﻿Log file open, 03/29/23 19:50:53

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 0.238685

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 LiveLink

LogPluginManager: Mounting plugin LightPropagationVolume

LogPluginManager: Mounting plugin CLionSourceCodeAccess

LogPluginManager: Mounting plugin AnimationSharing

LogPluginManager: Mounting plugin CodeLiteSourceCodeAccess

LogPluginManager: Mounting plugin GitSourceControl

LogPluginManager: Mounting plugin KDevelopSourceCodeAccess

LogPluginManager: Mounting plugin PerforceSourceControl

LogPluginManager: Mounting plugin PixWinPlugin

LogPluginManager: Mounting plugin PlasticSourceControl

LogPluginManager: Mounting plugin PropertyAccessNode

LogPluginManager: Mounting plugin NullSourceCodeAccess

LogPluginManager: Mounting plugin PluginUtils

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 CameraShakePreviewer

LogPluginManager: Mounting plugin OodleData

LogPluginManager: Mounting plugin GameplayCameras

LogPluginManager: Mounting plugin OodleNetwork

LogPluginManager: Mounting plugin RiderSourceCodeAccess

LogPluginManager: Mounting plugin DatasmithContent

LogPluginManager: Mounting plugin VariantManagerContent

LogPluginManager: Mounting plugin AssetManagerEditor

LogPluginManager: Mounting plugin Niagara

LogPluginManager: Mounting plugin AlembicImporter

LogPluginManager: Mounting plugin AutomationUtils

LogPluginManager: Mounting plugin BackChannel

LogPluginManager: Mounting plugin ChaosEditor

LogPluginManager: Mounting plugin ChaosCloth

LogPluginManager: Mounting plugin ChaosNiagara

LogPluginManager: Mounting plugin ChaosClothEditor

LogPluginManager: Mounting plugin ChaosSolverPlugin

LogPluginManager: Mounting plugin CharacterAI

LogPluginManager: Mounting plugin MagicLeap

LogPluginManager: Mounting plugin LuminPlatformFeatures

LogPluginManager: Mounting plugin MagicLeapLightEstimation

LogPluginManager: Mounting plugin MagicLeapMedia

LogPluginManager: Mounting plugin GeometryCache

LogPluginManager: Mounting plugin MagicLeapPassableWorld

LogPluginManager: Mounting plugin GeometryCollectionPlugin

LogPluginManager: Mounting plugin MLSDK

LogPluginManager: Mounting plugin GeometryProcessing

LogPluginManager: Mounting plugin OpenImageDenoise

LogPluginManager: Mounting plugin PlanarCut

LogPluginManager: Mounting plugin PlatformCrypto

LogPluginManager: Mounting plugin ProxyLODPlugin

LogPluginManager: Mounting plugin PythonScriptPlugin

LogPluginManager: Mounting plugin AndroidMedia

LogPluginManager: Mounting plugin AvfMedia

LogPluginManager: Mounting plugin SkeletalReduction

LogPluginManager: Mounting plugin ImgMedia

LogPluginManager: Mounting plugin MotoSynth

LogPluginManager: Mounting plugin MediaPlayerEditor

LogPluginManager: Mounting plugin WebMMedia

LogPluginManager: Mounting plugin WmfMedia

LogPluginManager: Mounting plugin TcpMessaging

LogPluginManager: Mounting plugin ActorSequence

LogPluginManager: Mounting plugin UdpMessaging

LogPluginManager: Mounting plugin MediaCompositing

LogPluginManager: Mounting plugin LevelSequenceEditor

LogPluginManager: Mounting plugin MatineeToLevelSequence

LogPluginManager: Mounting plugin TemplateSequence

LogPluginManager: Mounting plugin LauncherChunkInstaller

LogPluginManager: Mounting plugin ActorLayerUtilities

LogPluginManager: Mounting plugin AndroidDeviceProfileSelector

LogPluginManager: Mounting plugin AndroidMoviePlayer

LogPluginManager: Mounting plugin AppleImageUtils

LogPluginManager: Mounting plugin AppleMoviePlayer

LogPluginManager: Mounting plugin ArchVisCharacter

LogPluginManager: Mounting plugin AssetTags

LogPluginManager: Mounting plugin AudioCapture

LogPluginManager: Mounting plugin ChunkDownloader

LogPluginManager: Mounting plugin CableComponent

LogPluginManager: Mounting plugin AudioSynesthesia

LogPluginManager: Mounting plugin CustomMeshComponent

LogPluginManager: Mounting plugin EditableMesh

LogPluginManager: Mounting plugin ExampleDeviceProfileSelector

LogPluginManager: Mounting plugin GooglePAD

LogPluginManager: Mounting plugin AndroidPermission

LogPluginManager: Mounting plugin GoogleCloudMessaging

LogPluginManager: Mounting plugin IOSDeviceProfileSelector

LogPluginManager: Mounting plugin LinuxDeviceProfileSelector

LogPluginManager: Mounting plugin LocationServicesBPLibrary

LogPluginManager: Mounting plugin MobilePatchingUtils

LogPluginManager: Mounting plugin OpenXR

LogPluginManager: Mounting plugin OpenXREyeTracker

LogPluginManager: Mounting plugin OpenXRHandTracking

LogPluginManager: Mounting plugin PhysXVehicles

LogPluginManager: Mounting plugin PostSplashScreen

LogPluginManager: Mounting plugin PropertyAccessEditor

LogPluginManager: Mounting plugin ProceduralMeshComponent

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 Takes

LogPluginManager: Mounting plugin OnlineSubsystem

LogPluginManager: Mounting plugin OnlineSubsystemNull

LogPluginManager: Mounting plugin OnlineSubsystemUtils

LogPluginManager: Mounting plugin ScreenshotTools

LogPluginManager: Mounting plugin CryptoKeys

LogPluginManager: Mounting plugin DataValidation

LogPluginManager: Mounting plugin CurveEditorTools

LogPluginManager: Mounting plugin FacialAnimation

LogPluginManager: Mounting plugin GameplayTagsEditor

LogPluginManager: Mounting plugin GeometryMode

LogPluginManager: Mounting plugin MacGraphicsSwitching

LogPluginManager: Mounting plugin MaterialAnalyzer

LogPluginManager: Mounting plugin MobileLauncherProfileWizard

LogPluginManager: Mounting plugin PluginBrowser

LogPluginManager: Mounting plugin SpeedTreeImporter

LogPluginManager: Mounting plugin OculusVR

LogPluginManager: Mounting plugin SteamVR

LogPluginManager: Mounting plugin OnlineSubsystemGooglePlay

LogPluginManager: Mounting plugin OnlineSubsystemIOS

LogPluginManager: Mounting plugin ContentBrowserAssetDataSource

LogPluginManager: Mounting plugin ContentBrowserClassDataSource

LogPluginManager: Mounting plugin ContentBrowserFileDataSource

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

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:

