_66

[2023.03.29-14.46.39:309][528]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.46.39:312][528]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.46.39:312][528]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:46:39)

[2023.03.29-14.46.39:312][528]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.46.39:323][528]LogPlayLevel: PIE: StaticDuplicateObject took: (0.010649s)

[2023.03.29-14.46.39:325][528]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.46.39:325][528]LogPlayLevel: PIE: World Init took: (0.002478s)

[2023.03.29-14.46.39:325][528]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.013303s)

[2023.03.29-14.46.39:345][528]LogUObjectHash: Compacting FUObjectHashTables data took 1.40ms

[2023.03.29-14.46.39:346][528]LogAudio: Display: Creating Audio Device: Id: 56, Scope: Unique, Realtime: True

[2023.03.29-14.46.39:346][528]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.46.39:346][528]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.46.39:346][528]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.46.39:346][528]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.46.39:346][528]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.46.39:346][528]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.46.39:346][528]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.46.39:346][528]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.46.39:346][528]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.46.39:346][528]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.46.39:346][528]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.46.39:346][528]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.46.39:348][528]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.46.39:348][528]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.46.39:351][528]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.46.39:351][528]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.46.39:351][528]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.46.39:351][528]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.46.39:351][528]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.46.39:352][528]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.46.39:352][528]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.46.39:352][528]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.46.39:352][528]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.46.39:352][528]LogInit: FAudioDevice initialized.

[2023.03.29-14.46.39:352][528]LogAudio: Display: Audio Device (ID: 56) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.46.39:395][528]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.46.39:396][528]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.46.39:398][528]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.46.39

[2023.03.29-14.46.39:398][528]LogWorld: Bringing up level for play took: 0.001702

[2023.03.29-14.46.39:398][528]LogOnline: OSS: Creating online subsystem instance for: :Context\_67

[2023.03.29-14.46.39:401][528]PIE: Server logged in

[2023.03.29-14.46.39:402][528]PIE: Play in editor total start time 0,09 seconds.

[2023.03.29-14.46.39:486][529]LogRenderer: Reallocating scene render targets to support 1200x688 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.46.50:807][114]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.46.50:807][114]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.46.50:808][114]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.46.50:821][114]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.46.50:823][114]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.46.50:838][114]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.46.50:840][114]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.46.50:860][114]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.46.50:861][114]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.46.50:867][114]LogUObjectHash: Compacting FUObjectHashTables data took 1.53ms

[2023.03.29-14.46.50:883][116]LogPlayLevel: Display: Destroying online subsystem :Context\_67

[2023.03.29-14.46.51:872][232]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.46.51:875][232]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.46.51:876][232]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:46:51)

[2023.03.29-14.46.51:876][232]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.46.51:888][232]LogPlayLevel: PIE: StaticDuplicateObject took: (0.011806s)

[2023.03.29-14.46.51:888][232]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.46.51:889][232]LogPlayLevel: PIE: World Init took: (0.001065s)

[2023.03.29-14.46.51:889][232]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.013000s)

[2023.03.29-14.46.51:909][232]LogUObjectHash: Compacting FUObjectHashTables data took 1.55ms

[2023.03.29-14.46.51:910][232]LogAudio: Display: Creating Audio Device: Id: 57, Scope: Unique, Realtime: True

[2023.03.29-14.46.51:910][232]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.46.51:910][232]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.46.51:910][232]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.46.51:910][232]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.46.51:910][232]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.46.51:910][232]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.46.51:910][232]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.46.51:910][232]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.46.51:911][232]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.46.51:911][232]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.46.51:911][232]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.46.51:911][232]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.46.51:912][232]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.46.51:912][232]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.46.51:915][232]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.46.51:915][232]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.46.51:915][232]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.46.51:915][232]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.46.51:916][232]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.46.51:916][232]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.46.51:916][232]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.46.51:916][232]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.46.51:917][232]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.46.51:917][232]LogInit: FAudioDevice initialized.

[2023.03.29-14.46.51:917][232]LogAudio: Display: Audio Device (ID: 57) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.46.51:968][232]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.46.51:969][232]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.46.51:971][232]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.46.51

[2023.03.29-14.46.51:971][232]LogWorld: Bringing up level for play took: 0.001654

[2023.03.29-14.46.51:972][232]LogOnline: OSS: Creating online subsystem instance for: :Context\_68

[2023.03.29-14.46.51:974][232]PIE: Server logged in

[2023.03.29-14.46.51:975][232]PIE: Play in editor total start time 0,099 seconds.

[2023.03.29-14.46.52:057][233]LogRenderer: Reallocating scene render targets to support 1200x692 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.47.04:718][794]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.47.04:718][794]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.47.04:718][794]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.47.04:723][794]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.47.04:724][794]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.47.04:739][794]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.47.04:742][794]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.47.04:761][794]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.47.04:762][794]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.47.04:768][794]LogUObjectHash: Compacting FUObjectHashTables data took 3.24ms

[2023.03.29-14.47.04:785][796]LogPlayLevel: Display: Destroying online subsystem :Context\_68

[2023.03.29-14.47.05:434][872]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.47.05:437][872]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.47.05:437][872]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:47:05)

[2023.03.29-14.47.05:438][872]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.47.05:449][872]LogPlayLevel: PIE: StaticDuplicateObject took: (0.011090s)

[2023.03.29-14.47.05:450][872]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.47.05:451][872]LogPlayLevel: PIE: World Init took: (0.001911s)

[2023.03.29-14.47.05:451][872]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.013164s)

[2023.03.29-14.47.05:472][872]LogUObjectHash: Compacting FUObjectHashTables data took 1.43ms

[2023.03.29-14.47.05:473][872]LogAudio: Display: Creating Audio Device: Id: 58, Scope: Unique, Realtime: True

[2023.03.29-14.47.05:473][872]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.47.05:473][872]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.47.05:473][872]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.47.05:473][872]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.47.05:473][872]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.47.05:473][872]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.47.05:473][872]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.47.05:473][872]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.47.05:473][872]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.47.05:473][872]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.47.05:473][872]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.47.05:473][872]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.47.05:474][872]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.47.05:474][872]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.47.05:477][872]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.47.05:478][872]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.47.05:478][872]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.47.05:478][872]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.47.05:478][872]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.47.05:478][872]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.47.05:478][872]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.47.05:479][872]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.47.05:479][872]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.47.05:479][872]LogInit: FAudioDevice initialized.

[2023.03.29-14.47.05:479][872]LogAudio: Display: Audio Device (ID: 58) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.47.05:522][872]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.47.05:522][872]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.47.05:524][872]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.47.05

[2023.03.29-14.47.05:524][872]LogWorld: Bringing up level for play took: 0.001330

[2023.03.29-14.47.05:525][872]LogOnline: OSS: Creating online subsystem instance for: :Context\_69

[2023.03.29-14.47.05:528][872]PIE: Server logged in

[2023.03.29-14.47.05:528][872]PIE: Play in editor total start time 0,092 seconds.

[2023.03.29-14.47.05:612][873]LogRenderer: Reallocating scene render targets to support 1200x700 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.47.15:897][311]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.47.15:897][311]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.47.15:898][311]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.47.15:907][311]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.47.15:908][311]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.47.15:918][311]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.47.15:921][311]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.47.15:942][311]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.47.15:944][311]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.47.15:948][311]LogUObjectHash: Compacting FUObjectHashTables data took 1.45ms

[2023.03.29-14.47.15:958][312]LogPlayLevel: Display: Destroying online subsystem :Context\_69

[2023.03.29-14.47.20:096][807]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.47.20:099][807]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.47.20:100][807]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:47:20)

[2023.03.29-14.47.20:100][807]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.47.20:111][807]LogPlayLevel: PIE: StaticDuplicateObject took: (0.011127s)

[2023.03.29-14.47.20:112][807]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.47.20:112][807]LogPlayLevel: PIE: World Init took: (0.001488s)

[2023.03.29-14.47.20:112][807]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.012755s)

[2023.03.29-14.47.20:133][807]LogUObjectHash: Compacting FUObjectHashTables data took 1.54ms

[2023.03.29-14.47.20:134][807]LogAudio: Display: Creating Audio Device: Id: 59, Scope: Unique, Realtime: True

[2023.03.29-14.47.20:134][807]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.47.20:134][807]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.47.20:134][807]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.47.20:134][807]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.47.20:134][807]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.47.20:134][807]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.47.20:134][807]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.47.20:134][807]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.47.20:134][807]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.47.20:134][807]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.47.20:134][807]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.47.20:134][807]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.47.20:135][807]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.47.20:135][807]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.47.20:138][807]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.47.20:139][807]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.47.20:139][807]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.47.20:139][807]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.47.20:139][807]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.47.20:139][807]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.47.20:139][807]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.47.20:140][807]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.47.20:140][807]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.47.20:140][807]LogInit: FAudioDevice initialized.

[2023.03.29-14.47.20:140][807]LogAudio: Display: Audio Device (ID: 59) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.47.20:191][807]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.47.20:191][807]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.47.20:194][807]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.47.20

[2023.03.29-14.47.20:194][807]LogWorld: Bringing up level for play took: 0.001433

[2023.03.29-14.47.20:194][807]LogOnline: OSS: Creating online subsystem instance for: :Context\_70

[2023.03.29-14.47.20:197][807]PIE: Server logged in

[2023.03.29-14.47.20:198][807]PIE: Play in editor total start time 0,1 seconds.

[2023.03.29-14.47.20:283][808]LogRenderer: Reallocating scene render targets to support 1200x704 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.47.33:346][327]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.47.33:346][327]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.47.33:347][327]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.47.33:354][327]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.47.33:354][327]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.47.33:367][327]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.47.33:371][327]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.47.33:393][327]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.47.33:394][327]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.47.33:398][327]LogUObjectHash: Compacting FUObjectHashTables data took 1.41ms

[2023.03.29-14.47.33:407][328]LogPlayLevel: Display: Destroying online subsystem :Context\_70

[2023.03.29-14.47.36:396][640]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.47.36:399][640]BlueprintLog: New page: Pre-Play auto-recompile

[2023.03.29-14.47.36:400][640]LogPlayLevel: [PlayLevel] Compiling BP\_Bullet before play...

[2023.03.29-14.47.36:449][640]LogUObjectHash: Compacting FUObjectHashTables data took 1.85ms

[2023.03.29-14.47.36:449][640]LogPlayLevel: PlayLevel: Blueprint regeneration took 50 ms (1 blueprints)

[2023.03.29-14.47.36:449][640]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:47:36)

[2023.03.29-14.47.36:449][640]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.47.36:459][640]LogPlayLevel: PIE: StaticDuplicateObject took: (0.009781s)

[2023.03.29-14.47.36:460][640]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.47.36:460][640]LogPlayLevel: PIE: World Init took: (0.001037s)

[2023.03.29-14.47.36:460][640]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.010938s)

[2023.03.29-14.47.36:480][640]LogUObjectHash: Compacting FUObjectHashTables data took 1.36ms

[2023.03.29-14.47.36:481][640]LogAudio: Display: Creating Audio Device: Id: 60, Scope: Unique, Realtime: True

[2023.03.29-14.47.36:481][640]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.47.36:481][640]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.47.36:481][640]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.47.36:481][640]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.47.36:481][640]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.47.36:481][640]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.47.36:481][640]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.47.36:481][640]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.47.36:481][640]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.47.36:481][640]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.47.36:481][640]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.47.36:481][640]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.47.36:483][640]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.47.36:483][640]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.47.36:486][640]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.47.36:486][640]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.47.36:486][640]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.47.36:486][640]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.47.36:486][640]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.47.36:486][640]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.47.36:486][640]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.47.36:487][640]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.47.36:487][640]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.47.36:487][640]LogInit: FAudioDevice initialized.

[2023.03.29-14.47.36:487][640]LogAudio: Display: Audio Device (ID: 60) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.47.36:544][640]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.47.36:544][640]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.47.36:546][640]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.47.36

[2023.03.29-14.47.36:546][640]LogWorld: Bringing up level for play took: 0.001413

[2023.03.29-14.47.36:546][640]LogOnline: OSS: Creating online subsystem instance for: :Context\_71

[2023.03.29-14.47.36:549][640]PIE: Server logged in

[2023.03.29-14.47.36:549][640]PIE: Play in editor total start time 0,15 seconds.

[2023.03.29-14.47.36:619][641]LogRenderer: Reallocating scene render targets to support 1200x712 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.47.38:010][697]LogCharacterMovement: SideScrollerCharacter\_78 is stuck and failed to move! Velocity: X=0.00 Y=329.64 Z=0.00 Location: X=1200.00 Y=-388.88 Z=206.00 Normal: X=-0.99 Y=-0.17 Z=0.00 PenetrationDepth:7.358 Actor:BP\_Bullet\_C\_0 Component:Sphere BoneName:None (0 other events since notify)

[2023.03.29-14.47.42:377][885]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.47.42:377][885]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.47.42:378][885]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.47.42:392][885]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.47.42:393][885]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.47.42:419][885]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.47.42:422][885]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.47.42:443][885]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.47.42:444][885]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.47.42:451][885]LogUObjectHash: Compacting FUObjectHashTables data took 3.86ms

[2023.03.29-14.47.42:460][886]LogPlayLevel: Display: Destroying online subsystem :Context\_71

[2023.03.29-14.48.21:373][884]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.48.21:430][884]LogUObjectHash: Compacting FUObjectHashTables data took 1.86ms

[2023.03.29-14.48.22:188][953]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.48.22:191][953]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.48.22:192][953]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:48:22)

[2023.03.29-14.48.22:192][953]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.48.22:203][953]LogPlayLevel: PIE: StaticDuplicateObject took: (0.011511s)

[2023.03.29-14.48.22:204][953]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.48.22:204][953]LogPlayLevel: PIE: World Init took: (0.001052s)

[2023.03.29-14.48.22:204][953]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.012681s)

[2023.03.29-14.48.22:226][953]LogUObjectHash: Compacting FUObjectHashTables data took 1.69ms

[2023.03.29-14.48.22:227][953]LogAudio: Display: Creating Audio Device: Id: 61, Scope: Unique, Realtime: True

[2023.03.29-14.48.22:227][953]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.48.22:227][953]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.48.22:227][953]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.48.22:227][953]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.48.22:227][953]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.48.22:227][953]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.48.22:227][953]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.48.22:227][953]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.48.22:227][953]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.48.22:227][953]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.48.22:227][953]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.48.22:227][953]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.48.22:228][953]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.48.22:228][953]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.48.22:232][953]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.48.22:232][953]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.48.22:232][953]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.48.22:232][953]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.48.22:232][953]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.48.22:233][953]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.48.22:233][953]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.48.22:233][953]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.48.22:233][953]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.48.22:233][953]LogInit: FAudioDevice initialized.

[2023.03.29-14.48.22:233][953]LogAudio: Display: Audio Device (ID: 61) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.48.22:282][953]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.48.22:283][953]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.48.22:285][953]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.48.22

[2023.03.29-14.48.22:286][953]LogWorld: Bringing up level for play took: 0.001952

[2023.03.29-14.48.22:286][953]LogOnline: OSS: Creating online subsystem instance for: :Context\_72

[2023.03.29-14.48.22:289][953]PIE: Server logged in

[2023.03.29-14.48.22:290][953]PIE: Play in editor total start time 0,099 seconds.

[2023.03.29-14.48.22:370][954]LogRenderer: Reallocating scene render targets to support 1200x720 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.48.25:217][ 74]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.48.25:217][ 74]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.48.25:218][ 74]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.48.25:238][ 74]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.48.25:239][ 74]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.48.25:255][ 74]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.48.25:259][ 74]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.48.25:280][ 74]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.48.25:280][ 74]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.48.25:282][ 74]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.48.25:285][ 74]LogUObjectHash: Compacting FUObjectHashTables data took 1.50ms

[2023.03.29-14.48.25:297][ 75]LogPlayLevel: Display: Destroying online subsystem :Context\_72

[2023.03.29-14.48.42:554][ 50]LogEditorTransaction: Undo Move Node

[2023.03.29-14.49.17:861][163]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.49.17:897][163]LogUObjectHash: Compacting FUObjectHashTables data took 1.84ms

[2023.03.29-14.49.43:471][ 80]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.49.43:508][ 80]LogUObjectHash: Compacting FUObjectHashTables data took 1.87ms

[2023.03.29-14.49.44:539][129]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.49.44:544][129]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.49.44:544][129]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:49:44)

[2023.03.29-14.49.44:544][129]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.49.44:569][129]LogPlayLevel: PIE: StaticDuplicateObject took: (0.024698s)

[2023.03.29-14.49.44:570][129]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.49.44:571][129]LogPlayLevel: PIE: World Init took: (0.001614s)

[2023.03.29-14.49.44:571][129]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.026822s)

[2023.03.29-14.49.44:605][129]LogUObjectHash: Compacting FUObjectHashTables data took 1.92ms

[2023.03.29-14.49.44:606][129]LogAudio: Display: Creating Audio Device: Id: 62, Scope: Unique, Realtime: True

[2023.03.29-14.49.44:606][129]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.49.44:606][129]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.49.44:606][129]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.49.44:606][129]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.49.44:606][129]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.49.44:606][129]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.49.44:606][129]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.49.44:606][129]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.49.44:607][129]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.49.44:607][129]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.49.44:607][129]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.49.44:607][129]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.49.44:608][129]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.49.44:608][129]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.49.44:611][129]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.49.44:611][129]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.49.44:611][129]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.49.44:611][129]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.49.44:612][129]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.49.44:612][129]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.49.44:612][129]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.49.44:613][129]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.49.44:613][129]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.49.44:613][129]LogInit: FAudioDevice initialized.