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]]

[2023.03.29-15.50.55:251][ 0]LogConfig: Setting CVar [[r.VSync:0]]

[2023.03.29-15.50.55:251][ 0]LogConfig: Setting CVar [[r.RHICmdBypass:0]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Applying CVar settings from Section [/Script/Engine.RendererSettings] File [C:/games/projectmantle/Saved/Config/Windows/Engine.ini]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[r.GPUCrashDebugging:0]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Applying CVar settings from Section [/Script/Engine.RendererOverrideSettings] File [C:/games/projectmantle/Saved/Config/Windows/Engine.ini]

[2023.03.29-15.50.55:252][ 0]LogConfig: Applying CVar settings from Section [/Script/Engine.StreamingSettings] File [C:/games/projectmantle/Saved/Config/Windows/Engine.ini]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[s.MinBulkDataSizeForAsyncLoading:131072]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[s.AsyncLoadingThreadEnabled:0]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[s.EventDrivenLoaderEnabled:1]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[s.WarnIfTimeLimitExceeded:0]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[s.TimeLimitExceededMultiplier:1.5]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[s.TimeLimitExceededMinTime:0.005]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[s.UseBackgroundLevelStreaming:1]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[s.PriorityAsyncLoadingExtraTime:15.0]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[s.LevelStreamingActorsUpdateTimeLimit:5.0]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[s.PriorityLevelStreamingActorsUpdateExtraTime:5.0]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[s.LevelStreamingComponentsRegistrationGranularity:10]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[s.UnregisterComponentsTimeLimit:1.0]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[s.LevelStreamingComponentsUnregistrationGranularity:5]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[s.FlushStreamingOnExit:1]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Applying CVar settings from Section [/Script/Engine.GarbageCollectionSettings] File [C:/games/projectmantle/Saved/Config/Windows/Engine.ini]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[gc.MaxObjectsNotConsideredByGC:1]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[gc.SizeOfPermanentObjectPool:0]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[gc.FlushStreamingOnGC:0]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[gc.NumRetriesBeforeForcingGC:10]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[gc.AllowParallelGC:1]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[gc.TimeBetweenPurgingPendingKillObjects:61.1]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[gc.MaxObjectsInEditor:25165824]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[gc.IncrementalBeginDestroyEnabled:1]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[gc.CreateGCClusters:1]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[gc.MinGCClusterSize:5]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[gc.ActorClusteringEnabled:0]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[gc.BlueprintClusteringEnabled:0]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[gc.UseDisregardForGCOnDedicatedServers:0]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Setting CVar [[gc.MultithreadedDestructionEnabled:1]]

[2023.03.29-15.50.55:252][ 0]LogConfig: Applying CVar settings from Section [/Script/Engine.NetworkSettings] File [C:/games/projectmantle/Saved/Config/Windows/Engine.ini]

[2023.03.29-15.50.55:252][ 0]LogConfig: Applying CVar settings from Section [/Script/UnrealEd.CookerSettings] File [C:/games/projectmantle/Saved/Config/Windows/Engine.ini]

[2023.03.29-15.50.55:262][ 0]LogConfig: Applying CVar settings from Section [ViewDistanceQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SkeletalMeshLODBias:0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.ViewDistanceScale:1.0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Applying CVar settings from Section [AntiAliasingQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.PostProcessAAQuality:4]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Applying CVar settings from Section [ShadowQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.LightFunctionQuality:1]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.ShadowQuality:5]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.Shadow.CSM.MaxCascades:10]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.Shadow.MaxResolution:2048]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.Shadow.MaxCSMResolution:2048]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.Shadow.RadiusThreshold:0.01]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.Shadow.DistanceScale:1.0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.Shadow.CSM.TransitionScale:1.0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.Shadow.PreShadowResolutionFactor:1.0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.DistanceFieldShadowing:1]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.DistanceFieldAO:1]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.AOQuality:2]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.VolumetricFog:1]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.VolumetricFog.GridPixelSize:8]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.VolumetricFog.GridSizeZ:128]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.VolumetricFog.HistoryMissSupersampleCount:4]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.LightMaxDrawDistanceScale:1]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.CapsuleShadows:1]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Applying CVar settings from Section [PostProcessQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.MotionBlurQuality:4]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.AmbientOcclusionMipLevelFactor:0.4]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.AmbientOcclusionMaxQuality:100]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.AmbientOcclusionLevels:-1]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.AmbientOcclusionRadiusScale:1.0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.DepthOfFieldQuality:2]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.RenderTargetPoolMin:400]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.LensFlareQuality:2]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SceneColorFringeQuality:1]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.EyeAdaptationQuality:2]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.BloomQuality:5]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.FastBlurThreshold:100]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.Upscale.Quality:3]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.Tonemapper.GrainQuantization:1]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.LightShaftQuality:1]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.Filter.SizeScale:1]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.Tonemapper.Quality:5]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.DOF.Gather.AccumulatorQuality:1 ; higher gathering accumulator quality]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.DOF.Gather.PostfilterMethod:1 ; Median3x3 postfilering method]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.DOF.Gather.EnableBokehSettings:0 ; no bokeh simulation when gathering]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.DOF.Gather.RingCount:4 ; medium number of samples when gathering]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.DOF.Scatter.ForegroundCompositing:1 ; additive foreground scattering]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.DOF.Scatter.BackgroundCompositing:2 ; additive background scattering]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.DOF.Scatter.EnableBokehSettings:1 ; bokeh simulation when scattering]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.DOF.Scatter.MaxSpriteRatio:0.1 ; only a maximum of 10% of scattered bokeh]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.DOF.Recombine.Quality:1 ; cheap slight out of focus]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.DOF.Recombine.EnableBokehSettings:0 ; no bokeh simulation on slight out of focus]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.DOF.TemporalAAQuality:1 ; more stable temporal accumulation]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.DOF.Kernel.MaxForegroundRadius:0.025]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.DOF.Kernel.MaxBackgroundRadius:0.025]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Applying CVar settings from Section [TextureQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.Streaming.MipBias:0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.Streaming.AmortizeCPUToGPUCopy:0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.Streaming.MaxNumTexturesToStreamPerFrame:0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.Streaming.Boost:1]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.MaxAnisotropy:8]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.VT.MaxAnisotropy:8]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.Streaming.LimitPoolSizeToVRAM:0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.Streaming.PoolSize:1000]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.Streaming.MaxEffectiveScreenSize:0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Applying CVar settings from Section [EffectsQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.TranslucencyLightingVolumeDim:64]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.RefractionQuality:2]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SSR.Quality:3]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SSR.HalfResSceneColor:0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SceneColorFormat:4]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.DetailMode:2]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.TranslucencyVolumeBlur:1]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.MaterialQualityLevel:1 ; High quality]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.AnisotropicMaterials:1]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SSS.Scale:1]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SSS.SampleSet:2]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SSS.Quality:1]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SSS.HalfRes:0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SSGI.Quality:3]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.EmitterSpawnRateScale:1.0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.ParticleLightQuality:2]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.AerialPerspectiveLUT.FastApplyOnOpaque:1 ; Always have FastSkyLUT 1 in this case to avoid wrong sky]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.AerialPerspectiveLUT.SampleCountMaxPerSlice:4]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.AerialPerspectiveLUT.DepthResolution:16.0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.FastSkyLUT:1]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.FastSkyLUT.SampleCountMin:4.0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.FastSkyLUT.SampleCountMax:128.0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.SampleCountMin:4.0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.SampleCountMax:128.0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.TransmittanceLUT.UseSmallFormat:0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.TransmittanceLUT.SampleCount:10.0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.MultiScatteringLUT.SampleCount:15.0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.SkyLight.RealTimeReflectionCapture:1]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Applying CVar settings from Section [FoliageQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[foliage.DensityScale:1.0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[grass.DensityScale:1.0]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Applying CVar settings from Section [ShadingQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.HairStrands.SkyLighting.IntegrationType:2]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.HairStrands.SkyAO.SampleCount:4]]

[2023.03.29-15.50.55:262][ 0]LogConfig: Setting CVar [[r.HairStrands.Visibility.MSAA.SamplePerPixel:4]]

[2023.03.29-15.50.55:264][ 0]LogInit: Selected Device Profile: [Windows]

[2023.03.29-15.50.55:265][ 0]LogInit: Applying CVar settings loaded from the selected device profile: [Windows]

[2023.03.29-15.50.55:266][ 0]LogHAL: Display: Platform has ~ 8 GB [8379490304 / 8589934592 / 8], which maps to Default [LargestMinGB=32, LargerMinGB=12, DefaultMinGB=8, SmallerMinGB=6, SmallestMinGB=0)

[2023.03.29-15.50.55:266][ 0]LogInit: Going up to parent DeviceProfile []

[2023.03.29-15.50.55:267][ 0]LogConfig: Applying CVar settings from Section [ViewDistanceQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SkeletalMeshLODBias:0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.ViewDistanceScale:1.0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Applying CVar settings from Section [AntiAliasingQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.PostProcessAAQuality:4]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Applying CVar settings from Section [ShadowQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.LightFunctionQuality:1]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.ShadowQuality:5]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.Shadow.CSM.MaxCascades:10]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.Shadow.MaxResolution:2048]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.Shadow.MaxCSMResolution:2048]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.Shadow.RadiusThreshold:0.01]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.Shadow.DistanceScale:1.0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.Shadow.CSM.TransitionScale:1.0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.Shadow.PreShadowResolutionFactor:1.0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.DistanceFieldShadowing:1]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.DistanceFieldAO:1]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.AOQuality:2]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.VolumetricFog:1]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.VolumetricFog.GridPixelSize:8]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.VolumetricFog.GridSizeZ:128]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.VolumetricFog.HistoryMissSupersampleCount:4]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.LightMaxDrawDistanceScale:1]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.CapsuleShadows:1]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Applying CVar settings from Section [PostProcessQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.MotionBlurQuality:4]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.AmbientOcclusionMipLevelFactor:0.4]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.AmbientOcclusionMaxQuality:100]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.AmbientOcclusionLevels:-1]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.AmbientOcclusionRadiusScale:1.0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.DepthOfFieldQuality:2]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.RenderTargetPoolMin:400]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.LensFlareQuality:2]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SceneColorFringeQuality:1]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.EyeAdaptationQuality:2]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.BloomQuality:5]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.FastBlurThreshold:100]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.Upscale.Quality:3]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.Tonemapper.GrainQuantization:1]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.LightShaftQuality:1]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.Filter.SizeScale:1]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.Tonemapper.Quality:5]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.DOF.Gather.AccumulatorQuality:1 ; higher gathering accumulator quality]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.DOF.Gather.PostfilterMethod:1 ; Median3x3 postfilering method]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.DOF.Gather.EnableBokehSettings:0 ; no bokeh simulation when gathering]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.DOF.Gather.RingCount:4 ; medium number of samples when gathering]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.DOF.Scatter.ForegroundCompositing:1 ; additive foreground scattering]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.DOF.Scatter.BackgroundCompositing:2 ; additive background scattering]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.DOF.Scatter.EnableBokehSettings:1 ; bokeh simulation when scattering]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.DOF.Scatter.MaxSpriteRatio:0.1 ; only a maximum of 10% of scattered bokeh]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.DOF.Recombine.Quality:1 ; cheap slight out of focus]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.DOF.Recombine.EnableBokehSettings:0 ; no bokeh simulation on slight out of focus]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.DOF.TemporalAAQuality:1 ; more stable temporal accumulation]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.DOF.Kernel.MaxForegroundRadius:0.025]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.DOF.Kernel.MaxBackgroundRadius:0.025]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Applying CVar settings from Section [TextureQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.Streaming.MipBias:0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.Streaming.AmortizeCPUToGPUCopy:0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.Streaming.MaxNumTexturesToStreamPerFrame:0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.Streaming.Boost:1]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.MaxAnisotropy:8]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.VT.MaxAnisotropy:8]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.Streaming.LimitPoolSizeToVRAM:0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.Streaming.PoolSize:1000]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.Streaming.MaxEffectiveScreenSize:0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Applying CVar settings from Section [EffectsQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.TranslucencyLightingVolumeDim:64]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.RefractionQuality:2]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SSR.Quality:3]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SSR.HalfResSceneColor:0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SceneColorFormat:4]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.DetailMode:2]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.TranslucencyVolumeBlur:1]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.MaterialQualityLevel:1 ; High quality]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.AnisotropicMaterials:1]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SSS.Scale:1]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SSS.SampleSet:2]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SSS.Quality:1]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SSS.HalfRes:0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SSGI.Quality:3]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.EmitterSpawnRateScale:1.0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.ParticleLightQuality:2]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.AerialPerspectiveLUT.FastApplyOnOpaque:1 ; Always have FastSkyLUT 1 in this case to avoid wrong sky]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.AerialPerspectiveLUT.SampleCountMaxPerSlice:4]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.AerialPerspectiveLUT.DepthResolution:16.0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.FastSkyLUT:1]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.FastSkyLUT.SampleCountMin:4.0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.FastSkyLUT.SampleCountMax:128.0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.SampleCountMin:4.0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.SampleCountMax:128.0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.TransmittanceLUT.UseSmallFormat:0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.TransmittanceLUT.SampleCount:10.0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SkyAtmosphere.MultiScatteringLUT.SampleCount:15.0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.SkyLight.RealTimeReflectionCapture:1]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Applying CVar settings from Section [FoliageQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[foliage.DensityScale:1.0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[grass.DensityScale:1.0]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Applying CVar settings from Section [ShadingQuality@3] File [C:/games/projectmantle/Saved/Config/Windows/Scalability.ini]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.HairStrands.SkyLighting.IntegrationType:2]]