[2023.03.29-14.49.44:613][129]LogAudio: Display: Audio Device (ID: 62) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.49.44:619][129]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.49.44:621][129]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.49.44

[2023.03.29-14.49.44:621][129]LogWorld: Bringing up level for play took: 0.001188

[2023.03.29-14.49.44:621][129]LogOnline: OSS: Creating online subsystem instance for: :Context\_73

[2023.03.29-14.49.44:623][129]PIE: Server logged in

[2023.03.29-14.49.44:624][129]PIE: Play in editor total start time 0,081 seconds.

[2023.03.29-14.49.48:518][350]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.49.48:518][350]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.49.48:518][350]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.49.48:519][350]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.49.48:535][350]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.49.48:538][350]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.49.48:558][350]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.49.48:558][350]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.49.48:559][350]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.49.48:561][350]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.49.48:563][350]LogUObjectHash: Compacting FUObjectHashTables data took 1.51ms

[2023.03.29-14.49.48:602][352]LogPlayLevel: Display: Destroying online subsystem :Context\_73

[2023.03.29-14.50.19:795][745]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.50.19:836][745]LogUObjectHash: Compacting FUObjectHashTables data took 1.95ms

[2023.03.29-14.50.21:183][820]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.50.21:188][820]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.50.21:188][820]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:50:21)

[2023.03.29-14.50.21:188][820]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.50.21:213][820]LogPlayLevel: PIE: StaticDuplicateObject took: (0.024762s)

[2023.03.29-14.50.21:214][820]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.50.21:214][820]LogPlayLevel: PIE: World Init took: (0.001157s)

[2023.03.29-14.50.21:214][820]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.026082s)

[2023.03.29-14.50.21:247][820]LogUObjectHash: Compacting FUObjectHashTables data took 1.72ms

[2023.03.29-14.50.21:249][820]LogAudio: Display: Creating Audio Device: Id: 63, Scope: Unique, Realtime: True

[2023.03.29-14.50.21:249][820]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.50.21:249][820]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.50.21:249][820]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.50.21:249][820]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.50.21:249][820]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.50.21:249][820]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.50.21:249][820]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.50.21:249][820]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.50.21:250][820]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.50.21:250][820]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.50.21:250][820]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.50.21:250][820]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.50.21:251][820]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.50.21:251][820]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.50.21:254][820]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.50.21:254][820]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.50.21:254][820]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.50.21:254][820]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.50.21:255][820]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.50.21:255][820]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.50.21:255][820]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.50.21:256][820]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.50.21:256][820]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.50.21:256][820]LogInit: FAudioDevice initialized.

[2023.03.29-14.50.21:256][820]LogAudio: Display: Audio Device (ID: 63) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.50.21:264][820]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.50.21:265][820]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.50.21

[2023.03.29-14.50.21:266][820]LogWorld: Bringing up level for play took: 0.001180

[2023.03.29-14.50.21:266][820]LogOnline: OSS: Creating online subsystem instance for: :Context\_74

[2023.03.29-14.50.21:267][820]PIE: Server logged in

[2023.03.29-14.50.21:268][820]PIE: Play in editor total start time 0,081 seconds.

[2023.03.29-14.50.21:898][850]LogBlueprintUserMessages: [BP\_Bullet\_C\_0] Hello

[2023.03.29-14.50.21:899][850]LogBlueprintUserMessages: [BP\_Bullet\_C\_0] Hello

[2023.03.29-14.50.22:756][900]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.50.22:756][900]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.50.22:756][900]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.50.22:756][900]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.50.22:766][900]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.50.22:769][900]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.50.22:788][900]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.50.22:799][900]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.50.22:799][900]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.50.22:801][900]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.50.22:803][900]LogUObjectHash: Compacting FUObjectHashTables data took 1.34ms

[2023.03.29-14.50.22:822][901]LogPlayLevel: Display: Destroying online subsystem :Context\_74

[2023.03.29-14.50.26:488][119]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.50.26:493][119]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.50.26:493][119]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:50:26)

[2023.03.29-14.50.26:493][119]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.50.26:517][119]LogPlayLevel: PIE: StaticDuplicateObject took: (0.023812s)

[2023.03.29-14.50.26:518][119]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.50.26:519][119]LogPlayLevel: PIE: World Init took: (0.001886s)

[2023.03.29-14.50.26:519][119]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.025867s)

[2023.03.29-14.50.26:554][119]LogUObjectHash: Compacting FUObjectHashTables data took 1.77ms

[2023.03.29-14.50.26:556][119]LogAudio: Display: Creating Audio Device: Id: 64, Scope: Unique, Realtime: True

[2023.03.29-14.50.26:556][119]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.50.26:556][119]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.50.26:556][119]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.50.26:556][119]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.50.26:556][119]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.50.26:556][119]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.50.26:556][119]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.50.26:556][119]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.50.26:557][119]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.50.26:557][119]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.50.26:557][119]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.50.26:557][119]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.50.26:558][119]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.50.26:558][119]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.50.26:562][119]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.50.26:562][119]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.50.26:562][119]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.50.26:562][119]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.50.26:562][119]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.50.26:562][119]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.50.26:562][119]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.50.26:563][119]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.50.26:563][119]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.50.26:563][119]LogInit: FAudioDevice initialized.

[2023.03.29-14.50.26:563][119]LogAudio: Display: Audio Device (ID: 64) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.50.26:574][119]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.50.26:575][119]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.50.26

[2023.03.29-14.50.26:576][119]LogWorld: Bringing up level for play took: 0.001117

[2023.03.29-14.50.26:576][119]LogOnline: OSS: Creating online subsystem instance for: :Context\_75

[2023.03.29-14.50.26:578][119]PIE: Server logged in

[2023.03.29-14.50.26:578][119]PIE: Play in editor total start time 0,087 seconds.

[2023.03.29-14.50.27:414][164]LogBlueprintUserMessages: [BP\_Bullet\_C\_0] Hello

[2023.03.29-14.50.27:414][164]LogBlueprintUserMessages: [BP\_Bullet\_C\_0] Hello

[2023.03.29-14.50.28:282][219]LogBlueprintUserMessages: [BP\_Bullet\_C\_1] Hello

[2023.03.29-14.50.28:282][219]LogBlueprintUserMessages: [BP\_Bullet\_C\_1] Hello

[2023.03.29-14.50.30:531][364]LogBlueprintUserMessages: [BP\_Bullet\_C\_2] Hello

[2023.03.29-14.50.30:531][364]LogBlueprintUserMessages: [BP\_Bullet\_C\_2] Hello

[2023.03.29-14.50.31:787][443]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.50.31:787][443]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.50.31:787][443]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.50.31:787][443]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.50.31:796][443]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.50.31:799][443]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.50.31:817][443]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.50.31:817][443]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.50.31:818][443]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.50.31:822][443]LogUObjectHash: Compacting FUObjectHashTables data took 1.32ms

[2023.03.29-14.50.31:895][445]LogPlayLevel: Display: Destroying online subsystem :Context\_75

[2023.03.29-14.50.47:499][831]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.50.47:556][831]LogUObjectHash: Compacting FUObjectHashTables data took 1.65ms

[2023.03.29-14.50.48:930][894]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.50.48:938][894]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.50.48:938][894]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:50:48)

[2023.03.29-14.50.48:939][894]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.50.48:965][894]LogPlayLevel: PIE: StaticDuplicateObject took: (0.025843s)

[2023.03.29-14.50.48:968][894]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.50.48:969][894]LogPlayLevel: PIE: World Init took: (0.004155s)

[2023.03.29-14.50.48:969][894]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.030547s)

[2023.03.29-14.50.48:994][894]LogUObjectHash: Compacting FUObjectHashTables data took 1.57ms

[2023.03.29-14.50.48:996][894]LogAudio: Display: Creating Audio Device: Id: 65, Scope: Unique, Realtime: True

[2023.03.29-14.50.48:996][894]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.50.48:996][894]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.50.48:996][894]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.50.48:996][894]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.50.48:996][894]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.50.48:996][894]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.50.48:996][894]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.50.48:996][894]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.50.48:996][894]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.50.48:996][894]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.50.48:996][894]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.50.48:996][894]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.50.48:997][894]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.50.48:997][894]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.50.49:000][894]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.50.49:001][894]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.50.49:001][894]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.50.49:001][894]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.50.49:001][894]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.50.49:001][894]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.50.49:001][894]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.50.49:002][894]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.50.49:002][894]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.50.49:002][894]LogInit: FAudioDevice initialized.

[2023.03.29-14.50.49:002][894]LogAudio: Display: Audio Device (ID: 65) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.50.49:009][894]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.50.49:011][894]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.50.49

[2023.03.29-14.50.49:011][894]LogWorld: Bringing up level for play took: 0.000939

[2023.03.29-14.50.49:011][894]LogOnline: OSS: Creating online subsystem instance for: :Context\_76

[2023.03.29-14.50.49:012][894]PIE: Server logged in

[2023.03.29-14.50.49:013][894]PIE: Play in editor total start time 0,076 seconds.

[2023.03.29-14.50.49:598][927]LogBlueprintUserMessages: [BP\_Bullet\_C\_0] Hello

[2023.03.29-14.50.50:686][996]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.50.50:686][996]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.50.50:687][996]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.50.50:687][996]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.50.50:698][996]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.50.50:701][996]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.50.50:720][996]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.50.50:720][996]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.50.50:722][996]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.50.50:722][996]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.50.50:725][996]LogUObjectHash: Compacting FUObjectHashTables data took 1.59ms

[2023.03.29-14.50.50:801][998]LogPlayLevel: Display: Destroying online subsystem :Context\_76

[2023.03.29-14.52.06:929][603]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.52.06:967][603]LogUObjectHash: Compacting FUObjectHashTables data took 1.55ms

[2023.03.29-14.52.08:077][725]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.52.08:081][725]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.52.08:081][725]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:52:08)

[2023.03.29-14.52.08:081][725]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.52.08:092][725]LogPlayLevel: PIE: StaticDuplicateObject took: (0.010920s)

[2023.03.29-14.52.08:093][725]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.52.08:093][725]LogPlayLevel: PIE: World Init took: (0.001024s)

[2023.03.29-14.52.08:093][725]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.012058s)

[2023.03.29-14.52.08:114][725]LogUObjectHash: Compacting FUObjectHashTables data took 1.62ms

[2023.03.29-14.52.08:115][725]LogAudio: Display: Creating Audio Device: Id: 66, Scope: Unique, Realtime: True

[2023.03.29-14.52.08:115][725]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.52.08:115][725]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.52.08:115][725]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.52.08:115][725]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.52.08:115][725]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.52.08:115][725]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.52.08:115][725]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.52.08:115][725]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.52.08:116][725]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.52.08:116][725]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.52.08:116][725]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.52.08:116][725]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.52.08:117][725]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.52.08:117][725]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.52.08:120][725]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.52.08:121][725]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.52.08:121][725]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.52.08:121][725]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.52.08:121][725]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.52.08:121][725]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.52.08:121][725]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.52.08:122][725]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.52.08:122][725]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.52.08:122][725]LogInit: FAudioDevice initialized.

[2023.03.29-14.52.08:122][725]LogAudio: Display: Audio Device (ID: 66) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.52.08:155][725]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.52.08:155][725]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.52.08:157][725]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.52.08

[2023.03.29-14.52.08:158][725]LogWorld: Bringing up level for play took: 0.001681

[2023.03.29-14.52.08:158][725]LogOnline: OSS: Creating online subsystem instance for: :Context\_77

[2023.03.29-14.52.08:161][725]PIE: Server logged in

[2023.03.29-14.52.08:162][725]PIE: Play in editor total start time 0,081 seconds.

[2023.03.29-14.52.08:241][726]LogRenderer: Reallocating scene render targets to support 1200x724 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.52.11:376][842]LogScript: Warning: Attempted to access Sphere via property Sphere, but Sphere is pending kill

BP\_Bullet\_C /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap:PersistentLevel.BP\_Bullet\_C\_2

Function /Game/BP/CAST/BP\_Bullet.BP\_Bullet\_C:ExecuteUbergraph\_BP\_Bullet:0015

[2023.03.29-14.52.11:376][842]PIE: Error: Blueprint Runtime Error: "Attempted to access Sphere via property Sphere, but Sphere is pending kill". Blueprint: BP\_Bullet Function: Execute Ubergraph BP Bullet Graph: EventGraph Node: DestroyComponent

[2023.03.29-14.52.11:661][853]LogScript: Warning: Attempted to access Sphere via property Sphere, but Sphere is pending kill

BP\_Bullet\_C /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap:PersistentLevel.BP\_Bullet\_C\_3

Function /Game/BP/CAST/BP\_Bullet.BP\_Bullet\_C:ExecuteUbergraph\_BP\_Bullet:0015

[2023.03.29-14.52.11:662][853]PIE: Error: Blueprint Runtime Error: "Attempted to access Sphere via property Sphere, but Sphere is pending kill". Blueprint: BP\_Bullet Function: Execute Ubergraph BP Bullet Graph: EventGraph Node: DestroyComponent

[2023.03.29-14.52.11:689][854]LogScript: Warning: Attempted to access Sphere via property Sphere, but Sphere is pending kill

BP\_Bullet\_C /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap:PersistentLevel.BP\_Bullet\_C\_3

Function /Game/BP/CAST/BP\_Bullet.BP\_Bullet\_C:ExecuteUbergraph\_BP\_Bullet:0015

[2023.03.29-14.52.11:689][854]PIE: Error: Blueprint Runtime Error: "Attempted to access Sphere via property Sphere, but Sphere is pending kill". Blueprint: BP\_Bullet Function: Execute Ubergraph BP Bullet Graph: EventGraph Node: DestroyComponent

[2023.03.29-14.52.11:715][855]LogScript: Warning: Attempted to access Sphere via property Sphere, but Sphere is pending kill

BP\_Bullet\_C /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap:PersistentLevel.BP\_Bullet\_C\_3

Function /Game/BP/CAST/BP\_Bullet.BP\_Bullet\_C:ExecuteUbergraph\_BP\_Bullet:0015

[2023.03.29-14.52.11:716][855]PIE: Error: Blueprint Runtime Error: "Attempted to access Sphere via property Sphere, but Sphere is pending kill". Blueprint: BP\_Bullet Function: Execute Ubergraph BP Bullet Graph: EventGraph Node: DestroyComponent

[2023.03.29-14.52.11:742][856]LogScript: Warning: Attempted to access Sphere via property Sphere, but Sphere is pending kill

BP\_Bullet\_C /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap:PersistentLevel.BP\_Bullet\_C\_3

Function /Game/BP/CAST/BP\_Bullet.BP\_Bullet\_C:ExecuteUbergraph\_BP\_Bullet:0015

[2023.03.29-14.52.11:742][856]PIE: Error: Blueprint Runtime Error: "Attempted to access Sphere via property Sphere, but Sphere is pending kill". Blueprint: BP\_Bullet Function: Execute Ubergraph BP Bullet Graph: EventGraph Node: DestroyComponent

[2023.03.29-14.52.11:770][857]LogScript: Warning: Attempted to access Sphere via property Sphere, but Sphere is pending kill

BP\_Bullet\_C /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap:PersistentLevel.BP\_Bullet\_C\_3

Function /Game/BP/CAST/BP\_Bullet.BP\_Bullet\_C:ExecuteUbergraph\_BP\_Bullet:0015

[2023.03.29-14.52.11:771][857]PIE: Error: Blueprint Runtime Error: "Attempted to access Sphere via property Sphere, but Sphere is pending kill". Blueprint: BP\_Bullet Function: Execute Ubergraph BP Bullet Graph: EventGraph Node: DestroyComponent

[2023.03.29-14.52.12:797][894]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.52.12:797][894]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.52.12:798][894]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.52.12:808][894]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.52.12:810][894]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.52.12:824][894]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.52.12:827][894]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.52.12:846][894]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.52.12:847][894]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.52.12:848][894]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.52.12:852][894]LogUObjectHash: Compacting FUObjectHashTables data took 1.54ms

[2023.03.29-14.52.12:962][895]LogPlayLevel: Display: Destroying online subsystem :Context\_77

[2023.03.29-14.52.15:767][205]LogSlate: Window 'Message Log' being destroyed

[2023.03.29-14.52.15:771][205]LogSlate: Window 'Message Log' being destroyed

[2023.03.29-14.52.31:564][938]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.52.31:603][938]LogUObjectHash: Compacting FUObjectHashTables data took 1.62ms

[2023.03.29-14.52.32:380][ 13]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.52.32:384][ 13]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.52.32:384][ 13]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:52:32)

[2023.03.29-14.52.32:384][ 13]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.52.32:394][ 13]LogPlayLevel: PIE: StaticDuplicateObject took: (0.010237s)

[2023.03.29-14.52.32:396][ 13]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.52.32:396][ 13]LogPlayLevel: PIE: World Init took: (0.001629s)

[2023.03.29-14.52.32:396][ 13]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.012349s)

[2023.03.29-14.52.32:417][ 13]LogUObjectHash: Compacting FUObjectHashTables data took 1.95ms

[2023.03.29-14.52.32:418][ 13]LogAudio: Display: Creating Audio Device: Id: 67, Scope: Unique, Realtime: True

[2023.03.29-14.52.32:418][ 13]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.52.32:418][ 13]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.52.32:418][ 13]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.52.32:418][ 13]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.52.32:418][ 13]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.52.32:418][ 13]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.52.32:418][ 13]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.52.32:418][ 13]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.52.32:419][ 13]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.52.32:419][ 13]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.52.32:419][ 13]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.52.32:419][ 13]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.52.32:420][ 13]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.52.32:420][ 13]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.52.32:423][ 13]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.52.32:423][ 13]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.52.32:423][ 13]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.52.32:423][ 13]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.52.32:423][ 13]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.52.32:423][ 13]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.52.32:423][ 13]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.52.32:424][ 13]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.52.32:424][ 13]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.52.32:424][ 13]LogInit: FAudioDevice initialized.