[2023.03.29-15.50.55:267][ 0]LogConfig: Setting CVar [[r.HairStrands.SkyAO.SampleCount:4]]

[2023.03.29-15.50.55:268][ 0]LogConfig: Setting CVar [[r.HairStrands.Visibility.MSAA.SamplePerPixel:4]]

[2023.03.29-15.50.55:268][ 0]LogConfig: Applying CVar settings from Section [Startup] File [../../../Engine/Config/ConsoleVariables.ini]

[2023.03.29-15.50.55:272][ 0]LogConfig: Setting CVar [[net.UseAdaptiveNetUpdateFrequency:0]]

[2023.03.29-15.50.55:272][ 0]LogConfig: Setting CVar [[p.chaos.AllowCreatePhysxBodies:1]]

[2023.03.29-15.50.55:272][ 0]LogConfig: Setting CVar [[fx.SkipVectorVMBackendOptimizations:1]]

[2023.03.29-15.50.55:272][ 0]LogConfig: Applying CVar settings from Section [ConsoleVariables] File [C:/games/projectmantle/Saved/Config/Windows/Engine.ini]

[2023.03.29-15.50.55:272][ 0]LogConfig: Applying CVar settings from Section [ConsoleVariables] File [C:/games/projectmantle/Saved/Config/Windows/Editor.ini]

[2023.03.29-15.50.55:274][ 0]LogInit: Computer: DESKTOP-U39RINU

[2023.03.29-15.50.55:274][ 0]LogInit: User: Acer

[2023.03.29-15.50.55:274][ 0]LogInit: CPU Page size=4096, Cores=4

[2023.03.29-15.50.55:274][ 0]LogInit: High frequency timer resolution =10.000000 MHz

[2023.03.29-15.50.55:274][ 0]LogMemory: Memory total: Physical=7.8GB (8GB approx)

[2023.03.29-15.50.55:275][ 0]LogMemory: Platform Memory Stats for Windows

[2023.03.29-15.50.55:275][ 0]LogMemory: Process Physical Memory: 140.69 MB used, 140.69 MB peak

[2023.03.29-15.50.55:275][ 0]LogMemory: Process Virtual Memory: 125.27 MB used, 125.27 MB peak

[2023.03.29-15.50.55:275][ 0]LogMemory: Physical Memory: 3740.93 MB used, 4250.37 MB free, 7991.30 MB total

[2023.03.29-15.50.55:275][ 0]LogMemory: Virtual Memory: 134212416.00 MB used, 5315.87 MB free, 134217728.00 MB total

[2023.03.29-15.50.55:281][ 0]LogWindows: WindowsPlatformFeatures enabled

[2023.03.29-15.50.55:568][ 0]LogInit: Physics initialised using underlying interface: PhysX

[2023.03.29-15.50.55:575][ 0]LogInit: Using OS detected language (ru-RU).

[2023.03.29-15.50.55:575][ 0]LogInit: Using OS detected locale (ru-RU).

[2023.03.29-15.50.55:585][ 0]LogTextLocalizationManager: No specific localization for 'ru-RU' exists, so the 'ru' localization will be used.

[2023.03.29-15.50.55:586][ 0]LogTextLocalizationResource: LocRes '../../../Engine/Content/Localization/Editor/ru/Editor.locres' could not be opened for reading!

[2023.03.29-15.50.55:586][ 0]LogTextLocalizationResource: LocRes '../../../Engine/Content/Localization/EditorTutorials/ru/EditorTutorials.locres' could not be opened for reading!

[2023.03.29-15.50.55:586][ 0]LogTextLocalizationResource: LocRes '../../../Engine/Content/Localization/Keywords/ru/Keywords.locres' could not be opened for reading!

[2023.03.29-15.50.55:586][ 0]LogTextLocalizationResource: LocRes '../../../Engine/Content/Localization/Category/ru/Category.locres' could not be opened for reading!

[2023.03.29-15.50.55:586][ 0]LogTextLocalizationResource: LocRes '../../../Engine/Content/Localization/ToolTips/ru/ToolTips.locres' could not be opened for reading!

[2023.03.29-15.50.55:586][ 0]LogTextLocalizationResource: LocRes '../../../Engine/Content/Localization/PropertyNames/ru/PropertyNames.locres' could not be opened for reading!

[2023.03.29-15.50.55:586][ 0]LogTextLocalizationResource: LocRes '../../../Engine/Content/Localization/Engine/ru/Engine.locres' could not be opened for reading!

[2023.03.29-15.50.55:609][ 0]LogInit: Setting process to per monitor DPI aware

[2023.03.29-15.50.55:637][ 0]LogWindowsTextInputMethodSystem: Display: IME system deactivated.

[2023.03.29-15.50.55:705][ 0]LogSlate: New Slate User Created. User Index 0, Is Virtual User: 0

[2023.03.29-15.50.55:705][ 0]LogSlate: Slate User Registered. User Index 0, Is Virtual User: 0

[2023.03.29-15.50.58:232][ 0]LogD3D11RHI: Loaded GFSDK\_Aftermath\_Lib.x64.dll

[2023.03.29-15.50.58:237][ 0]LogHMD: Failed to initialize OpenVR with code 110

[2023.03.29-15.50.58:237][ 0]LogD3D11RHI: D3D11 min allowed feature level: 11\_0

[2023.03.29-15.50.58:237][ 0]LogD3D11RHI: D3D11 max allowed feature level: 11\_0

[2023.03.29-15.50.58:237][ 0]LogD3D11RHI: D3D11 adapters:

[2023.03.29-15.50.58:359][ 0]LogD3D11RHI: 0. 'Intel(R) Iris(R) Xe Graphics' (Feature Level 11\_0)

[2023.03.29-15.50.58:359][ 0]LogD3D11RHI: 128/0/3995 MB DedicatedVideo/DedicatedSystem/SharedSystem, Outputs:1, VendorId:0x8086