[2023.03.29-14.52.32:424][ 13]LogAudio: Display: Audio Device (ID: 67) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.52.32:467][ 13]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.52.32:467][ 13]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.52.32:469][ 13]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.52.32

[2023.03.29-14.52.32:469][ 13]LogWorld: Bringing up level for play took: 0.001660

[2023.03.29-14.52.32:469][ 13]LogOnline: OSS: Creating online subsystem instance for: :Context\_78

[2023.03.29-14.52.32:472][ 13]PIE: Server logged in

[2023.03.29-14.52.32:473][ 13]PIE: Play in editor total start time 0,089 seconds.

[2023.03.29-14.52.32:552][ 14]LogRenderer: Reallocating scene render targets to support 1200x732 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.52.38:157][229]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.52.38:158][229]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.52.38:158][229]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.52.38:166][229]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.52.38:169][229]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.52.38:182][229]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.52.38:185][229]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.52.38:204][229]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.52.38:204][229]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.52.38:205][229]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.52.38:209][229]LogUObjectHash: Compacting FUObjectHashTables data took 1.39ms

[2023.03.29-14.52.38:222][230]LogPlayLevel: Display: Destroying online subsystem :Context\_78

[2023.03.29-14.52.48:872][370]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.52.48:907][370]LogUObjectHash: Compacting FUObjectHashTables data took 1.97ms

[2023.03.29-14.52.49:813][462]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.52.49:817][462]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.52.49:817][462]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:52:49)

[2023.03.29-14.52.49:817][462]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.52.49:826][462]LogPlayLevel: PIE: StaticDuplicateObject took: (0.009637s)

[2023.03.29-14.52.49:829][462]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.52.49:829][462]LogPlayLevel: PIE: World Init took: (0.002539s)

[2023.03.29-14.52.49:829][462]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.012308s)

[2023.03.29-14.52.49:850][462]LogUObjectHash: Compacting FUObjectHashTables data took 1.76ms

[2023.03.29-14.52.49:851][462]LogAudio: Display: Creating Audio Device: Id: 68, Scope: Unique, Realtime: True

[2023.03.29-14.52.49:851][462]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.52.49:851][462]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.52.49:851][462]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.52.49:851][462]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.52.49:851][462]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.52.49:851][462]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.52.49:851][462]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.52.49:851][462]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.52.49:851][462]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.52.49:851][462]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.52.49:851][462]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.52.49:851][462]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.52.49:852][462]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.52.49:852][462]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.52.49:855][462]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.52.49:855][462]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.52.49:855][462]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.52.49:855][462]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.52.49:857][462]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.52.49:857][462]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.52.49:857][462]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.52.49:858][462]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.52.49:858][462]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.52.49:858][462]LogInit: FAudioDevice initialized.

[2023.03.29-14.52.49:858][462]LogAudio: Display: Audio Device (ID: 68) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.52.49:898][462]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.52.49:898][462]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.52.49:900][462]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.52.49

[2023.03.29-14.52.49:901][462]LogWorld: Bringing up level for play took: 0.001350

[2023.03.29-14.52.49:901][462]LogOnline: OSS: Creating online subsystem instance for: :Context\_79

[2023.03.29-14.52.49:904][462]PIE: Server logged in

[2023.03.29-14.52.49:904][462]PIE: Play in editor total start time 0,088 seconds.

[2023.03.29-14.52.49:980][463]LogRenderer: Reallocating scene render targets to support 1200x736 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.52.51:778][539]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.52.51:778][539]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.52.51:779][539]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.52.51:787][539]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.52.51:787][539]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.52.51:801][539]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.52.51:804][539]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.52.51:823][539]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.52.51:823][539]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.52.51:824][539]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.52.51:847][539]LogUObjectHash: Compacting FUObjectHashTables data took 1.37ms

[2023.03.29-14.52.51:857][540]LogPlayLevel: Display: Destroying online subsystem :Context\_79

[2023.03.29-14.53.34:458][114]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.34:458][114]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.34:478][115]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.34:504][116]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.34:699][125]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.34:699][125]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.34:720][126]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.34:742][127]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.42:413][471]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.53.42:484][471]LogUObjectHash: Compacting FUObjectHashTables data took 1.84ms

[2023.03.29-14.53.50:911][847]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.50:912][847]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.50:951][848]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:061][898]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:061][898]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:082][899]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:105][900]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:126][901]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:146][902]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:171][903]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:193][904]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:217][905]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:237][906]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:260][907]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:281][908]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:301][909]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:325][910]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:345][911]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:371][912]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:392][913]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:412][914]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:433][915]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:456][916]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:477][917]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:499][918]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:521][919]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.52:546][920]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.000 Z=1.000

[2023.03.29-14.53.55:826][ 66]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.53.55:884][ 66]LogUObjectHash: Compacting FUObjectHashTables data took 1.81ms

[2023.03.29-14.54.10:032][591]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.54.10:069][591]LogUObjectHash: Compacting FUObjectHashTables data took 1.96ms

[2023.03.29-14.54.13:885][765]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.54.13:889][765]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.54.13:889][765]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:54:13)

[2023.03.29-14.54.13:889][765]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.54.13:908][765]LogPlayLevel: PIE: StaticDuplicateObject took: (0.018343s)

[2023.03.29-14.54.13:909][765]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.54.13:910][765]LogPlayLevel: PIE: World Init took: (0.001835s)

[2023.03.29-14.54.13:910][765]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.020424s)

[2023.03.29-14.54.13:939][765]LogUObjectHash: Compacting FUObjectHashTables data took 1.81ms

[2023.03.29-14.54.13:940][765]LogAudio: Display: Creating Audio Device: Id: 69, Scope: Unique, Realtime: True

[2023.03.29-14.54.13:940][765]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.54.13:940][765]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.54.13:940][765]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.54.13:940][765]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.54.13:940][765]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.54.13:940][765]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.54.13:940][765]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.54.13:940][765]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.54.13:940][765]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.54.13:940][765]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.54.13:940][765]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.54.13:940][765]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.54.13:941][765]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.54.13:941][765]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.54.13:945][765]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.54.13:945][765]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.54.13:945][765]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.54.13:945][765]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.54.13:945][765]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.54.13:946][765]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.54.13:946][765]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.54.13:947][765]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.54.13:947][765]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.54.13:947][765]LogInit: FAudioDevice initialized.

[2023.03.29-14.54.13:947][765]LogAudio: Display: Audio Device (ID: 69) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.54.13:953][765]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.54.13:955][765]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.54.13

[2023.03.29-14.54.13:955][765]LogWorld: Bringing up level for play took: 0.000992

[2023.03.29-14.54.13:955][765]LogOnline: OSS: Creating online subsystem instance for: :Context\_80

[2023.03.29-14.54.13:957][765]PIE: Server logged in

[2023.03.29-14.54.13:957][765]PIE: Play in editor total start time 0,069 seconds.

[2023.03.29-14.54.20:028][ 79]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.54.20:028][ 79]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.54.20:028][ 79]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.54.20:029][ 79]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.54.20:042][ 79]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.54.20:045][ 79]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.54.20:063][ 79]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.54.20:063][ 79]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.54.20:064][ 79]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.54.20:066][ 79]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.54.20:068][ 79]LogUObjectHash: Compacting FUObjectHashTables data took 1.30ms

[2023.03.29-14.54.20:145][ 81]LogPlayLevel: Display: Destroying online subsystem :Context\_80

[2023.03.29-14.54.20:749][106]Cmd: SELECT NONE

[2023.03.29-14.54.30:352][588]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.250 Z=1.250

[2023.03.29-14.54.30:352][588]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.250 Z=1.250

[2023.03.29-14.54.30:375][589]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.250 Z=1.250

[2023.03.29-14.54.30:399][590]LogPhysics: Warning: Scale for /Engine/Transient.World\_10:PersistentLevel.BP\_Bullet\_C\_0.Sphere1 has a component set to zero, which will result in a bad body instance. Scale:X=0.000 Y=1.250 Z=1.250

[2023.03.29-14.54.37:576][911]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.54.37:634][911]LogUObjectHash: Compacting FUObjectHashTables data took 1.73ms

[2023.03.29-14.54.38:507][945]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.54.38:512][945]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.54.38:512][945]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:54:38)

[2023.03.29-14.54.38:512][945]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.54.38:535][945]LogPlayLevel: PIE: StaticDuplicateObject took: (0.022811s)

[2023.03.29-14.54.38:536][945]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.54.38:537][945]LogPlayLevel: PIE: World Init took: (0.001248s)

[2023.03.29-14.54.38:537][945]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.024203s)

[2023.03.29-14.54.38:559][945]LogUObjectHash: Compacting FUObjectHashTables data took 1.58ms

[2023.03.29-14.54.38:560][945]LogAudio: Display: Creating Audio Device: Id: 70, Scope: Unique, Realtime: True

[2023.03.29-14.54.38:560][945]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.54.38:560][945]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.54.38:560][945]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.54.38:560][945]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.54.38:560][945]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.54.38:560][945]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.54.38:560][945]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.54.38:560][945]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.54.38:561][945]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.54.38:561][945]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.54.38:561][945]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.54.38:561][945]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.54.38:562][945]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.54.38:562][945]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.54.38:565][945]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.54.38:565][945]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.54.38:565][945]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.54.38:565][945]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.54.38:565][945]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.54.38:565][945]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.54.38:565][945]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.54.38:567][945]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.54.38:567][945]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.54.38:567][945]LogInit: FAudioDevice initialized.

[2023.03.29-14.54.38:567][945]LogAudio: Display: Audio Device (ID: 70) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.54.38:617][945]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.54.38:617][945]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.54.38:619][945]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.54.38

[2023.03.29-14.54.38:619][945]LogWorld: Bringing up level for play took: 0.001715

[2023.03.29-14.54.38:620][945]LogOnline: OSS: Creating online subsystem instance for: :Context\_81

[2023.03.29-14.54.38:623][945]PIE: Server logged in

[2023.03.29-14.54.38:623][945]PIE: Play in editor total start time 0,113 seconds.

[2023.03.29-14.54.38:710][946]LogRenderer: Reallocating scene render targets to support 1200x744 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.54.39:545][974]LogBlueprintUserMessages: [BP\_Bullet\_C\_0] Hello

[2023.03.29-14.54.39:545][974]LogBlueprintUserMessages: [BP\_Bullet\_C\_0] Hello

[2023.03.29-14.54.40:361][ 5]LogBlueprintUserMessages: [BP\_Bullet\_C\_1] Hello

[2023.03.29-14.54.40:361][ 5]LogBlueprintUserMessages: [BP\_Bullet\_C\_1] Hello

[2023.03.29-14.54.41:218][ 35]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.54.41:218][ 35]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.54.41:219][ 35]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.54.41:229][ 35]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.54.41:229][ 35]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.54.41:243][ 35]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.54.41:245][ 35]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.54.41:266][ 35]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.54.41:266][ 35]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.54.41:267][ 35]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.54.41:271][ 35]LogUObjectHash: Compacting FUObjectHashTables data took 1.50ms

[2023.03.29-14.54.41:299][ 36]LogPlayLevel: Display: Destroying online subsystem :Context\_81

[2023.03.29-14.54.57:441][671]LogSlate: Window 'Delete Component' being destroyed

[2023.03.29-14.54.57:447][671]LogPackageName: Error: DoesPackageExist: DoesPackageExist FAILED: '' is not a standard unreal filename or a long path name. Reason: Path should be no less than 4 characters long.

[2023.03.29-14.54.57:448][671]LogBlueprint: Error: [AssetLog] (no disk path found): [Compiler] The component that On Component Begin Overlap (Sphere1) was bound to has been deleted! This node is no longer valid

[2023.03.29-14.54.57:448][671]BlueprintLog: New page: Removed Owner of Component Bound Event

[2023.03.29-14.54.57:448][671]BlueprintLog: Error: The component that On Component Begin Overlap (Sphere1) was bound to has been deleted! This node is no longer valid

[2023.03.29-14.55.10:590][106]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.55.10:626][106]LogUObjectHash: Compacting FUObjectHashTables data took 1.70ms

[2023.03.29-14.56.20:642][956]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.56.20:684][956]LogUObjectHash: Compacting FUObjectHashTables data took 1.82ms

[2023.03.29-14.56.21:674][ 54]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.56.21:678][ 54]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.56.21:678][ 54]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:56:21)

[2023.03.29-14.56.21:678][ 54]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.56.21:689][ 54]LogPlayLevel: PIE: StaticDuplicateObject took: (0.011489s)

[2023.03.29-14.56.21:690][ 54]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.56.21:691][ 54]LogPlayLevel: PIE: World Init took: (0.001073s)

[2023.03.29-14.56.21:691][ 54]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.012679s)

[2023.03.29-14.56.21:711][ 54]LogUObjectHash: Compacting FUObjectHashTables data took 1.65ms

[2023.03.29-14.56.21:712][ 54]LogAudio: Display: Creating Audio Device: Id: 71, Scope: Unique, Realtime: True

[2023.03.29-14.56.21:712][ 54]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.56.21:712][ 54]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.56.21:712][ 54]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.56.21:712][ 54]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.56.21:712][ 54]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.56.21:712][ 54]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.56.21:712][ 54]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.56.21:712][ 54]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.56.21:713][ 54]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.56.21:713][ 54]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.56.21:713][ 54]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.56.21:713][ 54]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.56.21:714][ 54]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.56.21:714][ 54]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.56.21:718][ 54]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.56.21:718][ 54]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.56.21:718][ 54]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.56.21:718][ 54]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.56.21:719][ 54]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.56.21:719][ 54]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.56.21:719][ 54]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.56.21:720][ 54]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.56.21:720][ 54]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.56.21:720][ 54]LogInit: FAudioDevice initialized.

[2023.03.29-14.56.21:720][ 54]LogAudio: Display: Audio Device (ID: 71) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.56.21:769][ 54]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.56.21:769][ 54]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.56.21:771][ 54]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.56.21

[2023.03.29-14.56.21:771][ 54]LogWorld: Bringing up level for play took: 0.001726

[2023.03.29-14.56.21:772][ 54]LogOnline: OSS: Creating online subsystem instance for: :Context\_82

[2023.03.29-14.56.21:775][ 54]PIE: Server logged in

[2023.03.29-14.56.21:775][ 54]PIE: Play in editor total start time 0,098 seconds.

[2023.03.29-14.56.21:857][ 55]LogRenderer: Reallocating scene render targets to support 1200x752 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.56.23:045][ 97]LogBlueprintUserMessages: [BP\_Bullet\_C\_0] Hello

[2023.03.29-14.56.23:737][123]LogBlueprintUserMessages: [BP\_Bullet\_C\_1] Hello

[2023.03.29-14.56.24:297][144]LogBlueprintUserMessages: [BP\_Bullet\_C\_2] Hello

[2023.03.29-14.56.24:775][162]LogBlueprintUserMessages: [BP\_Bullet\_C\_3] Hello

[2023.03.29-14.56.25:557][190]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.56.25:557][190]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.56.25:558][190]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.56.25:567][190]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.56.25:569][190]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.56.25:584][190]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.56.25:586][190]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.56.25:607][190]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.56.25:607][190]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.56.25:608][190]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.56.25:614][190]LogUObjectHash: Compacting FUObjectHashTables data took 1.53ms

[2023.03.29-14.56.25:626][191]LogPlayLevel: Display: Destroying online subsystem :Context\_82

[2023.03.29-14.56.34:613][136]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.56.34:649][136]LogUObjectHash: Compacting FUObjectHashTables data took 1.54ms

[2023.03.29-14.56.35:569][225]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.56.35:573][225]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.56.35:573][225]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:56:35)

[2023.03.29-14.56.35:573][225]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.56.35:582][225]LogPlayLevel: PIE: StaticDuplicateObject took: (0.009554s)

[2023.03.29-14.56.35:583][225]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.56.35:584][225]LogPlayLevel: PIE: World Init took: (0.001538s)

[2023.03.29-14.56.35:584][225]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.011251s)

[2023.03.29-14.56.35:606][225]LogUObjectHash: Compacting FUObjectHashTables data took 1.78ms

[2023.03.29-14.56.35:607][225]LogAudio: Display: Creating Audio Device: Id: 72, Scope: Unique, Realtime: True

[2023.03.29-14.56.35:607][225]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.56.35:607][225]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.56.35:607][225]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.56.35:607][225]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.56.35:607][225]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.56.35:607][225]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.56.35:607][225]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.56.35:607][225]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.56.35:607][225]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.56.35:607][225]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.56.35:607][225]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.56.35:607][225]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.56.35:608][225]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.56.35:608][225]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.56.35:611][225]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.56.35:612][225]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.56.35:612][225]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.56.35:612][225]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.56.35:612][225]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.56.35:612][225]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.56.35:612][225]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.56.35:613][225]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.56.35:613][225]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.56.35:613][225]LogInit: FAudioDevice initialized.