[2023.03.29-15.50.58:362][ 0]LogD3D11RHI: 1. 'Microsoft Basic Render Driver' (Feature Level 11\_0)

[2023.03.29-15.50.58:362][ 0]LogD3D11RHI: 0/0/3995 MB DedicatedVideo/DedicatedSystem/SharedSystem, Outputs:0, VendorId:0x1414

[2023.03.29-15.50.58:362][ 0]LogD3D11RHI: Chosen D3D11 Adapter:

[2023.03.29-15.50.58:362][ 0]LogD3D11RHI: Description : Intel(R) Iris(R) Xe Graphics

[2023.03.29-15.50.58:362][ 0]LogD3D11RHI: VendorId : 8086

[2023.03.29-15.50.58:362][ 0]LogD3D11RHI: DeviceId : 9a49

[2023.03.29-15.50.58:362][ 0]LogD3D11RHI: SubSysId : 14641025

[2023.03.29-15.50.58:362][ 0]LogD3D11RHI: Revision : 0001

[2023.03.29-15.50.58:362][ 0]LogD3D11RHI: DedicatedVideoMemory : 134217728 bytes

[2023.03.29-15.50.58:362][ 0]LogD3D11RHI: DedicatedSystemMemory : 0 bytes

[2023.03.29-15.50.58:362][ 0]LogD3D11RHI: SharedSystemMemory : 4189745152 bytes

[2023.03.29-15.50.58:362][ 0]LogD3D11RHI: AdapterLuid : 0 61974

[2023.03.29-15.50.58:367][ 0]LogD3D11RHI: Creating new Direct3DDevice

[2023.03.29-15.50.58:367][ 0]LogD3D11RHI: GPU DeviceId: 0x9a49 (for the marketing name, search the web for "GPU Device Id")

[2023.03.29-15.50.58:367][ 0]LogWindows: EnumDisplayDevices:

[2023.03.29-15.50.58:367][ 0]LogWindows: 0. 'Intel(R) Iris(R) Xe Graphics' (P:1 D:1)

[2023.03.29-15.50.58:367][ 0]LogWindows: 1. 'Intel(R) Iris(R) Xe Graphics' (P:0 D:0)

[2023.03.29-15.50.58:368][ 0]LogWindows: 2. 'Intel(R) Iris(R) Xe Graphics' (P:0 D:0)

[2023.03.29-15.50.58:368][ 0]LogWindows: 3. 'Intel(R) Iris(R) Xe Graphics' (P:0 D:0)

[2023.03.29-15.50.58:368][ 0]LogWindows: DebugString: FoundDriverCount:4

[2023.03.29-15.50.58:368][ 0]LogD3D11RHI: Adapter Name: Intel(R) Iris(R) Xe Graphics

[2023.03.29-15.50.58:368][ 0]LogD3D11RHI: Driver Version: 27.20.100.8439 (internal:27.20.100.8439, unified:27.20.100.8439)

[2023.03.29-15.50.58:368][ 0]LogD3D11RHI: Driver Date: 8-13-2020

[2023.03.29-15.50.58:368][ 0]LogRHI: Texture pool is 1488 MB (70% of 2125 MB)

[2023.03.29-15.50.58:451][ 0]LogD3D11RHI: Creating D3DDevice using adapter:

[2023.03.29-15.50.58:451][ 0]LogD3D11RHI: Description : Intel(R) Iris(R) Xe Graphics

[2023.03.29-15.50.58:451][ 0]LogD3D11RHI: VendorId : 8086

[2023.03.29-15.50.58:451][ 0]LogD3D11RHI: DeviceId : 9a49

[2023.03.29-15.50.58:451][ 0]LogD3D11RHI: SubSysId : 14641025

[2023.03.29-15.50.58:451][ 0]LogD3D11RHI: Revision : 0001

[2023.03.29-15.50.58:451][ 0]LogD3D11RHI: DedicatedVideoMemory : 134217728 bytes

[2023.03.29-15.50.58:451][ 0]LogD3D11RHI: DedicatedSystemMemory : 0 bytes

[2023.03.29-15.50.58:451][ 0]LogD3D11RHI: SharedSystemMemory : 4189745152 bytes

[2023.03.29-15.50.58:451][ 0]LogD3D11RHI: AdapterLuid : 0 61974

[2023.03.29-15.50.58:532][ 0]LogD3D11RHI: RHI does not have support for 64 bit atomics

[2023.03.29-15.50.58:545][ 0]LogD3D11RHI: Intel Extensions support version Full=16777216, Major=1, Minor=0, Revision=0

[2023.03.29-15.50.58:545][ 0]LogD3D11RHI: Intel Extensions support version Full=16777217, Major=1, Minor=0, Revision=1

[2023.03.29-15.50.58:545][ 0]LogD3D11RHI: Intel Extensions Framework enabled

[2023.03.29-15.50.58:553][ 0]LogD3D11RHI: [IntelMetricsDiscovery] Started

[2023.03.29-15.50.58:553][ 0]LogD3D11RHI: Async texture creation enabled

[2023.03.29-15.50.58:553][ 0]LogD3D11RHI: Array index from any shader is supported

[2023.03.29-15.50.58:591][ 0]LogD3D11RHI: GPU Timing Frequency: 19.200000 (Debug: 2 0)

[2023.03.29-15.50.58:942][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'AllDesktop'

[2023.03.29-15.50.58:963][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android'

[2023.03.29-15.50.58:963][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_ASTC'

[2023.03.29-15.50.58:963][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_DXT'

[2023.03.29-15.50.58:963][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_ETC2'

[2023.03.29-15.50.58:963][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'AndroidClient'

[2023.03.29-15.50.58:963][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_ASTCClient'

[2023.03.29-15.50.58:964][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_DXTClient'

[2023.03.29-15.50.58:964][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_ETC2Client'

[2023.03.29-15.50.58:964][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_Multi'

[2023.03.29-15.50.58:964][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_MultiClient'

[2023.03.29-15.50.58:987][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'IOSClient'

[2023.03.29-15.50.58:987][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'IOS'

[2023.03.29-15.50.59:008][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Linux'

[2023.03.29-15.50.59:013][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'LinuxNoEditor'

[2023.03.29-15.50.59:017][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'LinuxClient'

[2023.03.29-15.50.59:022][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'LinuxServer'

[2023.03.29-15.50.59:034][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'LinuxAArch64NoEditor'

[2023.03.29-15.50.59:039][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'LinuxAArch64Client'

[2023.03.29-15.50.59:043][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'LinuxAArch64Server'