[2023.03.29-14.56.35:613][225]LogAudio: Display: Audio Device (ID: 72) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.56.35:657][225]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.56.35:657][225]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.56.35:659][225]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.56.35

[2023.03.29-14.56.35:659][225]LogWorld: Bringing up level for play took: 0.001685

[2023.03.29-14.56.35:660][225]LogOnline: OSS: Creating online subsystem instance for: :Context\_83

[2023.03.29-14.56.35:663][225]PIE: Server logged in

[2023.03.29-14.56.35:663][225]PIE: Play in editor total start time 0,092 seconds.

[2023.03.29-14.56.35:745][226]LogRenderer: Reallocating scene render targets to support 1200x756 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.56.41:717][466]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.56.41:717][466]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.56.41:717][466]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.56.41:722][466]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.56.41:722][466]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.56.41:733][466]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.56.41:736][466]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.56.41:757][466]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.56.41:757][466]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.56.41:758][466]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.56.41:764][466]LogUObjectHash: Compacting FUObjectHashTables data took 2.88ms

[2023.03.29-14.56.41:776][467]LogPlayLevel: Display: Destroying online subsystem :Context\_83

[2023.03.29-14.56.50:382][980]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.56.50:440][980]LogUObjectHash: Compacting FUObjectHashTables data took 1.52ms

[2023.03.29-14.56.51:748][ 55]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.56.51:754][ 55]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.56.51:754][ 55]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:56:51)

[2023.03.29-14.56.51:754][ 55]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.56.51:772][ 55]LogPlayLevel: PIE: StaticDuplicateObject took: (0.018207s)

[2023.03.29-14.56.51:773][ 55]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.56.51:773][ 55]LogPlayLevel: PIE: World Init took: (0.001107s)

[2023.03.29-14.56.51:773][ 55]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.019464s)

[2023.03.29-14.56.51:794][ 55]LogUObjectHash: Compacting FUObjectHashTables data took 1.61ms

[2023.03.29-14.56.51:796][ 55]LogAudio: Display: Creating Audio Device: Id: 73, Scope: Unique, Realtime: True

[2023.03.29-14.56.51:796][ 55]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.56.51:796][ 55]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.56.51:796][ 55]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.56.51:796][ 55]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.56.51:796][ 55]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.56.51:796][ 55]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.56.51:796][ 55]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.56.51:796][ 55]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.56.51:796][ 55]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.56.51:796][ 55]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.56.51:796][ 55]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.56.51:796][ 55]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.56.51:797][ 55]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.56.51:797][ 55]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.56.51:800][ 55]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.56.51:801][ 55]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.56.51:801][ 55]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.56.51:801][ 55]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.56.51:801][ 55]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.56.51:801][ 55]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.56.51:801][ 55]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.56.51:802][ 55]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.56.51:802][ 55]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.56.51:802][ 55]LogInit: FAudioDevice initialized.

[2023.03.29-14.56.51:802][ 55]LogAudio: Display: Audio Device (ID: 73) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.56.51:840][ 55]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.56.51:840][ 55]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.56.51:842][ 55]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.56.51

[2023.03.29-14.56.51:842][ 55]LogWorld: Bringing up level for play took: 0.001619

[2023.03.29-14.56.51:842][ 55]LogOnline: OSS: Creating online subsystem instance for: :Context\_84

[2023.03.29-14.56.51:846][ 55]PIE: Server logged in

[2023.03.29-14.56.51:846][ 55]PIE: Play in editor total start time 0,093 seconds.

[2023.03.29-14.56.51:937][ 56]LogRenderer: Reallocating scene render targets to support 1200x764 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.57.08:268][647]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.57.08:268][647]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.57.08:268][647]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.57.08:279][647]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.57.08:281][647]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.57.08:298][647]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.57.08:301][647]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.57.08:323][647]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.57.08:323][647]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.57.08:324][647]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.57.08:328][647]LogUObjectHash: Compacting FUObjectHashTables data took 1.59ms

[2023.03.29-14.57.08:358][648]LogPlayLevel: Display: Destroying online subsystem :Context\_84

[2023.03.29-14.57.16:927][215]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.57.16:963][215]LogUObjectHash: Compacting FUObjectHashTables data took 1.57ms

[2023.03.29-14.57.19:251][468]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.57.19:254][468]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.57.19:254][468]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:57:19)

[2023.03.29-14.57.19:254][468]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.57.19:266][468]LogPlayLevel: PIE: StaticDuplicateObject took: (0.011322s)

[2023.03.29-14.57.19:266][468]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.57.19:267][468]LogPlayLevel: PIE: World Init took: (0.001093s)

[2023.03.29-14.57.19:267][468]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.012539s)

[2023.03.29-14.57.19:288][468]LogUObjectHash: Compacting FUObjectHashTables data took 1.78ms

[2023.03.29-14.57.19:290][468]LogAudio: Display: Creating Audio Device: Id: 74, Scope: Unique, Realtime: True

[2023.03.29-14.57.19:290][468]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.57.19:290][468]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.57.19:290][468]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.57.19:290][468]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.57.19:290][468]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.57.19:290][468]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.57.19:290][468]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.57.19:290][468]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.57.19:290][468]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.57.19:290][468]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.57.19:290][468]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.57.19:290][468]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.57.19:291][468]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.57.19:291][468]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.57.19:294][468]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.57.19:294][468]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.57.19:294][468]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.57.19:294][468]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.57.19:295][468]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.57.19:295][468]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.57.19:295][468]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.57.19:296][468]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.57.19:296][468]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.57.19:296][468]LogInit: FAudioDevice initialized.

[2023.03.29-14.57.19:296][468]LogAudio: Display: Audio Device (ID: 74) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.57.19:349][468]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.57.19:350][468]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.57.19:352][468]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.57.19

[2023.03.29-14.57.19:352][468]LogWorld: Bringing up level for play took: 0.001519

[2023.03.29-14.57.19:352][468]LogOnline: OSS: Creating online subsystem instance for: :Context\_85

[2023.03.29-14.57.19:355][468]PIE: Server logged in

[2023.03.29-14.57.19:356][468]PIE: Play in editor total start time 0,102 seconds.

[2023.03.29-14.57.19:432][469]LogRenderer: Reallocating scene render targets to support 1200x768 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.57.22:807][592]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.57.22:807][592]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.57.22:809][592]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.57.22:817][592]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.57.22:819][592]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.57.22:830][592]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.57.22:833][592]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.57.22:853][592]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.57.22:853][592]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.57.22:853][592]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.57.22:859][592]LogUObjectHash: Compacting FUObjectHashTables data took 2.52ms

[2023.03.29-14.57.22:871][593]LogPlayLevel: Display: Destroying online subsystem :Context\_85

[2023.03.29-14.57.37:729][252]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.57.37:767][252]LogUObjectHash: Compacting FUObjectHashTables data took 1.82ms

[2023.03.29-14.57.38:512][322]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.57.38:515][322]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.57.38:515][322]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:57:38)

[2023.03.29-14.57.38:515][322]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.57.38:526][322]LogPlayLevel: PIE: StaticDuplicateObject took: (0.010019s)

[2023.03.29-14.57.38:528][322]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.57.38:528][322]LogPlayLevel: PIE: World Init took: (0.002155s)

[2023.03.29-14.57.38:528][322]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.012601s)

[2023.03.29-14.57.38:550][322]LogUObjectHash: Compacting FUObjectHashTables data took 1.82ms

[2023.03.29-14.57.38:551][322]LogAudio: Display: Creating Audio Device: Id: 75, Scope: Unique, Realtime: True

[2023.03.29-14.57.38:551][322]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.57.38:551][322]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.57.38:551][322]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.57.38:551][322]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.57.38:551][322]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.57.38:551][322]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.57.38:551][322]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.57.38:551][322]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.57.38:552][322]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.57.38:552][322]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.57.38:552][322]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.57.38:552][322]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.57.38:553][322]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.57.38:553][322]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.57.38:556][322]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.57.38:556][322]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.57.38:556][322]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.57.38:556][322]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.57.38:557][322]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.57.38:557][322]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.57.38:557][322]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.57.38:558][322]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.57.38:558][322]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.57.38:558][322]LogInit: FAudioDevice initialized.

[2023.03.29-14.57.38:558][322]LogAudio: Display: Audio Device (ID: 75) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.57.38:614][322]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.57.38:614][322]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.57.38:616][322]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.57.38

[2023.03.29-14.57.38:617][322]LogWorld: Bringing up level for play took: 0.001605

[2023.03.29-14.57.38:617][322]LogOnline: OSS: Creating online subsystem instance for: :Context\_86

[2023.03.29-14.57.38:620][322]PIE: Server logged in

[2023.03.29-14.57.38:621][322]PIE: Play in editor total start time 0,106 seconds.

[2023.03.29-14.57.38:700][323]LogRenderer: Reallocating scene render targets to support 1200x776 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.57.41:568][423]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.57.41:568][423]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.57.41:569][423]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.57.41:583][423]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.57.41:585][423]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.57.41:601][423]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.57.41:603][423]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.57.41:625][423]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.57.41:625][423]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.57.41:626][423]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.57.41:630][423]LogUObjectHash: Compacting FUObjectHashTables data took 1.41ms

[2023.03.29-14.57.41:644][424]LogPlayLevel: Display: Destroying online subsystem :Context\_86

[2023.03.29-14.57.42:736][555]LogEditorTransaction: Undo Create Pin Link

[2023.03.29-14.57.42:996][562]LogEditorTransaction: Undo Move Node

[2023.03.29-14.57.43:393][585]LogEditorTransaction: Undo Add Node

[2023.03.29-14.57.43:692][615]LogEditorTransaction: Undo Add Component Nodes

[2023.03.29-14.57.44:032][649]LogEditorTransaction: Undo Delete current selection

[2023.03.29-14.57.44:399][687]LogEditorTransaction: Undo Move Node

[2023.03.29-14.57.44:974][750]LogEditorTransaction: Undo Break Pin Links

[2023.03.29-14.58.43:659][ 30]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.58.43:697][ 30]LogUObjectHash: Compacting FUObjectHashTables data took 1.85ms

[2023.03.29-14.58.48:286][472]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.58.48:292][472]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.58.48:292][472]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:58:48)

[2023.03.29-14.58.48:292][472]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.58.48:316][472]LogPlayLevel: PIE: StaticDuplicateObject took: (0.023822s)

[2023.03.29-14.58.48:317][472]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.58.48:317][472]LogPlayLevel: PIE: World Init took: (0.001389s)

[2023.03.29-14.58.48:317][472]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.025419s)

[2023.03.29-14.58.48:357][472]LogUObjectHash: Compacting FUObjectHashTables data took 1.81ms

[2023.03.29-14.58.48:358][472]LogAudio: Display: Creating Audio Device: Id: 76, Scope: Unique, Realtime: True

[2023.03.29-14.58.48:358][472]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.58.48:358][472]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.58.48:358][472]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.58.48:358][472]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.58.48:358][472]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.58.48:358][472]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.58.48:358][472]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.58.48:358][472]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.58.48:359][472]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.58.48:359][472]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.58.48:359][472]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.58.48:359][472]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.58.48:360][472]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.58.48:360][472]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.58.48:365][472]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.58.48:365][472]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.58.48:365][472]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.58.48:365][472]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.58.48:365][472]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.58.48:366][472]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.58.48:366][472]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.58.48:367][472]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.58.48:367][472]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.58.48:367][472]LogInit: FAudioDevice initialized.

[2023.03.29-14.58.48:367][472]LogAudio: Display: Audio Device (ID: 76) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.58.48:377][472]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.58.48:378][472]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.58.48

[2023.03.29-14.58.48:378][472]LogWorld: Bringing up level for play took: 0.000897

[2023.03.29-14.58.48:379][472]LogOnline: OSS: Creating online subsystem instance for: :Context\_87

[2023.03.29-14.58.48:381][472]PIE: Server logged in

[2023.03.29-14.58.48:381][472]PIE: Play in editor total start time 0,091 seconds.

[2023.03.29-14.58.51:597][644]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.58.51:597][644]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.58.51:598][644]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.58.51:598][644]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.58.51:609][644]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.58.51:611][644]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.58.51:629][644]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.58.51:629][644]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.58.51:630][644]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.58.51:632][644]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.58.51:634][644]LogUObjectHash: Compacting FUObjectHashTables data took 1.35ms

[2023.03.29-14.58.51:717][646]LogPlayLevel: Display: Destroying online subsystem :Context\_87

[2023.03.29-14.58.58:964][ 51]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.58.59:032][ 51]LogUObjectHash: Compacting FUObjectHashTables data took 1.54ms

[2023.03.29-14.59.00:452][181]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.59.00:455][181]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.59.00:455][181]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:59:00)

[2023.03.29-14.59.00:455][181]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.59.00:466][181]LogPlayLevel: PIE: StaticDuplicateObject took: (0.010748s)

[2023.03.29-14.59.00:467][181]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.59.00:467][181]LogPlayLevel: PIE: World Init took: (0.001149s)

[2023.03.29-14.59.00:467][181]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.012197s)

[2023.03.29-14.59.00:489][181]LogUObjectHash: Compacting FUObjectHashTables data took 1.70ms

[2023.03.29-14.59.00:490][181]LogAudio: Display: Creating Audio Device: Id: 77, Scope: Unique, Realtime: True

[2023.03.29-14.59.00:490][181]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.59.00:490][181]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.59.00:490][181]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.59.00:490][181]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.59.00:490][181]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.59.00:490][181]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.59.00:490][181]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.59.00:490][181]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.59.00:491][181]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.59.00:491][181]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.59.00:491][181]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.59.00:491][181]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.59.00:492][181]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.59.00:492][181]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.59.00:495][181]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.59.00:495][181]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.59.00:495][181]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.59.00:495][181]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.59.00:496][181]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.59.00:496][181]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.59.00:496][181]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.59.00:497][181]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.59.00:497][181]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.59.00:497][181]LogInit: FAudioDevice initialized.

[2023.03.29-14.59.00:497][181]LogAudio: Display: Audio Device (ID: 77) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.59.00:555][181]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.59.00:555][181]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.59.00:557][181]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.59.00

[2023.03.29-14.59.00:557][181]LogWorld: Bringing up level for play took: 0.001836

[2023.03.29-14.59.00:558][181]LogOnline: OSS: Creating online subsystem instance for: :Context\_88

[2023.03.29-14.59.00:561][181]PIE: Server logged in

[2023.03.29-14.59.00:562][181]PIE: Play in editor total start time 0,108 seconds.

[2023.03.29-14.59.00:641][182]LogRenderer: Reallocating scene render targets to support 1200x784 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-14.59.06:897][410]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.59.06:897][410]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.59.06:898][410]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-14.59.06:910][410]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.59.06:912][410]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.59.06:920][410]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.59.06:924][410]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.59.06:944][410]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.59.06:945][410]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.59.06:946][410]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.59.06:949][410]LogUObjectHash: Compacting FUObjectHashTables data took 1.53ms

[2023.03.29-14.59.06:961][411]LogPlayLevel: Display: Destroying online subsystem :Context\_88

[2023.03.29-14.59.22:830][ 51]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-14.59.22:866][ 51]LogUObjectHash: Compacting FUObjectHashTables data took 1.66ms

[2023.03.29-14.59.24:895][201]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.59.24:901][201]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.59.24:901][201]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:59:24)

[2023.03.29-14.59.24:901][201]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.59.24:927][201]LogPlayLevel: PIE: StaticDuplicateObject took: (0.026339s)

[2023.03.29-14.59.24:928][201]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.59.24:929][201]LogPlayLevel: PIE: World Init took: (0.001439s)

[2023.03.29-14.59.24:929][201]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.027954s)

[2023.03.29-14.59.24:970][201]LogUObjectHash: Compacting FUObjectHashTables data took 1.74ms

[2023.03.29-14.59.24:971][201]LogAudio: Display: Creating Audio Device: Id: 78, Scope: Unique, Realtime: True

[2023.03.29-14.59.24:971][201]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.59.24:971][201]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.59.24:971][201]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.59.24:971][201]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.59.24:971][201]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.59.24:971][201]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.59.24:971][201]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.59.24:971][201]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.59.24:971][201]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.59.24:971][201]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.59.24:971][201]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.59.24:971][201]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.59.24:972][201]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.59.24:972][201]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.59.24:975][201]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.59.24:976][201]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.59.24:976][201]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.59.24:976][201]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.59.24:976][201]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.59.24:976][201]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.59.24:976][201]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.59.24:977][201]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.59.24:977][201]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.59.24:977][201]LogInit: FAudioDevice initialized.

[2023.03.29-14.59.24:977][201]LogAudio: Display: Audio Device (ID: 78) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.59.24:983][201]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.59.24:984][201]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.59.24

[2023.03.29-14.59.24:984][201]LogWorld: Bringing up level for play took: 0.000984

[2023.03.29-14.59.24:984][201]LogOnline: OSS: Creating online subsystem instance for: :Context\_89

[2023.03.29-14.59.24:986][201]PIE: Server logged in

[2023.03.29-14.59.24:987][201]PIE: Play in editor total start time 0,087 seconds.

[2023.03.29-14.59.25:636][233]LogBlueprintUserMessages: [BP\_Bullet\_C\_0] Hello

[2023.03.29-14.59.31:209][672]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.59.31:209][672]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.59.31:209][672]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.59.31:209][672]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.59.31:215][672]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.59.31:218][672]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.59.31:236][672]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.59.31:237][672]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.59.31:238][672]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.59.31:239][672]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.59.31:242][672]LogUObjectHash: Compacting FUObjectHashTables data took 1.38ms

[2023.03.29-14.59.31:323][674]LogPlayLevel: Display: Destroying online subsystem :Context\_89

[2023.03.29-14.59.32:289][710]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.59.32:297][710]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.59.32:298][710]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:59:32)

[2023.03.29-14.59.32:298][710]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.59.32:322][710]LogPlayLevel: PIE: StaticDuplicateObject took: (0.023839s)

[2023.03.29-14.59.32:325][710]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.59.32:325][710]LogPlayLevel: PIE: World Init took: (0.002577s)

[2023.03.29-14.59.32:325][710]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.026726s)

[2023.03.29-14.59.32:363][710]LogUObjectHash: Compacting FUObjectHashTables data took 1.40ms

[2023.03.29-14.59.32:364][710]LogAudio: Display: Creating Audio Device: Id: 79, Scope: Unique, Realtime: True

[2023.03.29-14.59.32:364][710]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.59.32:364][710]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.59.32:364][710]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.59.32:364][710]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.59.32:364][710]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.59.32:364][710]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.59.32:364][710]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.59.32:364][710]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.59.32:364][710]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.59.32:364][710]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.59.32:365][710]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.59.32:365][710]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.59.32:366][710]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.59.32:366][710]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.59.32:369][710]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.59.32:369][710]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.59.32:369][710]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.59.32:369][710]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.59.32:369][710]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.59.32:369][710]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.59.32:369][710]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.59.32:370][710]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.59.32:370][710]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.59.32:370][710]LogInit: FAudioDevice initialized.

[2023.03.29-14.59.32:370][710]LogAudio: Display: Audio Device (ID: 79) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.59.32:381][710]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.59.32:382][710]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.59.32

[2023.03.29-14.59.32:382][710]LogWorld: Bringing up level for play took: 0.000893

[2023.03.29-14.59.32:383][710]LogOnline: OSS: Creating online subsystem instance for: :Context\_90

[2023.03.29-14.59.32:384][710]PIE: Server logged in

[2023.03.29-14.59.32:385][710]PIE: Play in editor total start time 0,09 seconds.

[2023.03.29-14.59.33:116][752]LogBlueprintUserMessages: [BP\_Bullet\_C\_0] Hello

[2023.03.29-14.59.34:207][840]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.59.34:207][840]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.59.34:207][840]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.59.34:207][840]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.59.34:216][840]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.59.34:219][840]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.59.34:238][840]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.59.34:238][840]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.59.34:239][840]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.59.34:243][840]LogUObjectHash: Compacting FUObjectHashTables data took 1.35ms

[2023.03.29-14.59.34:317][842]LogPlayLevel: Display: Destroying online subsystem :Context\_90

[2023.03.29-14.59.39:097][ 18]Cmd: SELECT NONE

[2023.03.29-14.59.43:298][264]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-14.59.43:367][264]LogUObjectHash: Compacting FUObjectHashTables data took 2.14ms

[2023.03.29-14.59.45:081][339]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-14.59.45:090][339]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-14.59.45:090][339]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 22:59:45)

[2023.03.29-14.59.45:091][339]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.59.45:111][339]LogPlayLevel: PIE: StaticDuplicateObject took: (0.019567s)

[2023.03.29-14.59.45:113][339]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-14.59.45:113][339]LogPlayLevel: PIE: World Init took: (0.002220s)

[2023.03.29-14.59.45:113][339]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.022234s)

[2023.03.29-14.59.45:151][339]LogUObjectHash: Compacting FUObjectHashTables data took 1.68ms

[2023.03.29-14.59.45:152][339]LogAudio: Display: Creating Audio Device: Id: 80, Scope: Unique, Realtime: True

[2023.03.29-14.59.45:152][339]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-14.59.45:152][339]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-14.59.45:152][339]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-14.59.45:152][339]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-14.59.45:152][339]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-14.59.45:152][339]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-14.59.45:152][339]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-14.59.45:152][339]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-14.59.45:153][339]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-14.59.45:153][339]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-14.59.45:153][339]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-14.59.45:153][339]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-14.59.45:154][339]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-14.59.45:154][339]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-14.59.45:157][339]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-14.59.45:157][339]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-14.59.45:157][339]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-14.59.45:157][339]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-14.59.45:158][339]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-14.59.45:158][339]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-14.59.45:158][339]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-14.59.45:159][339]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-14.59.45:159][339]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-14.59.45:159][339]LogInit: FAudioDevice initialized.

[2023.03.29-14.59.45:159][339]LogAudio: Display: Audio Device (ID: 80) registered with world 'SideScrollerExampleMap'.

[2023.03.29-14.59.45:169][339]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-14.59.45:170][339]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-18.59.45

[2023.03.29-14.59.45:171][339]LogWorld: Bringing up level for play took: 0.001112

[2023.03.29-14.59.45:171][339]LogOnline: OSS: Creating online subsystem instance for: :Context\_91

[2023.03.29-14.59.45:172][339]PIE: Server logged in

[2023.03.29-14.59.45:173][339]PIE: Play in editor total start time 0,085 seconds.

[2023.03.29-14.59.50:539][679]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.59.50:539][679]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-14.59.50:539][679]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-14.59.50:540][679]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.59.50:548][679]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-14.59.50:551][679]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-14.59.50:569][679]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-14.59.50:569][679]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.59.50:570][679]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-14.59.50:572][679]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-14.59.50:574][679]LogUObjectHash: Compacting FUObjectHashTables data took 1.51ms

[2023.03.29-14.59.50:656][681]LogPlayLevel: Display: Destroying online subsystem :Context\_91

[2023.03.29-14.59.52:434][745]LogEditorViewport: Clicking on Actor (LMB): StaticMeshActor (Floor)

[2023.03.29-14.59.52:843][755]LogEditorViewport: Clicking on Actor (LMB): StaticMeshActor (Ledge1)

[2023.03.29-15.00.11:993][403]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-15.00.12:002][403]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-15.00.12:003][403]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 23:00:12)

[2023.03.29-15.00.12:003][403]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.00.12:024][403]LogPlayLevel: PIE: StaticDuplicateObject took: (0.020685s)

[2023.03.29-15.00.12:026][403]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-15.00.12:026][403]LogPlayLevel: PIE: World Init took: (0.002417s)

[2023.03.29-15.00.12:026][403]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.023382s)

[2023.03.29-15.00.12:064][403]LogUObjectHash: Compacting FUObjectHashTables data took 1.30ms

[2023.03.29-15.00.12:067][403]LogAudio: Display: Creating Audio Device: Id: 81, Scope: Unique, Realtime: True

[2023.03.29-15.00.12:067][403]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-15.00.12:067][403]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-15.00.12:067][403]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-15.00.12:067][403]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-15.00.12:067][403]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-15.00.12:067][403]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-15.00.12:067][403]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-15.00.12:067][403]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-15.00.12:068][403]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-15.00.12:068][403]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-15.00.12:068][403]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-15.00.12:068][403]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-15.00.12:069][403]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-15.00.12:069][403]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-15.00.12:072][403]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-15.00.12:072][403]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-15.00.12:072][403]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-15.00.12:072][403]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-15.00.12:073][403]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-15.00.12:073][403]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-15.00.12:073][403]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-15.00.12:074][403]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-15.00.12:074][403]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-15.00.12:074][403]LogInit: FAudioDevice initialized.

[2023.03.29-15.00.12:074][403]LogAudio: Display: Audio Device (ID: 81) registered with world 'SideScrollerExampleMap'.

[2023.03.29-15.00.12:081][403]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-15.00.12:083][403]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-19.00.12

[2023.03.29-15.00.12:083][403]LogWorld: Bringing up level for play took: 0.001012

[2023.03.29-15.00.12:083][403]LogOnline: OSS: Creating online subsystem instance for: :Context\_92

[2023.03.29-15.00.12:085][403]PIE: Server logged in

[2023.03.29-15.00.12:085][403]PIE: Play in editor total start time 0,085 seconds.

[2023.03.29-15.00.14:997][584]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.00.14:997][584]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.00.14:997][584]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.00.14:997][584]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.00.15:005][584]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-15.00.15:018][584]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.00.15:038][584]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.00.15:038][584]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.00.15:039][584]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.00.15:043][584]LogUObjectHash: Compacting FUObjectHashTables data took 1.24ms

[2023.03.29-15.00.15:078][585]LogPlayLevel: Display: Destroying online subsystem :Context\_92

[2023.03.29-15.00.46:277][ 82]LogUObjectHash: Compacting FUObjectHashTables data took 1.39ms

[2023.03.29-15.00.46:290][ 82]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/SideScrollerExampleMap\_Auto61CD0373F4D185493A1B8B9B8134E0259.tmp' to '../../../../../../games/projectmantle/Saved/Autosaves/Game/SideScrollerBP/Maps/SideScrollerExampleMap\_Auto6.umap'

[2023.03.29-15.00.46:291][ 82]LogFileHelpers: Editor autosave (incl. external actors) for '/Game/SideScrollerBP/Maps/SideScrollerExampleMap' took 0.036

[2023.03.29-15.00.46:291][ 82]LogFileHelpers: Editor autosave (incl. sublevels & external actors) for all levels took 0.036

[2023.03.29-15.00.46:291][ 82]OBJ SavePackage: Generating thumbnails for [1] asset(s) in package [/Game/SideScrollerBP/Blueprints/SideScrollerCharacter] ([2] browsable assets)...

[2023.03.29-15.00.46:328][ 82]OBJ SavePackage: Rendered thumbnail for [Blueprint /Game/SideScrollerBP/Blueprints/SideScrollerCharacter.SideScrollerCharacter]

[2023.03.29-15.00.46:328][ 82]OBJ SavePackage: Finished generating thumbnails for package [/Game/SideScrollerBP/Blueprints/SideScrollerCharacter]

[2023.03.29-15.00.46:341][ 82]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/SideScrollerCharacter\_Auto688069E014ECBCDB7BBBC89AF4E874B96.tmp' to '../../../../../../games/projectmantle/Saved/Autosaves/Game/SideScrollerBP/Blueprints/SideScrollerCharacter\_Auto6.uasset'

[2023.03.29-15.00.46:342][ 82]OBJ SavePackage: Generating thumbnails for [2] asset(s) in package [/Game/BP/CAST/BP\_Bullet] ([2] browsable assets)...

[2023.03.29-15.00.46:371][ 82]OBJ SavePackage: Rendered thumbnail for [Blueprint /Game/BP/CAST/BP\_Bullet.BP\_Bullet]

[2023.03.29-15.00.46:371][ 82]OBJ SavePackage: Finished generating thumbnails for package [/Game/BP/CAST/BP\_Bullet]

[2023.03.29-15.00.46:371][ 82]Cmd: OBJ SAVEPACKAGE PACKAGE="/Game/BP/CAST/BP\_Bullet" FILE="../../../../../../games/projectmantle/Saved/Autosaves/Game/BP/CAST/BP\_Bullet\_Auto6.uasset" SILENT=false AUTOSAVING=true

[2023.03.29-15.00.46:388][ 82]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/BP\_Bullet\_Auto62782DA59457A059057FB23A1DC77474D.tmp' to '../../../../../../games/projectmantle/Saved/Autosaves/Game/BP/CAST/BP\_Bullet\_Auto6.uasset'

[2023.03.29-15.00.46:388][ 82]LogFileHelpers: Auto-saving content packages took 0.097

[2023.03.29-15.00.52:630][802]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-15.00.52:666][802]LogUObjectHash: Compacting FUObjectHashTables data took 1.61ms

[2023.03.29-15.01.01:109][384]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-15.01.01:177][384]LogUObjectHash: Compacting FUObjectHashTables data took 1.97ms

[2023.03.29-15.01.07:434][964]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-15.01.07:440][964]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-15.01.07:440][964]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 23:01:07)

[2023.03.29-15.01.07:440][964]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.01.07:465][964]LogPlayLevel: PIE: StaticDuplicateObject took: (0.024753s)

[2023.03.29-15.01.07:466][964]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-15.01.07:467][964]LogPlayLevel: PIE: World Init took: (0.001578s)

[2023.03.29-15.01.07:467][964]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.026484s)

[2023.03.29-15.01.07:507][964]LogUObjectHash: Compacting FUObjectHashTables data took 1.76ms

[2023.03.29-15.01.07:509][964]LogAudio: Display: Creating Audio Device: Id: 82, Scope: Unique, Realtime: True

[2023.03.29-15.01.07:509][964]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-15.01.07:509][964]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-15.01.07:509][964]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-15.01.07:509][964]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-15.01.07:509][964]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-15.01.07:509][964]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-15.01.07:509][964]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-15.01.07:509][964]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-15.01.07:510][964]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-15.01.07:510][964]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-15.01.07:510][964]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-15.01.07:510][964]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-15.01.07:511][964]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-15.01.07:511][964]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-15.01.07:514][964]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-15.01.07:514][964]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-15.01.07:514][964]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-15.01.07:514][964]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-15.01.07:515][964]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-15.01.07:515][964]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-15.01.07:515][964]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-15.01.07:516][964]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-15.01.07:516][964]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-15.01.07:516][964]LogInit: FAudioDevice initialized.

[2023.03.29-15.01.07:516][964]LogAudio: Display: Audio Device (ID: 82) registered with world 'SideScrollerExampleMap'.

[2023.03.29-15.01.07:526][964]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-15.01.07:528][964]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-19.01.07

[2023.03.29-15.01.07:528][964]LogWorld: Bringing up level for play took: 0.000979

[2023.03.29-15.01.07:528][964]LogOnline: OSS: Creating online subsystem instance for: :Context\_93

[2023.03.29-15.01.07:530][964]PIE: Server logged in

[2023.03.29-15.01.07:531][964]PIE: Play in editor total start time 0,091 seconds.

[2023.03.29-15.01.09:616][ 83]LogBlueprintUserMessages: [BP\_Bullet\_C\_0] Hello

[2023.03.29-15.01.11:546][199]LogBlueprintUserMessages: [BP\_Bullet\_C\_1] Hello

[2023.03.29-15.01.11:746][211]LogBlueprintUserMessages: [BP\_Bullet\_C\_2] Hello

[2023.03.29-15.01.11:912][221]LogBlueprintUserMessages: [BP\_Bullet\_C\_3] Hello

[2023.03.29-15.01.12:079][231]LogBlueprintUserMessages: [BP\_Bullet\_C\_4] Hello

[2023.03.29-15.01.12:215][239]LogBlueprintUserMessages: [BP\_Bullet\_C\_5] Hello

[2023.03.29-15.01.12:364][248]LogBlueprintUserMessages: [BP\_Bullet\_C\_6] Hello

[2023.03.29-15.01.12:512][257]LogBlueprintUserMessages: [BP\_Bullet\_C\_7] Hello

[2023.03.29-15.01.13:561][320]LogBlueprintUserMessages: [BP\_Bullet\_C\_8] Hello

[2023.03.29-15.01.13:744][331]LogBlueprintUserMessages: [BP\_Bullet\_C\_9] Hello

[2023.03.29-15.01.13:994][346]LogBlueprintUserMessages: [BP\_Bullet\_C\_10] Hello

[2023.03.29-15.01.14:429][372]LogBlueprintUserMessages: [BP\_Bullet\_C\_11] Hello

[2023.03.29-15.01.14:610][383]LogBlueprintUserMessages: [BP\_Bullet\_C\_12] Hello

[2023.03.29-15.01.14:778][393]LogBlueprintUserMessages: [BP\_Bullet\_C\_13] Hello

[2023.03.29-15.01.15:177][417]LogBlueprintUserMessages: [BP\_Bullet\_C\_14] Hello

[2023.03.29-15.01.15:328][426]LogBlueprintUserMessages: [BP\_Bullet\_C\_15] Hello

[2023.03.29-15.01.15:477][435]LogBlueprintUserMessages: [BP\_Bullet\_C\_16] Hello

[2023.03.29-15.01.15:659][446]LogBlueprintUserMessages: [BP\_Bullet\_C\_17] Hello

[2023.03.29-15.01.15:809][455]LogBlueprintUserMessages: [BP\_Bullet\_C\_18] Hello

[2023.03.29-15.01.17:498][554]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.01.17:498][554]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.01.17:498][554]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.01.17:498][554]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.01.17:506][554]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-15.01.17:518][554]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.01.17:537][554]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-15.01.17:537][554]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.01.17:538][554]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.01.17:540][554]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.01.17:542][554]LogUObjectHash: Compacting FUObjectHashTables data took 1.44ms

[2023.03.29-15.01.17:579][555]LogPlayLevel: Display: Destroying online subsystem :Context\_93

[2023.03.29-15.01.20:880][750]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-15.01.20:947][750]LogUObjectHash: Compacting FUObjectHashTables data took 1.61ms

[2023.03.29-15.01.22:083][827]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-15.01.22:092][827]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-15.01.22:092][827]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 23:01:22)

[2023.03.29-15.01.22:092][827]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.01.22:110][827]LogPlayLevel: PIE: StaticDuplicateObject took: (0.018253s)

[2023.03.29-15.01.22:112][827]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-15.01.22:112][827]LogPlayLevel: PIE: World Init took: (0.001529s)

[2023.03.29-15.01.22:112][827]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.019968s)

[2023.03.29-15.01.22:134][827]LogUObjectHash: Compacting FUObjectHashTables data took 1.71ms

[2023.03.29-15.01.22:135][827]LogAudio: Display: Creating Audio Device: Id: 83, Scope: Unique, Realtime: True

[2023.03.29-15.01.22:136][827]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-15.01.22:136][827]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-15.01.22:136][827]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-15.01.22:136][827]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-15.01.22:136][827]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-15.01.22:136][827]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-15.01.22:136][827]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-15.01.22:136][827]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-15.01.22:136][827]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-15.01.22:136][827]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-15.01.22:136][827]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-15.01.22:136][827]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-15.01.22:137][827]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-15.01.22:137][827]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-15.01.22:140][827]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-15.01.22:141][827]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-15.01.22:141][827]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-15.01.22:141][827]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-15.01.22:141][827]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-15.01.22:141][827]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-15.01.22:141][827]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-15.01.22:142][827]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-15.01.22:142][827]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-15.01.22:142][827]LogInit: FAudioDevice initialized.