[2023.03.29-15.50.59:068][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Lumin'

[2023.03.29-15.50.59:068][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'LuminClient'

[2023.03.29-15.50.59:085][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'MacNoEditor'

[2023.03.29-15.50.59:091][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Mac'

[2023.03.29-15.50.59:095][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'MacClient'

[2023.03.29-15.50.59:099][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'MacServer'

[2023.03.29-15.50.59:108][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'TVOSClient'

[2023.03.29-15.50.59:108][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'TVOS'

[2023.03.29-15.50.59:118][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'WindowsNoEditor'

[2023.03.29-15.50.59:123][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'Windows'

[2023.03.29-15.50.59:128][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'WindowsClient'

[2023.03.29-15.50.59:133][ 0]LogTargetPlatformManager: Display: Loaded TargetPlatform 'WindowsServer'

[2023.03.29-15.50.59:133][ 0]LogTargetPlatformManager: Display: Building Assets For Windows

[2023.03.29-15.50.59:181][ 0]LogAudioDebug: Display: Lib vorbis DLL was dynamically loaded.

[2023.03.29-15.50.59:264][ 0]LogTextureFormatOodle: Display: Oodle Texture 2.9.0 init RDO Off

[2023.03.29-15.50.59:380][ 0]LogRendererCore: Ray tracing is disabled. Reason: r.RayTracing=0.

[2023.03.29-15.50.59:384][ 0]LogShaderCompilers: Guid format shader working directory is 8 characters bigger than the processId version (../../../../../../games/projectmantle/Intermediate/Shaders/WorkingDirectory/9580/).

[2023.03.29-15.50.59:385][ 0]LogShaderCompilers: Cleaned the shader compiler working directory 'C:/Users/Acer/AppData/Local/Temp/UnrealShaderWorkingDir/611860FB463A71970FCC1DBE592872E0/'.

[2023.03.29-15.50.59:387][ 0]LogXGEController: Cannot use XGE Controller as Incredibuild is not installed on this machine.

[2023.03.29-15.50.59:387][ 0]LogShaderCompilers: Cannot use XGE Shader Compiler as Incredibuild is not installed on this machine.

[2023.03.29-15.50.59:387][ 0]LogShaderCompilers: Display: Using Local Shader Compiler.

[2023.03.29-15.51.02:523][ 0]LogDerivedDataCache: Display: Max Cache Size: 512 MB

[2023.03.29-15.51.02:637][ 0]LogDerivedDataCache: Loaded boot cache 0.11s 94MB C:/Users/Acer/AppData/Local/UnrealEngine/4.27/DerivedDataCache/Boot.ddc.

[2023.03.29-15.51.02:637][ 0]LogDerivedDataCache: Display: Loaded Boot cache: C:/Users/Acer/AppData/Local/UnrealEngine/4.27/DerivedDataCache/Boot.ddc

[2023.03.29-15.51.02:638][ 0]LogDerivedDataCache: FDerivedDataBackendGraph: Pak pak cache file ../../../../../../games/projectmantle/DerivedDataCache/DDC.ddp not found, will not use a pak cache.

[2023.03.29-15.51.02:638][ 0]LogDerivedDataCache: Unable to find inner node Pak for hierarchical cache Hierarchy.

[2023.03.29-15.51.02:638][ 0]LogDerivedDataCache: FDerivedDataBackendGraph: CompressedPak pak cache file ../../../../../../games/projectmantle/DerivedDataCache/Compressed.ddp not found, will not use a pak cache.

[2023.03.29-15.51.02:638][ 0]LogDerivedDataCache: Unable to find inner node CompressedPak for hierarchical cache Hierarchy.

[2023.03.29-15.51.02:666][ 0]LogDerivedDataCache: Display: Pak cache opened for reading ../../../Engine/DerivedDataCache/Compressed.ddp.

[2023.03.29-15.51.02:666][ 0]LogDerivedDataCache: FDerivedDataBackendGraph: EnterprisePak pak cache file ../../../Enterprise/DerivedDataCache/Compressed.ddp not found, will not use a pak cache.

[2023.03.29-15.51.02:666][ 0]LogDerivedDataCache: Unable to find inner node EnterprisePak for hierarchical cache Hierarchy.

[2023.03.29-15.51.02:713][ 0]LogDerivedDataCache: Speed tests for C:/Users/Acer/AppData/Local/UnrealEngine/Common/DerivedDataCache took 0.05 seconds

[2023.03.29-15.51.02:713][ 0]LogDerivedDataCache: Display: Performance to C:/Users/Acer/AppData/Local/UnrealEngine/Common/DerivedDataCache: Latency=0.03ms. RandomReadSpeed=22.54MBs, RandomWriteSpeed=178.40MBs. Assigned SpeedClass 'Local'

[2023.03.29-15.51.02:715][ 0]LogDerivedDataCache: Using Local data cache path C:/Users/Acer/AppData/Local/UnrealEngine/Common/DerivedDataCache: Writable

[2023.03.29-15.51.02:715][ 0]LogDerivedDataCache: Shared data cache path not found in \*engine.ini, will not use an Shared cache.

[2023.03.29-15.51.02:715][ 0]LogDerivedDataCache: Unable to find inner node Shared for hierarchical cache Hierarchy.

[2023.03.29-15.51.02:768][ 0]LogSlate: Using FreeType 2.10.0

[2023.03.29-15.51.02:783][ 0]LogSlate: SlateFontServices - WITH\_FREETYPE: 1, WITH\_HARFBUZZ: 1

[2023.03.29-15.51.02:827][ 0]LogAssetRegistry: FAssetRegistry took 0.0056 seconds to start up

[2023.03.29-15.51.03:363][ 0]LogInit: Selected Device Profile: [Windows]

[2023.03.29-15.51.03:363][ 0]LogInit: Active device profile: [00000243CC97FA00][00000243CADBB7C0 49] Windows

[2023.03.29-15.51.03:363][ 0]LogInit: Profiles: [00000243CC97FA00][00000243CADBB7C0 49] Windows, [00000243CC940700][00000243CAA5D940 49] WindowsNoEditor, [00000243CC97C800][00000243CAA61AC0 49] WindowsServer, [00000243CC943200][00000243CAA640C0 49] WindowsClient, [00000243CC97F100][00000243CAA68240 49] IOS, [00000243CC941100][00000243CAA6C3C0 49] iPadAir, [00000243CC97D000][00000243C4414540 49] iPadAir2, [00000243CC900200][00000243C4418780 49] IPadPro, [00000243CC900300][00000243CAA587C0 49] iPadAir3, [00000243CC97EB00][00000243C441C900 49] iPadAir4, [00000243CC903400][00000243C4424A80 49] iPadMini2, [00000243CC97D500][00000243C4428C00 49] iPadMini3, [00000243CC901500][00000243C442CD80 49] iPadMini4, [00000243CC97E300][00000243C4430F00 49] iPadMini5, [00000243CC8E7A00][00000243C44391C0 49] iPhone6, [00000243CC8E7B00][00000243C4435200 49] iPodTouch6, [00000243CC903000][00000243C44414C0 49] iPhone7, [00000243CC902F00][00000243C443D500 49] iPodTouch7, [00000243CC8E4C00][00000243C4445680 49] iPhone5S, [00000243CC901000][00000243C4449800 49] iPhone6Plus, [00000243CC8E6D00][00000243C3C1D980 49] iPhone6S, [00000243CC903600][00000243C3C21B00 49] iPhone6SPlus, [00000243CC8E5400][00000243C3C24100 49] iPhone7Plus, [00000243CC901200][00000243C3C28280 49] iPhoneSE, [00000243CC8E6500][00000243C3C2C400 49] iPhone8, [00000243CC901700][00000243C3C30580 49] iPhone8Plus, [00000243CC8E5C00][00000243C3C34700 49] iPhoneX, [00000243CC902000][00000243C4420840 49] iPhoneXS, [00000243CC8E4500][00000243C3C38980 49] iPhoneXSMax, [00000243CC901B00][00000243C3C3CAC0 49] iPhoneXR, [00000243CC8E5D00][00000243C3C44C40 49] iPhone11, [00000243CC902D00][00000243C3C48DC0 49] iPhone11Pro, [00000243CC8E5700][00000243C3C4CF40 49] iPhone11ProMax, [00000243CC903D00][00000243C3C510C0 49] iPhoneSE2, [00000243CC8E6400][00000243CAC81240 49] iPhone12Mini, [00000243CC900900][00000243CAC853C0 49] iPhone12, [00000243CC8E6B00][00000243CAC89540 49] iPhone12Pro, [00000243CC902E00][00000243CAC8D6C0 49] iPhone12ProMax, [00000243CC8E5900][00000243CAC91840 49] iPadPro105, [00000243CC902100][00000243CAC959C0 49] iPadPro129, [00000243CC8E5600][00000243CAC99B40 49] iPadPro97, [00000243CC903E00][00000243CAC9C140 49] iPadPro2\_129, [00000243CC8E4300][00000243CACA02C0 49] iPad5, [00000243CC903C00][00000243CACA4440 49] iPad6, [00000243CC8E5200][00000243CACA85C0 49] iPad7, [00000243CC901C00][00000243CACAC740 49] iPad8, [00000243CC8E7E00][00000243CACB08C0 49] iPadPro11, [00000243CC902800][00000243C3C40A00 49] iPadPro2\_11, [00000243CC8E5500][00000243CACB4B40 49] iPadPro3\_129, [00000243CC902200][00000243CACB8C80 49] iPadPro4\_129, [00000243CC8E5100][00000243CACBCDC0 49] AppleTV, [00000243CC902C00][00000243CACC4F40 49] AppleTV4K, [00000243CC8E5000][00000243C1F8F0C0 49] TVOS, [00000243CC900400][00000243C1F93240 49] Mac, [00000243CC8E4D00][00000243C1F973C0 49] MacClient, [00000243CC901F00][00000243C1F9B540 49] MacNoEditor, [00000243CC8E7300][00000243C1F9F6C0 49] MacServer, [00000243CC903200][00000243C1FA3840 49] Linux, [00000243CC8E4A00][00000243C1FA79C0 49] LinuxAArch64, [00000243CC900700][00000243C1FABB40 49] LinuxNoEditor, [00000243CC8E6300][00000243C1FAE140 49] LinuxAArch64NoEditor, [00000243CC901E00][00000243C1FB22C0 49] LinuxClient, [00000243CC8E5B00][00000243C1FB6440 49] LinuxAArch64Client, [00000243CC900C00][00000243C1FBA5C0 49] LinuxServer, [00000243CC8E7500][00000243C1FBE740 49] LinuxAArch64Server, [00000243CC901600][00000243C1FC28C0 49] Android, [00000243CC942F00][00000243C1FC6A40 49] Android\_Low, [00000243CC9C9100][00000243CACC0B80 49] Android\_Mid, [00000243CC942C00][00000243CCE90CC0 49] Android\_High, [00000243CC9C9B00][00000243CCE94E00 49] Android\_Default, [00000243CC943E00][00000243CCE98F40 49] Android\_Adreno4xx, [00000243CC9CA300][00000243CCEA10C0 49] Android\_Adreno5xx\_Low, [00000243CC941E00][00000243CCEA5240 49] Android\_Adreno5xx, [00000243CC9C9F00][00000243CCEA93C0 49] Android\_Adreno6xx, [00000243CC940F00][00000243CCEAD540 49] Android\_Adreno6xx\_Vulkan, [00000243CC9C8E00][00000243CCEB16C0 49] Android\_Mali\_T6xx, [00000243CC941A00][00000243CCEB5840 49] Android\_Mali\_T7xx, [00000243CC9CA200][00000243CCEB99C0 49] Android\_Mali\_T8xx, [00000243CC943700][00000243CCEBDB40 49] Android\_Mali\_G71, [00000243CC9C8200][00000243CCEC0140 49] Android\_Mali\_G72, [00000243CC942200][00000243CCEC42C0 49] Android\_Mali\_G72\_Vulkan, [00000243CC9CA600][00000243CCEC8440 49] Android\_Mali\_G76, [00000243CC943600][00000243CCECC5C0 49] Android\_Mali\_G76\_Vulkan, [00000243CC9C8800][00000243CCED0740 49] Android\_Mali\_G77, [00000243CC943000][00000243CCED48C0 49] Android\_Mali\_G77\_Vulkan, [00000243CC9C8900][00000243CCED8A40 49] Android\_Mali\_G78, [00000243CC940300][00000243CCEDCBC0 49] Android\_Mali\_G78\_Vulkan, [00000243CC9C9200][00000243CCEE0D40 49] Android\_Mali\_G710, [00000243CC940B00][00000243CCE9CE80 49] Android\_Mali\_G710\_Vulkan, [00000243CC9C9800][00000243CCEE4FC0 49] Android\_Vulkan\_SM5, [00000243CC901100][00000243CCEE9100 49] Android\_PowerVR\_G6xxx, [00000243CC9C9C00][00000243CCEF1280 49] Android\_PowerVR\_GT7xxx, [00000243CC901800][00000243CCEF5400 49] Android\_PowerVR\_GE8xxx, [00000243CC9C8C00][00000243CCEF9580 49] Android\_PowerVR\_GM9xxx, [00000243CC900F00][00000243CCEFD700 49] Android\_PowerVR\_GM9xxx\_Vulkan, [00000243CC9C9700][00000243CCF01880 49] Android\_TegraK1, [00000243CC902700][00000243CCF05A00 49] Android\_Unknown\_Vulkan, [00000243CC9C8300][00000243CCF09B80 49] Lumin, [00000243CC900A00][00000243CCF0C180 49] Lumin\_Desktop, [00000243CC9C9600][00000243CCF10300 49] HoloLens,