[2023.03.29-15.01.22:142][827]LogAudio: Display: Audio Device (ID: 83) registered with world 'SideScrollerExampleMap'.

[2023.03.29-15.01.22:170][827]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.01.22:170][827]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-15.01.22:172][827]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-19.01.22

[2023.03.29-15.01.22:173][827]LogWorld: Bringing up level for play took: 0.001704

[2023.03.29-15.01.22:173][827]LogOnline: OSS: Creating online subsystem instance for: :Context\_94

[2023.03.29-15.01.22:176][827]PIE: Server logged in

[2023.03.29-15.01.22:176][827]PIE: Play in editor total start time 0,085 seconds.

[2023.03.29-15.01.22:271][828]LogRenderer: Reallocating scene render targets to support 1200x788 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-15.01.35:219][343]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.01.35:219][343]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.01.35:221][343]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-15.01.35:238][343]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.01.35:239][343]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.01.35:255][343]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-15.01.35:268][343]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.01.35:291][343]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-15.01.35:291][343]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.01.35:292][343]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.01.35:296][343]LogUObjectHash: Compacting FUObjectHashTables data took 1.46ms

[2023.03.29-15.01.35:343][344]LogPlayLevel: Display: Destroying online subsystem :Context\_94

[2023.03.29-15.01.54:883][860]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-15.01.54:947][860]LogUObjectHash: Compacting FUObjectHashTables data took 1.90ms

[2023.03.29-15.03.05:891][765]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-15.03.05:951][765]LogUObjectHash: Compacting FUObjectHashTables data took 1.87ms

[2023.03.29-15.03.07:324][830]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-15.03.07:331][830]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-15.03.07:331][830]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 23:03:07)

[2023.03.29-15.03.07:332][830]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.03.07:360][830]LogPlayLevel: PIE: StaticDuplicateObject took: (0.028698s)

[2023.03.29-15.03.07:362][830]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-15.03.07:363][830]LogPlayLevel: PIE: World Init took: (0.002152s)

[2023.03.29-15.03.07:363][830]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.031058s)

[2023.03.29-15.03.07:387][830]LogUObjectHash: Compacting FUObjectHashTables data took 1.77ms

[2023.03.29-15.03.07:388][830]LogAudio: Display: Creating Audio Device: Id: 84, Scope: Unique, Realtime: True

[2023.03.29-15.03.07:388][830]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-15.03.07:388][830]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-15.03.07:388][830]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-15.03.07:388][830]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-15.03.07:388][830]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-15.03.07:388][830]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-15.03.07:388][830]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-15.03.07:388][830]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-15.03.07:389][830]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-15.03.07:389][830]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-15.03.07:389][830]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-15.03.07:389][830]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-15.03.07:390][830]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-15.03.07:390][830]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-15.03.07:394][830]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-15.03.07:394][830]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-15.03.07:394][830]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-15.03.07:394][830]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-15.03.07:395][830]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-15.03.07:395][830]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-15.03.07:395][830]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-15.03.07:395][830]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-15.03.07:395][830]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-15.03.07:395][830]LogInit: FAudioDevice initialized.

[2023.03.29-15.03.07:395][830]LogAudio: Display: Audio Device (ID: 84) registered with world 'SideScrollerExampleMap'.

[2023.03.29-15.03.07:441][830]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.03.07:441][830]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-15.03.07:443][830]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-19.03.07

[2023.03.29-15.03.07:443][830]LogWorld: Bringing up level for play took: 0.001795

[2023.03.29-15.03.07:444][830]LogOnline: OSS: Creating online subsystem instance for: :Context\_95

[2023.03.29-15.03.07:447][830]PIE: Server logged in

[2023.03.29-15.03.07:447][830]PIE: Play in editor total start time 0,117 seconds.

[2023.03.29-15.03.07:550][831]LogRenderer: Reallocating scene render targets to support 1200x792 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-15.03.13:859][ 65]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.03.13:859][ 65]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.03.13:859][ 65]LogSlate: Window 'projectmantle Preview [NetMode: Standalone] (64-bit/Windows) ' being destroyed

[2023.03.29-15.03.13:884][ 65]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.03.13:887][ 65]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.03.13:902][ 65]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-15.03.13:915][ 65]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.03.13:938][ 65]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-15.03.13:938][ 65]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.03.13:939][ 65]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.03.13:943][ 65]LogUObjectHash: Compacting FUObjectHashTables data took 1.51ms

[2023.03.29-15.03.13:953][ 66]LogPlayLevel: Display: Destroying online subsystem :Context\_95

[2023.03.29-15.03.27:927][815]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-15.03.27:988][815]LogUObjectHash: Compacting FUObjectHashTables data took 1.58ms

[2023.03.29-15.03.30:192][944]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-15.03.30:200][944]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-15.03.30:201][944]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 23:03:30)

[2023.03.29-15.03.30:201][944]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.03.30:223][944]LogPlayLevel: PIE: StaticDuplicateObject took: (0.021823s)

[2023.03.29-15.03.30:225][944]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-15.03.30:226][944]LogPlayLevel: PIE: World Init took: (0.003053s)

[2023.03.29-15.03.30:226][944]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.025220s)

[2023.03.29-15.03.30:259][944]LogUObjectHash: Compacting FUObjectHashTables data took 1.66ms

[2023.03.29-15.03.30:260][944]LogAudio: Display: Creating Audio Device: Id: 85, Scope: Unique, Realtime: True

[2023.03.29-15.03.30:260][944]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-15.03.30:260][944]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-15.03.30:260][944]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-15.03.30:260][944]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-15.03.30:260][944]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-15.03.30:260][944]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-15.03.30:260][944]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-15.03.30:260][944]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-15.03.30:261][944]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-15.03.30:261][944]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-15.03.30:261][944]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-15.03.30:261][944]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-15.03.30:262][944]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-15.03.30:262][944]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-15.03.30:265][944]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-15.03.30:265][944]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-15.03.30:265][944]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-15.03.30:265][944]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-15.03.30:266][944]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-15.03.30:266][944]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-15.03.30:266][944]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-15.03.30:267][944]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-15.03.30:267][944]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-15.03.30:267][944]LogInit: FAudioDevice initialized.

[2023.03.29-15.03.30:267][944]LogAudio: Display: Audio Device (ID: 85) registered with world 'SideScrollerExampleMap'.

[2023.03.29-15.03.30:273][944]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-15.03.30:274][944]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 0) at 2023.03.29-19.03.30

[2023.03.29-15.03.30:274][944]LogWorld: Bringing up level for play took: 0.000916

[2023.03.29-15.03.30:274][944]LogOnline: OSS: Creating online subsystem instance for: :Context\_96

[2023.03.29-15.03.30:275][944]PIE: Server logged in

[2023.03.29-15.03.30:276][944]PIE: Play in editor total start time 0,078 seconds.

[2023.03.29-15.03.33:257][127]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.03.33:257][127]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.03.33:258][127]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.03.33:258][127]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.03.33:272][127]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-15.03.33:285][127]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.03.33:304][127]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-15.03.33:304][127]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.03.33:305][127]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.03.33:307][127]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.03.33:309][127]LogUObjectHash: Compacting FUObjectHashTables data took 1.47ms

[2023.03.29-15.03.33:344][128]LogPlayLevel: Display: Destroying online subsystem :Context\_96

[2023.03.29-15.04.17:833][961]LogUObjectHash: Compacting FUObjectHashTables data took 1.83ms

[2023.03.29-15.04.18:767][961]LogSlate: Window 'Save Content' being destroyed

[2023.03.29-15.04.18:822][961]Cmd: OBJ SAVEPACKAGE PACKAGE="/Game/BP/CAST/BP\_Bullet" FILE="../../../../../../games/projectmantle/Content/BP/CAST/BP\_Bullet.uasset" SILENT=true

[2023.03.29-15.04.18:829][961]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/BP\_Bullet23233E1841ED992072081DB5F1946AE1.tmp' to '../../../../../../games/projectmantle/Content/BP/CAST/BP\_Bullet.uasset'

[2023.03.29-15.04.18:863][961]Cmd: OBJ SAVEPACKAGE PACKAGE="/Game/SideScrollerBP/Blueprints/SideScrollerCharacter" FILE="../../../../../../games/projectmantle/Content/SideScrollerBP/Blueprints/SideScrollerCharacter.uasset" SILENT=true

[2023.03.29-15.04.18:877][961]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/SideScrollerCharacterBB8163F74C7DDEB1AEF32D841A056205.tmp' to '../../../../../../games/projectmantle/Content/SideScrollerBP/Blueprints/SideScrollerCharacter.uasset'

[2023.03.29-15.04.18:900][961]LogUObjectHash: Compacting FUObjectHashTables data took 0.46ms

[2023.03.29-15.04.18:913][961]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/SideScrollerExampleMap6100EAAC4149D5E7A67FA7A4FB12E34E.tmp' to '../../../../../../games/projectmantle/Content/SideScrollerBP/Maps/SideScrollerExampleMap.umap'

[2023.03.29-15.04.18:926][961]LogFileHelpers: Saving map 'SideScrollerExampleMap' took 0.048

[2023.03.29-15.04.18:953][961]LogWorld: UWorld::CleanupWorld for World\_3, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.04.18:954][961]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.04.19:029][961]LogActorComponent: UnregisterComponent: (/Engine/Transient.EditorFloorComp) Not registered. Aborting.

[2023.03.29-15.04.19:029][961]LogWorld: UWorld::CleanupWorld for World\_10, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.04.19:029][961]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.04.19:127][961]LogSlate: Window 'projectmantle - Unreal Editor' being destroyed

[2023.03.29-15.04.19:357][961]AssetCheck: New page: Asset Save: multiple assets

[2023.03.29-15.04.19:357][961]LogContentValidation: Display: Validating Blueprint /Game/SideScrollerBP/Blueprints/SideScrollerCharacter.SideScrollerCharacter

[2023.03.29-15.04.19:357][961]LogContentValidation: Display: Validating World /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap

[2023.03.29-15.04.19:357][961]LogContentValidation: Display: Validating Blueprint /Game/BP/CAST/BP\_Bullet.BP\_Bullet

[2023.03.29-15.04.19:359][962]Cmd: QUIT\_EDITOR

[2023.03.29-15.04.19:360][962]LogCore: Engine exit requested (reason: UUnrealEdEngine::CloseEditor())

[2023.03.29-15.04.19:363][962]LogCore: Engine exit requested (reason: EngineExit() was called; note: exit was already requested)

[2023.03.29-15.04.19:629][962]LogAudio: Display: Beginning Audio Device Manager Shutdown (Module: AudioMixerXAudio2)...

[2023.03.29-15.04.19:630][962]LogAudio: Display: Destroying 1 Remaining Audio Device(s)...

[2023.03.29-15.04.19:630][962]LogAudio: Display: Audio Device unregistered from world 'SideScrollerExampleMap'.

[2023.03.29-15.04.19:630][962]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.04.19:642][962]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.04.19:663][962]LogAudio: Display: Audio Device Manager Shutdown

[2023.03.29-15.04.19:664][962]LogWindowsTextInputMethodSystem: Display: IME system deactivated.

[2023.03.29-15.04.19:669][962]LogExit: Preparing to exit.

[2023.03.29-15.04.20:358][962]LogUObjectHash: Compacting FUObjectHashTables data took 1.75ms

[2023.03.29-15.04.20:552][962]LogWorld: UWorld::CleanupWorld for World\_9, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.04.20:554][962]LogWorld: UWorld::CleanupWorld for World\_4, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.04.20:556][962]LogWorld: UWorld::CleanupWorld for World\_11, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.04.20:559][962]LogWorld: UWorld::CleanupWorld for World\_0, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.04.20:561][962]LogWorld: UWorld::CleanupWorld for World\_1, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.04.20:563][962]LogWorld: UWorld::CleanupWorld for World\_2, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.04.20:565][962]LogWorld: UWorld::CleanupWorld for World\_5, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.04.20:567][962]LogWorld: UWorld::CleanupWorld for World\_6, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.04.20:570][962]LogWorld: UWorld::CleanupWorld for World\_7, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.04.20:572][962]LogWorld: UWorld::CleanupWorld for World\_8, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.04.20:633][962]LogDemo: Cleaned up 0 splitscreen connections with owner deletion

[2023.03.29-15.04.20:644][962]LogWorld: UWorld::CleanupWorld for None, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.04.20:644][962]LogExit: Editor shut down

[2023.03.29-15.04.20:646][962]LogExit: Transaction tracking system shut down

[2023.03.29-15.04.21:050][962]LogExit: Object subsystem successfully closed.

[2023.03.29-15.04.21:064][962]LogShaderCompilers: Display: === FShaderJobCache stats ===

[2023.03.29-15.04.21:064][962]LogShaderCompilers: Display: Total job queries 0, among them cache hits 0 (0.00%)

[2023.03.29-15.04.21:064][962]LogShaderCompilers: Display: Tracking 0 distinct input hashes that result in 0 distinct outputs (0.00%)

[2023.03.29-15.04.21:064][962]LogShaderCompilers: Display: RAM used: 0.00 MB (0.00 GB) of 409.60 MB (0.40 GB) budget. Usage: 0.00%

[2023.03.29-15.04.21:064][962]LogShaderCompilers: Display: ================================================

[2023.03.29-15.04.21:073][962]LogShaderCompilers: Display: Shaders left to compile 0

[2023.03.29-15.04.21:118][962]LogModuleManager: Shutting down and abandoning module BlueprintGraph (878)

[2023.03.29-15.04.21:118][962]LogModuleManager: Shutting down and abandoning module MovieSceneCapture (876)

[2023.03.29-15.04.21:118][962]LogModuleManager: Shutting down and abandoning module Voice (874)

[2023.03.29-15.04.21:119][962]LogModuleManager: Shutting down and abandoning module HierarchicalLODOutliner (872)

[2023.03.29-15.04.21:119][962]LogModuleManager: Shutting down and abandoning module ExternalImagePicker (870)

[2023.03.29-15.04.21:119][962]LogModuleManager: Shutting down and abandoning module SceneOutliner (868)

[2023.03.29-15.04.21:119][962]LogModuleManager: Shutting down and abandoning module AddContentDialog (866)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module WidgetCarousel (865)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module EditorWidgets (862)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module StatsViewer (860)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module PIEPreviewDeviceProfileSelector (858)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module SequenceRecorderSections (856)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module AutomationWorker (854)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module SteamVREditor (852)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module OculusMR (850)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module WmfMediaFactory (848)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module WmfMediaEditor (846)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module WebMMediaFactory (844)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module WebMMediaEditor (842)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module WebMMedia (840)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module MediaPlayerEditor (838)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module MediaCompositingEditor (836)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module OpenExrWrapper (834)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module ImgMediaFactory (832)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module ImgMediaEditor (830)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module AvfMediaFactory (828)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module AvfMediaEditor (826)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module AndroidMediaFactory (824)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module AndroidMediaEditor (822)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module OpenXRInput (820)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module TakeRecorderSources (818)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module TakeRecorder (817)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module TakeTrackRecorders (814)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module TakesCore (812)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module GooglePADEditor (810)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module AudioCaptureEditor (808)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module SequenceRecorder (807)

[2023.03.29-15.04.21:122][962]LogModuleManager: Shutting down and abandoning module TemplateSequenceEditor (804)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module MatineeToLevelSequence (802)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module LevelSequenceEditor (800)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module ActorSequenceEditor (798)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module MagicLeapMediaCodecFactory (796)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module MagicLeapMediaFactory (794)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module MagicLeapMediaEditor (792)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module PlanarCut (790)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module CharacterAI (788)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module TextureAlignMode (786)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module BspMode (784)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module GeometryMode (782)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module CameraShakePreviewer (780)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module SmartSnapping (778)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module SessionServices (776)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module MeshPaint (774)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module VirtualTexturingEditor (772)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module FoliageEdit (770)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module LandscapeEditor (768)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module MeshPaintMode (766)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module SceneDepthPickerMode (764)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module ActorPickerMode (762)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module PlacementMode (760)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module ViewportSnapping (758)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module ViewportInteraction (756)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module ClothPainter (754)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module SkeletalMeshEditor (753)

[2023.03.29-15.04.21:123][962]LogModuleManager: Shutting down and abandoning module LogVisualizer (750)

[2023.03.29-15.04.21:124][962]LogModuleManager: Shutting down and abandoning module IntroTutorials (748)

[2023.03.29-15.04.21:124][962]LogModuleManager: Shutting down and abandoning module GameProjectGeneration (747)

[2023.03.29-15.04.21:124][962]LogModuleManager: Shutting down and abandoning module LuminPlatformEditor (744)

[2023.03.29-15.04.21:124][962]LogModuleManager: Shutting down and abandoning module IOSPlatformEditor (742)

[2023.03.29-15.04.21:124][962]LogModuleManager: Shutting down and abandoning module AndroidPlatformEditor (740)

[2023.03.29-15.04.21:124][962]LogModuleManager: Shutting down and abandoning module AndroidDeviceDetection (739)

[2023.03.29-15.04.21:903][962]LogModuleManager: Shutting down and abandoning module WindowsPlatformEditor (736)

[2023.03.29-15.04.21:903][962]LogModuleManager: Shutting down and abandoning module LuminRuntimeSettings (734)

[2023.03.29-15.04.21:903][962]LogModuleManager: Shutting down and abandoning module IOSRuntimeSettings (732)

[2023.03.29-15.04.21:903][962]LogModuleManager: Shutting down and abandoning module AndroidRuntimeSettings (730)

[2023.03.29-15.04.21:903][962]LogModuleManager: Shutting down and abandoning module TraceInsights (728)

[2023.03.29-15.04.21:903][962]MemoryProfiler: Shutdown

[2023.03.29-15.04.21:903][962]NetworkingProfiler: Shutdown

[2023.03.29-15.04.21:903][962]LoadingProfiler: Shutdown

[2023.03.29-15.04.21:903][962]TimingProfiler: Shutdown

[2023.03.29-15.04.21:904][962]LogModuleManager: Shutting down and abandoning module TraceServices (727)

[2023.03.29-15.04.21:904][962]LogModuleManager: Shutting down and abandoning module EditorInteractiveToolsFramework (724)

[2023.03.29-15.04.21:904][962]LogModuleManager: Shutting down and abandoning module TimeManagementEditor (722)

[2023.03.29-15.04.21:904][962]LogModuleManager: Shutting down and abandoning module InputBindingEditor (720)

[2023.03.29-15.04.21:904][962]LogModuleManager: Shutting down and abandoning module MergeActors (718)

[2023.03.29-15.04.21:904][962]LogModuleManager: Shutting down and abandoning module LocalizationDashboard (716)

[2023.03.29-15.04.21:904][962]LogModuleManager: Shutting down and abandoning module LocalizationService (715)

[2023.03.29-15.04.21:904][962]LogModuleManager: Shutting down and abandoning module HardwareTargeting (712)

[2023.03.29-15.04.21:904][962]LogModuleManager: Shutting down and abandoning module DeviceProfileEditor (710)

[2023.03.29-15.04.21:904][962]LogModuleManager: Shutting down and abandoning module UndoHistory (708)

[2023.03.29-15.04.21:904][962]LogModuleManager: Shutting down and abandoning module XmlParser (706)

[2023.03.29-15.04.21:904][962]LogModuleManager: Shutting down and abandoning module Blutility (704)

[2023.03.29-15.04.21:904][962]LogModuleManager: Shutting down and abandoning module ProjectSettingsViewer (702)

[2023.03.29-15.04.21:905][962]LogModuleManager: Shutting down and abandoning module ProjectTargetPlatformEditor (701)

[2023.03.29-15.04.21:905][962]LogModuleManager: Shutting down and abandoning module EditorSettingsViewer (698)

[2023.03.29-15.04.21:905][962]LogModuleManager: Shutting down and abandoning module InternationalizationSettings (697)

[2023.03.29-15.04.21:905][962]LogModuleManager: Shutting down and abandoning module SettingsEditor (694)

[2023.03.29-15.04.21:905][962]LogModuleManager: Shutting down and abandoning module ProjectLauncher (692)

[2023.03.29-15.04.21:905][962]LogModuleManager: Shutting down and abandoning module SessionFrontend (690)

[2023.03.29-15.04.21:905][962]LogModuleManager: Shutting down and abandoning module ProfilerClient (688)

[2023.03.29-15.04.21:905][962]LogModuleManager: Shutting down and abandoning module DeviceManager (686)

[2023.03.29-15.04.21:905][962]LogModuleManager: Shutting down and abandoning module TargetDeviceServices (685)

[2023.03.29-15.04.21:938][962]LogModuleManager: Shutting down and abandoning module AutomationController (682)

[2023.03.29-15.04.21:938][962]LogModuleManager: Shutting down and abandoning module AutomationWindow (680)

[2023.03.29-15.04.21:938][962]LogModuleManager: Shutting down and abandoning module Layers (678)

[2023.03.29-15.04.21:938][962]LogModuleManager: Shutting down and abandoning module ComponentVisualizers (676)

[2023.03.29-15.04.21:938][962]LogModuleManager: Shutting down and abandoning module DetailCustomizations (674)

[2023.03.29-15.04.21:938][962]LogModuleManager: Shutting down and abandoning module PackagesDialog (672)

[2023.03.29-15.04.21:938][962]LogModuleManager: Shutting down and abandoning module AnimationBlueprintEditor (670)

[2023.03.29-15.04.21:938][962]LogModuleManager: Shutting down and abandoning module Persona (668)

[2023.03.29-15.04.21:938][962]LogModuleManager: Shutting down and abandoning module AdvancedPreviewScene (667)

[2023.03.29-15.04.21:938][962]LogModuleManager: Shutting down and abandoning module AnimGraph (665)

[2023.03.29-15.04.21:939][962]LogModuleManager: Shutting down and abandoning module Kismet (662)

[2023.03.29-15.04.21:954][962]LogModuleManager: Shutting down and abandoning module KismetWidgets (661)

[2023.03.29-15.04.21:954][962]LogModuleManager: Shutting down and abandoning module GraphEditor (658)

[2023.03.29-15.04.21:954][962]LogModuleManager: Shutting down and abandoning module StructViewer (656)

[2023.03.29-15.04.21:954][962]LogModuleManager: Shutting down and abandoning module ClassViewer (654)

[2023.03.29-15.04.21:958][962]LogModuleManager: Shutting down and abandoning module Toolbox (652)

[2023.03.29-15.04.21:958][962]LogModuleManager: Shutting down and abandoning module ModuleUI (650)

[2023.03.29-15.04.21:958][962]LogModuleManager: Shutting down and abandoning module OutputLog (648)

[2023.03.29-15.04.21:961][962]LogModuleManager: Shutting down and abandoning module GammaUI (646)

[2023.03.29-15.04.21:961][962]LogModuleManager: Shutting down and abandoning module Documentation (644)

[2023.03.29-15.04.21:963][962]LogModuleManager: Shutting down and abandoning module LiveCoding (642)

[2023.03.29-15.04.21:963][962]LogModuleManager: Shutting down and abandoning module LevelSequence (640)

[2023.03.29-15.04.21:963][962]LogModuleManager: Shutting down and abandoning module MovieSceneTracks (638)

[2023.03.29-15.04.21:963][962]LogModuleManager: Shutting down and abandoning module MovieScene (636)

[2023.03.29-15.04.21:963][962]LogModuleManager: Shutting down and abandoning module StreamingPauseRendering (634)

[2023.03.29-15.04.21:963][962]LogModuleManager: Shutting down and abandoning module LauncherPlatform (632)

[2023.03.29-15.04.21:963][962]LogModuleManager: Shutting down and abandoning module AnalyticsET (630)

[2023.03.29-15.04.21:963][962]LogModuleManager: Shutting down and abandoning module PortalServices (628)

[2023.03.29-15.04.21:963][962]LogModuleManager: Shutting down and abandoning module PortalRpc (626)

[2023.03.29-15.04.21:963][962]LogModuleManager: Shutting down and abandoning module MessagingRpc (624)

[2023.03.29-15.04.21:963][962]LogModuleManager: Shutting down and abandoning module AudioMixerXAudio2 (622)

[2023.03.29-15.04.21:963][962]LogModuleManager: Shutting down and abandoning module AudioMixerCore (621)

[2023.03.29-15.04.21:963][962]LogModuleManager: Shutting down and abandoning module AIModule (618)

[2023.03.29-15.04.21:963][962]LogModuleManager: Shutting down and abandoning module GameplayDebugger (617)

[2023.03.29-15.04.21:963][962]LogModuleManager: Shutting down and abandoning module AITestSuite (615)

[2023.03.29-15.04.21:963][962]LogModuleManager: Shutting down and abandoning module NavigationSystem (613)

[2023.03.29-15.04.21:963][962]LogModuleManager: Shutting down and abandoning module ImageWriteQueue (610)

[2023.03.29-15.04.21:963][962]LogModuleManager: Shutting down and abandoning module ProfilerService (608)

[2023.03.29-15.04.22:027][962]LogModuleManager: Shutting down and abandoning module TaskGraph (606)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module AudioSynesthesiaEditor (604)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module OculusEditor (602)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module OculusInput (600)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module ContentBrowserFileDataSource (598)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module ContentBrowserClassDataSource (596)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module ContentBrowserAssetDataSource (594)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module CollectionManager (593)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module MediaCompositing (590)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module ImgMedia (588)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module SynthesisEditor (586)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module Synthesis (584)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module ProceduralMeshComponentEditor (582)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module ProceduralMeshComponent (580)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module OpenXREditor (578)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module TakeSequencer (576)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module TakeMovieScene (574)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module MobilePatchingUtils (572)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module GooglePAD (570)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module EditableMesh (568)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module CustomMeshComponent (566)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module CableComponent (564)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module AudioCapture (562)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module AudioCaptureRtAudio (561)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module ArchVisCharacter (558)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module AssetTags (556)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module AppleImageUtilsBlueprintSupport (554)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module AppleImageUtils (552)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module AndroidPermission (550)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module ScreenshotTools (548)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module ActorLayerUtilitiesEditor (546)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module ActorLayerUtilities (544)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module TemplateSequence (542)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module MagicLeapSharedWorld (540)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module MagicLeapLightEstimation (538)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module MagicLeapHelperVulkan (536)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module MagicLeapHelperOpenGL (534)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module MagicLeapAudio (532)

[2023.03.29-15.04.22:028][962]LogModuleManager: Shutting down and abandoning module MotoSynthEditor (530)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module MotoSynth (528)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module OpenImageDenoise (526)

[2023.03.29-15.04.22:029][962]LogOpenImageDenoise: OIDN shutting down

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module MeshConversion (524)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module DynamicMesh (522)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module GeometryAlgorithms (520)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module GeometricObjects (518)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module GeometryCollectionTracks (516)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module GeometryCollectionSequencer (515)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module GeometryCollectionEditor (512)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module GeometryCacheTracks (510)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module GeometryCacheStreamer (508)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module GeometryCacheSequencer (506)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module NiagaraEditorWidgets (504)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module ChaosSolverEditor (502)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module ChaosNiagara (500)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module FractureEditor (498)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module FieldSystemEngine (497)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module ChaosClothEditor (494)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module BackChannel (492)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module AutomationUtilsEditor (490)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module AutomationUtils (488)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module AlembicImporter (486)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module AlembicLibrary (485)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module GeometryCache (484)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module GeometryCacheEd (483)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module VariantManagerContentEditor (478)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module DatasmithContentEditor (476)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module OodleNetworkHandlerComponent (474)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module VisualStudioCodeSourceCodeAccess (472)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module VisualStudioSourceCodeAccess (470)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module UObjectPlugin (468)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module SubversionSourceControl (466)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module SpeedTreeImporter (464)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module PluginBrowser (462)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module RiderSourceCodeAccess (460)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module PluginUtils (458)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module PlasticSourceControl (456)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module MobileLauncherProfileWizard (454)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module MaterialAnalyzer (452)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module PerforceSourceControl (450)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module CurveEditorTools (448)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module CryptoKeysOpenSSL (446)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module CryptoKeys (444)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module GitSourceControl (442)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module SourceControl (441)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module CLionSourceCodeAccess (438)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module AnimationSharingEd (436)

[2023.03.29-15.04.22:029][962]LogModuleManager: Shutting down and abandoning module LiveLinkSequencer (434)

[2023.03.29-15.04.22:030][962]LogModuleManager: Shutting down and abandoning module LiveLinkMovieScene (432)

[2023.03.29-15.04.22:030][962]LogModuleManager: Shutting down and abandoning module LiveLinkGraphNode (430)

[2023.03.29-15.04.22:030][962]LogModuleManager: Shutting down and abandoning module LiveLinkEditor (428)

[2023.03.29-15.04.22:030][962]LogModuleManager: Shutting down and abandoning module LiveLinkComponents (426)

[2023.03.29-15.04.22:030][962]LogModuleManager: Shutting down and abandoning module LiveLink (424)

[2023.03.29-15.04.22:859][962]LogModuleManager: Shutting down and abandoning module LightPropagationVolumeEditor (422)

[2023.03.29-15.04.22:859][962]LogModuleManager: Shutting down and abandoning module PaperTiledImporter (420)

[2023.03.29-15.04.22:860][962]LogModuleManager: Shutting down and abandoning module PaperSpriteSheetImporter (418)

[2023.03.29-15.04.22:860][962]LogModuleManager: Shutting down and abandoning module Paper2DEditor (416)

[2023.03.29-15.04.22:860][962]LogModuleManager: Shutting down and abandoning module MeshPaintingToolset (414)

[2023.03.29-15.04.22:860][962]LogModuleManager: Shutting down and abandoning module MeshPaintEditorMode (412)

[2023.03.29-15.04.22:860][962]LogModuleManager: Shutting down and abandoning module ImgMediaEngine (410)

[2023.03.29-15.04.22:860][962]LogModuleManager: Shutting down and abandoning module SoundFields (408)

[2023.03.29-15.04.22:860][962]LogModuleManager: Shutting down and abandoning module SignificanceManager (406)

[2023.03.29-15.04.22:860][962]LogModuleManager: Shutting down and abandoning module RuntimePhysXCooking (404)

[2023.03.29-15.04.22:860][962]LogModuleManager: Shutting down and abandoning module PropertyAccessEditor (402)

[2023.03.29-15.04.22:860][962]LogModuleManager: Shutting down and abandoning module PhysXVehiclesEditor (400)

[2023.03.29-15.04.22:860][962]LogModuleManager: Shutting down and abandoning module LocationServicesBPLibrary (396)

[2023.03.29-15.04.22:860][962]LogModuleManager: Shutting down and abandoning module AudioSynesthesia (394)

[2023.03.29-15.04.22:860][962]LogModuleManager: Shutting down and abandoning module AudioSynesthesiaCore (392)

[2023.03.29-15.04.22:860][962]LogModuleManager: Shutting down and abandoning module UdpMessaging (390)

[2023.03.29-15.04.22:961][962]LogModuleManager: Shutting down and abandoning module ActorSequence (388)

[2023.03.29-15.04.22:961][962]LogModuleManager: Shutting down and abandoning module TcpMessaging (386)

[2023.03.29-15.04.23:062][962]LogModuleManager: Shutting down and abandoning module MagicLeapARPin (384)

[2023.03.29-15.04.23:062][962]LogModuleManager: Shutting down and abandoning module MagicLeapHandMeshing (382)

[2023.03.29-15.04.23:062][962]LogModuleManager: Shutting down and abandoning module MagicLeapSecureStorage (380)

[2023.03.29-15.04.23:062][962]LogModuleManager: Shutting down and abandoning module MagicLeapPrivileges (378)

[2023.03.29-15.04.23:062][962]LogModuleManager: Shutting down and abandoning module MagicLeapPlanes (376)

[2023.03.29-15.04.23:062][962]LogMagicLeapPlanes: Planes tracker already destroyed.

[2023.03.29-15.04.23:062][962]LogModuleManager: Shutting down and abandoning module MagicLeapImageTracker (374)

[2023.03.29-15.04.23:062][962]LogModuleManager: Shutting down and abandoning module MagicLeapIdentity (372)

[2023.03.29-15.04.23:062][962]LogModuleManager: Shutting down and abandoning module MagicLeapHandTracking (370)

[2023.03.29-15.04.23:062][962]LogModuleManager: Shutting down and abandoning module MagicLeapEyeTracker (368)

[2023.03.29-15.04.23:062][962]LogModuleManager: Shutting down and abandoning module MagicLeapController (366)

[2023.03.29-15.04.23:062][962]LogModuleManager: Shutting down and abandoning module MagicLeapARPinImpl (364)

[2023.03.29-15.04.23:062][962]LogModuleManager: Shutting down and abandoning module MagicLeapAR (362)

[2023.03.29-15.04.23:062][962]LogModuleManager: Shutting down and abandoning module PythonScriptPlugin (360)

[2023.03.29-15.04.23:062][962]LogModuleManager: Shutting down and abandoning module NiagaraAnimNotifies (358)

[2023.03.29-15.04.23:062][962]LogModuleManager: Shutting down and abandoning module Niagara (356)

[2023.03.29-15.04.23:062][962]LogModuleManager: Shutting down and abandoning module SignalProcessing (355)

[2023.03.29-15.04.23:062][962]LogModuleManager: Shutting down and abandoning module NiagaraEditor (353)

[2023.03.29-15.04.23:063][962]LogModuleManager: Shutting down and abandoning module NiagaraCore (350)

[2023.03.29-15.04.23:063][962]LogModuleManager: Shutting down and abandoning module PropertyAccessNode (348)

[2023.03.29-15.04.23:063][962]LogModuleManager: Shutting down and abandoning module GameplayTagsEditor (346)

[2023.03.29-15.04.23:063][962]LogModuleManager: Shutting down and abandoning module FacialAnimationEditor (344)

[2023.03.29-15.04.23:063][962]LogModuleManager: Shutting down and abandoning module FacialAnimation (342)

[2023.03.29-15.04.23:063][962]LogModuleManager: Shutting down and abandoning module DataValidation (340)

[2023.03.29-15.04.23:063][962]LogModuleManager: Shutting down and abandoning module AssetManagerEditor (338)

[2023.03.29-15.04.23:063][962]LogModuleManager: Shutting down and abandoning module LevelEditor (337)

[2023.03.29-15.04.23:065][962]LogModuleManager: Shutting down and abandoning module PixelInspectorModule (336)

[2023.03.29-15.04.23:065][962]LogModuleManager: Shutting down and abandoning module CommonMenuExtensions (334)

[2023.03.29-15.04.23:066][962]LogModuleManager: Shutting down and abandoning module MainFrame (332)

[2023.03.29-15.04.23:066][962]LogModuleManager: Shutting down and abandoning module HotReload (331)

[2023.03.29-15.04.23:066][962]LogModuleManager: Shutting down and abandoning module ToolMenus (327)

[2023.03.29-15.04.23:066][962]LogModuleManager: Shutting down and abandoning module ContentBrowser (325)

[2023.03.29-15.04.23:066][962]LogModuleManager: Shutting down and abandoning module ContentBrowserData (324)

[2023.03.29-15.04.23:066][962]LogModuleManager: Shutting down and abandoning module TreeMap (321)

[2023.03.29-15.04.23:066][962]LogModuleManager: Shutting down and abandoning module AnimationSharing (318)

[2023.03.29-15.04.23:066][962]LogModuleManager: Shutting down and abandoning module GameplayCameras (316)

[2023.03.29-15.04.23:066][962]LogModuleManager: Shutting down and abandoning module LightPropagationVolumeRuntime (314)

[2023.03.29-15.04.23:066][962]LogModuleManager: Shutting down and abandoning module EnvironmentQueryEditor (312)

[2023.03.29-15.04.23:066][962]LogModuleManager: Shutting down and abandoning module Paper2D (310)

[2023.03.29-15.04.23:066][962]LogModuleManager: Shutting down and abandoning module WindowsMoviePlayer (308)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module WebMMoviePlayer (306)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module NetworkReplayStreaming (304)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module PacketHandler (302)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module ClothingSystemEditor (300)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module ClothingSystemRuntimeNv (298)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module MediaAssets (296)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module Overlay (294)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module OverlayEditor (293)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module VREditor (290)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module StringTableEditor (288)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module GameplayTasksEditor (286)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module BehaviorTreeEditor (284)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module FunctionalTesting (282)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module CollisionAnalyzer (280)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module WorkspaceMenuStructure (279)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module UMG (276)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module UMGEditor (275)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module MessageLog (273)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module SlateReflector (268)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module Slate (266)

[2023.03.29-15.04.23:075][962]LogModuleManager: Shutting down and abandoning module SlateCore (264)

[2023.03.29-15.04.23:076][962]LogModuleManager: Shutting down and abandoning module LandscapeEditorUtilities (262)

[2023.03.29-15.04.23:076][962]LogModuleManager: Shutting down and abandoning module UnrealEd (260)

[2023.03.29-15.04.23:076][962]LogModuleManager: Shutting down and abandoning module MRMesh (258)

[2023.03.29-15.04.23:076][962]LogModuleManager: Shutting down and abandoning module SourceCodeAccess (256)

[2023.03.29-15.04.23:076][962]LogModuleManager: Shutting down and abandoning module HeadMountedDisplay (254)

[2023.03.29-15.04.23:076][962]LogModuleManager: Shutting down and abandoning module XAudio2 (252)

[2023.03.29-15.04.23:076][962]LogModuleManager: Shutting down and abandoning module Networking (250)

[2023.03.29-15.04.23:076][962]LogModuleManager: Shutting down and abandoning module Core (248)

[2023.03.29-15.04.23:076][962]LogModuleManager: Shutting down and abandoning module MaterialEditor (246)

[2023.03.29-15.04.23:076][962]LogModuleManager: Shutting down and abandoning module MovieSceneTools (244)

[2023.03.29-15.04.23:076][962]LogModuleManager: Shutting down and abandoning module CurveEditor (243)

[2023.03.29-15.04.23:076][962]LogModuleManager: Shutting down and abandoning module Sequencer (241)

[2023.03.29-15.04.23:077][962]LogModuleManager: Shutting down and abandoning module EditorStyle (240)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module KismetCompiler (236)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module MeshBuilder (234)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module MeshUtilities (232)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module MeshMergeUtilities (231)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module MeshReductionInterface (230)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module MeshBoneReduction (229)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module SkeletalMeshReduction (227)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module ProxyLODMeshReduction (225)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module QuadricMeshReduction (223)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module MaterialBaking (219)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module NullInstallBundleManager (214)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module DerivedDataCache (212)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module TargetPlatform (210)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module VulkanShaderFormat (209)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module ShaderFormatVectorVM (207)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module ShaderFormatOpenGL (205)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module ShaderFormatD3D (203)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module MetalShaderFormat (201)

[2023.03.29-15.04.23:079][962]LogModuleManager: Shutting down and abandoning module TextureFormatOodle (199)

[2023.03.29-15.04.23:080][962]LogModuleManager: Shutting down and abandoning module TextureFormatUncompressed (197)

[2023.03.29-15.04.23:080][962]LogModuleManager: Shutting down and abandoning module TextureFormatPVR (195)

[2023.03.29-15.04.23:080][962]LogModuleManager: Shutting down and abandoning module TextureFormatETC2 (193)

[2023.03.29-15.04.23:080][962]LogModuleManager: Shutting down and abandoning module TextureFormatDXT (191)

[2023.03.29-15.04.23:080][962]LogModuleManager: Shutting down and abandoning module TextureFormatIntelISPCTexComp (189)

[2023.03.29-15.04.23:080][962]LogModuleManager: Shutting down and abandoning module TextureFormatASTC (187)

[2023.03.29-15.04.23:080][962]LogModuleManager: Shutting down and abandoning module ImageWrapper (186)

[2023.03.29-15.04.23:080][962]LogModuleManager: Shutting down and abandoning module AudioFormatOpus (183)

[2023.03.29-15.04.23:080][962]LogModuleManager: Shutting down and abandoning module AudioFormatOgg (181)

[2023.03.29-15.04.23:080][962]LogModuleManager: Shutting down and abandoning module AudioFormatADPCM (179)

[2023.03.29-15.04.23:080][962]LogModuleManager: Shutting down and abandoning module WindowsServerTargetPlatform (177)

[2023.03.29-15.04.23:080][962]LogModuleManager: Shutting down and abandoning module WindowsClientTargetPlatform (175)

[2023.03.29-15.04.23:080][962]LogModuleManager: Shutting down and abandoning module WindowsTargetPlatform (173)

[2023.03.29-15.04.23:080][962]LogModuleManager: Shutting down and abandoning module WindowsNoEditorTargetPlatform (171)

[2023.03.29-15.04.23:080][962]LogModuleManager: Shutting down and abandoning module TVOSTargetPlatform (169)

[2023.03.29-15.04.23:085][962]LogModuleManager: Shutting down and abandoning module MacServerTargetPlatform (167)

[2023.03.29-15.04.23:085][962]LogModuleManager: Shutting down and abandoning module MacClientTargetPlatform (165)

[2023.03.29-15.04.23:085][962]LogModuleManager: Shutting down and abandoning module MacTargetPlatform (163)

[2023.03.29-15.04.23:085][962]LogModuleManager: Shutting down and abandoning module MacNoEditorTargetPlatform (161)

[2023.03.29-15.04.23:085][962]LogModuleManager: Shutting down and abandoning module LuminTargetPlatform (159)

[2023.03.29-15.04.23:092][962]LogModuleManager: Shutting down and abandoning module LinuxAArch64ServerTargetPlatform (157)

[2023.03.29-15.04.23:092][962]LogModuleManager: Shutting down and abandoning module LinuxAArch64ClientTargetPlatform (155)

[2023.03.29-15.04.23:092][962]LogModuleManager: Shutting down and abandoning module LinuxAArch64NoEditorTargetPlatform (153)

[2023.03.29-15.04.23:092][962]LogModuleManager: Shutting down and abandoning module LinuxServerTargetPlatform (151)

[2023.03.29-15.04.23:092][962]LogModuleManager: Shutting down and abandoning module LinuxClientTargetPlatform (149)

[2023.03.29-15.04.23:092][962]LogModuleManager: Shutting down and abandoning module LinuxNoEditorTargetPlatform (147)

[2023.03.29-15.04.23:092][962]LogModuleManager: Shutting down and abandoning module LinuxTargetPlatform (145)

[2023.03.29-15.04.23:092][962]LogModuleManager: Shutting down and abandoning module Messaging (143)

[2023.03.29-15.04.23:092][962]LogModuleManager: Shutting down and abandoning module IOSTargetPlatform (141)

[2023.03.29-15.04.23:095][962]LogModuleManager: Shutting down and abandoning module AndroidTargetPlatform (139)

[2023.03.29-15.04.23:108][962]LogModuleManager: Shutting down and abandoning module AllDesktopTargetPlatform (137)

[2023.03.29-15.04.23:108][962]LogModuleManager: Shutting down and abandoning module D3D11RHI (134)

[2023.03.29-15.04.23:108][962]LogModuleManager: Shutting down and abandoning module InputCore (132)

[2023.03.29-15.04.23:108][962]LogModuleManager: Shutting down and abandoning module Settings (130)

[2023.03.29-15.04.23:108][962]LogModuleManager: Shutting down and abandoning module DirectoryWatcher (128)

[2023.03.29-15.04.23:108][962]LogModuleManager: Shutting down and abandoning module PhysXCooking (126)

[2023.03.29-15.04.23:108][962]LogModuleManager: Shutting down and abandoning module Chaos (124)

[2023.03.29-15.04.23:108][962]LogModuleManager: Shutting down and abandoning module WindowsPlatformFeatures (122)

[2023.03.29-15.04.23:108][962]LogModuleManager: Shutting down and abandoning module GameplayMediaEncoder (121)

[2023.03.29-15.04.23:108][962]LogModuleManager: Shutting down and abandoning module AVEncoder (120)

[2023.03.29-15.04.23:108][962]LogModuleManager: Shutting down and abandoning module SteamVRInputDevice (116)

[2023.03.29-15.04.23:108][962]LogModuleManager: Shutting down and abandoning module SteamVRInput (114)

[2023.03.29-15.04.23:108][962]LogModuleManager: Shutting down and abandoning module SteamVR (112)

[2023.03.29-15.04.23:108][962]LogHMD: Freeing OpenVRDLLHandle.

[2023.03.29-15.04.23:108][962]LogModuleManager: Shutting down and abandoning module OculusHMD (110)

[2023.03.29-15.04.23:108][962]LogModuleManager: Shutting down and abandoning module WmfMedia (108)

[2023.03.29-15.04.23:110][962]LogModuleManager: Shutting down and abandoning module Media (107)

[2023.03.29-15.04.23:111][962]LogModuleManager: Shutting down and abandoning module MediaInfo (106)

[2023.03.29-15.04.23:111][962]LogModuleManager: Shutting down and abandoning module ExrReaderGpu (102)

[2023.03.29-15.04.23:111][962]LogModuleManager: Shutting down and abandoning module OpenXRHandTracking (100)

[2023.03.29-15.04.23:112][962]LogSlate: Slate User Destroyed. User Index 0, Is Virtual User: 0

[2023.03.29-15.04.23:112][962]LogModuleManager: Shutting down and abandoning module OpenXREyeTracker (98)

[2023.03.29-15.04.23:112][962]LogModuleManager: Shutting down and abandoning module OpenXRAR (96)

[2023.03.29-15.04.23:112][962]LogModuleManager: Shutting down and abandoning module AugmentedReality (95)

[2023.03.29-15.04.23:112][962]LogModuleManager: Shutting down and abandoning module OpenXRHMD (92)

[2023.03.29-15.04.23:112][962]LogModuleManager: Shutting down and abandoning module ExampleDeviceProfileSelector (90)

[2023.03.29-15.04.23:112][962]LogModuleManager: Shutting down and abandoning module ChunkDownloader (88)

[2023.03.29-15.04.23:113][962]LogModuleManager: Shutting down and abandoning module OnlineBlueprintSupport (86)

[2023.03.29-15.04.23:113][962]LogModuleManager: Shutting down and abandoning module OnlineSubsystem (82)

[2023.03.29-15.04.23:114][962]LogModuleManager: Shutting down and abandoning module XMPP (77)

[2023.03.29-15.04.23:114][962]LogModuleManager: Shutting down and abandoning module WebSockets (76)

[2023.03.29-15.04.23:148][962]LogModuleManager: Shutting down and abandoning module HTTP (73)

[2023.03.29-15.04.23:148][962]LogHttp: Display: Http module shutting down, but needs to wait on 1 outstanding Http requests:

[2023.03.29-15.04.23:148][962]LogHttp: Display: verb=[POST] url=[https://datarouter.ol.epicgames.com/datarouter/api/v1/public/data?SessionID=%7BD9052760-4CC0-C39C-82AD-179348246D4B%7D&AppID=UEEditor.Rocket.Release&AppVersion=4.27.2-18319896%2B%2B%2BUE4%2BRelease-4.27&UserID=fe79e2914856b7a514a8688c6e7a36c6%7C39138bab8dfe41868fea986909dc0a56%7C30f19de5-0aba-4123-a2f9-f1ec5b363498&AppEnvironment=datacollector-binary&UploadType=eteventstream] refs=[1] status=Processing

[2023.03.29-15.04.23:148][962]LogHttp: Display: cleaning up 1 outstanding Http requests.

[2023.03.29-15.04.23:166][962]LogModuleManager: Shutting down and abandoning module SSL (72)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module LauncherChunkInstaller (68)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module MLSDK (66)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module MagicLeap (64)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module NiagaraVertexFactories (62)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module NiagaraShader (60)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module ChaosCloth (58)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module VariantManagerContent (56)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module DatasmithContent (54)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module PixWinPlugin (52)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module AISupportModule (50)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module DesktopPlatform (48)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module PlatformCryptoOpenSSL (46)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module PlatformCryptoTypes (44)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module PlatformCrypto (42)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module PythonScriptPluginPreload (40)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module OodleDataCompressionFormat (38)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module XGEController (36)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module AnimationModifiers (34)

[2023.03.29-15.04.23:168][962]LogModuleManager: Shutting down and abandoning module AudioEditor (32)

[2023.03.29-15.04.23:169][962]LogModuleManager: Shutting down and abandoning module PropertyEditor (31)

[2023.03.29-15.04.23:169][962]LogModuleManager: Shutting down and abandoning module TextureCompressor (28)

[2023.03.29-15.04.23:169][962]LogModuleManager: Shutting down and abandoning module RenderCore (26)

[2023.03.29-15.04.23:169][962]LogModuleManager: Shutting down and abandoning module Landscape (24)

[2023.03.29-15.04.23:169][962]LogModuleManager: Shutting down and abandoning module SlateRHIRenderer (22)

[2023.03.29-15.04.23:171][962]LogModuleManager: Shutting down and abandoning module AnimGraphRuntime (20)

[2023.03.29-15.04.23:171][962]LogModuleManager: Shutting down and abandoning module Renderer (18)

[2023.03.29-15.04.23:171][962]LogModuleManager: Shutting down and abandoning module Engine (16)

[2023.03.29-15.04.23:171][962]LogModuleManager: Shutting down and abandoning module CoreUObject (14)

[2023.03.29-15.04.23:171][962]LogModuleManager: Shutting down and abandoning module NetworkFile (12)

[2023.03.29-15.04.23:171][962]LogModuleManager: Shutting down and abandoning module CookedIterativeFile (10)

[2023.03.29-15.04.23:171][962]LogModuleManager: Shutting down and abandoning module StreamingFile (8)

[2023.03.29-15.04.23:171][962]LogModuleManager: Shutting down and abandoning module SandboxFile (6)

[2023.03.29-15.04.23:171][962]LogModuleManager: Shutting down and abandoning module PakFile (4)

[2023.03.29-15.04.23:171][962]LogModuleManager: Shutting down and abandoning module RSA (3)

[2023.03.29-15.04.23:171][962]LogContentStreaming: Display: There are 1 unreleased StreamingManagers

[2023.03.29-15.04.23:191][962]LogD3D11RHI: Shutdown

[2023.03.29-15.04.23:191][962]LogD3D11RHI: CleanupD3DDevice

[2023.03.29-15.04.23:212][962]LogD3D11RHI: Intel Extensions Framework unloaded

[2023.03.29-15.04.23:223][962]LogD3D11RHI: [IntelMetricsDiscovery] Stopped

[2023.03.29-15.04.23:223][962]LogExit: Exiting.

[2023.03.29-15.04.23:242][962]Log file closed, 03/29/23 19:04:23