[2023.03.29-15.51.03:668][ 0]LogMeshReduction: Using QuadricMeshReduction for automatic static mesh reduction

[2023.03.29-15.51.03:668][ 0]LogMeshReduction: Using SimplygonMeshReduction for automatic skeletal mesh reduction

[2023.03.29-15.51.03:668][ 0]LogMeshReduction: Using ProxyLODMeshReduction for automatic mesh merging

[2023.03.29-15.51.03:668][ 0]LogMeshReduction: No distributed automatic mesh merging module available

[2023.03.29-15.51.03:668][ 0]LogMeshMerging: No distributed automatic mesh merging module available

[2023.03.29-15.51.03:740][ 0]LogNetVersion: projectmantle 1.0.0, NetCL: 17155196, EngineNetVer: 17, GameNetVer: 0 (Checksum: 1539822806)

[2023.03.29-15.51.05:139][ 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.

[2023.03.29-15.51.05:314][ 0]LogHMD: PokeAHoleMaterial loaded successfully

[2023.03.29-15.51.05:323][ 0]LogUObjectArray: 17178 objects as part of root set at end of initial load.

[2023.03.29-15.51.05:323][ 0]LogUObjectAllocator: 4302048 out of 0 bytes used by permanent object pool.

[2023.03.29-15.51.05:323][ 0]LogUObjectArray: CloseDisregardForGC: 0/0 objects in disregard for GC pool

[2023.03.29-15.51.06:192][ 0]LogNiagaraDebuggerClient: Niagara Debugger Client Initialized | Session: 3EEAA40F450F32782D4B1892ED93BE6E | Instance: 9A16EC154FAF0F8F326CD682007336C8 (DESKTOP-U39RINU-9580).

[2023.03.29-15.51.06:493][ 0]LogPython: Using Python 3.7.7

[2023.03.29-15.51.07:185][ 0]LogTcpMessaging: Initializing TcpMessaging bridge

[2023.03.29-15.51.07:205][ 0]LogUdpMessaging: Initializing bridge on interface 0.0.0.0:0 to multicast group 230.0.0.1:6666.

[2023.03.29-15.51.07:554][ 0]SourceControl: Source control is disabled

[2023.03.29-15.51.07:554][ 0]SourceControl: Source control is disabled

[2023.03.29-15.51.07:565][ 0]SourceControl: Source control is disabled

[2023.03.29-15.51.07:570][ 0]SourceControl: Source control is disabled

[2023.03.29-15.51.07:578][ 0]SourceControl: Source control is disabled

[2023.03.29-15.51.07:585][ 0]LogUProjectInfo: Found projects:

[2023.03.29-15.51.07:959][ 0]LogOpenImageDenoise: OIDN starting up

[2023.03.29-15.51.08:071][ 0]LogAudioCaptureCore: Display: No Audio Capture implementations found. Audio input will be silent.

[2023.03.29-15.51.08:071][ 0]LogAudioCaptureCore: Display: No Audio Capture implementations found. Audio input will be silent.

[2023.03.29-15.51.08:131][ 0]LogAndroidPermission: UAndroidPermissionCallbackProxy::GetInstance

[2023.03.29-15.51.08:747][ 0]LogOcInput: OculusInput pre-init called

[2023.03.29-15.51.09:036][ 0]LogCollectionManager: Loaded 0 collections in 0.001541 seconds

[2023.03.29-15.51.09:159][ 0]LogFileCache: Scanning file cache for directory 'C:/games/projectmantle/Saved/Collections/' took 0.00s

[2023.03.29-15.51.09:159][ 0]LogFileCache: Scanning file cache for directory 'C:/games/projectmantle/Content/Developers/Acer/Collections/' took 0.00s

[2023.03.29-15.51.09:159][ 0]LogFileCache: Scanning file cache for directory 'C:/games/projectmantle/Content/Collections/' took 0.00s

[2023.03.29-15.51.09:159][ 0]LogEngine: Initializing Engine...

[2023.03.29-15.51.09:214][ 0]LogHMD: Failed to enumerate extensions. Please check that you have a valid OpenXR runtime installed.

[2023.03.29-15.51.09:215][ 0]LogHMD: Failed to initialize OpenVR with code 110

[2023.03.29-15.51.09:215][ 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

[2023.03.29-15.51.09:221][ 0]LogStats: UGameplayTagsManager::InitializeManager - 0.002 s

[2023.03.29-15.51.09:535][ 0]LogInit: Initializing FReadOnlyCVARCache

[2023.03.29-15.51.09:575][ 0]LogAIModule: Creating AISystem for world Untitled

[2023.03.29-15.51.09:580][ 0]LogAudio: Display: Initializing Audio Device Manager...

[2023.03.29-15.51.09:585][ 0]LogAudio: Display: Loading Default Audio Settings Objects...

[2023.03.29-15.51.09:586][ 0]LogAudio: Display: No default SoundConcurrencyObject specified (or failed to load).

[2023.03.29-15.51.09:587][ 0]LogAudio: Display: Audio Device Manager Initialized

[2023.03.29-15.51.09:587][ 0]LogAudio: Display: Creating Audio Device: Id: 1, Scope: Shared, Realtime: True

[2023.03.29-15.51.09:588][ 0]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-15.51.09:588][ 0]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-15.51.09:588][ 0]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-15.51.09:588][ 0]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-15.51.09:588][ 0]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-15.51.09:588][ 0]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-15.51.09:588][ 0]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-15.51.09:588][ 0]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-15.51.09:589][ 0]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-15.51.09:589][ 0]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-15.51.09:589][ 0]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-15.51.09:589][ 0]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-15.51.09:602][ 0]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-15.51.09:602][ 0]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-15.51.10:145][ 0]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-15.51.10:148][ 0]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-15.51.10:159][ 0]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-15.51.10:160][ 0]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-15.51.10:161][ 0]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-15.51.10:162][ 0]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-15.51.10:162][ 0]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-15.51.10:163][ 0]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-15.51.10:163][ 0]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-15.51.10:163][ 0]LogInit: FAudioDevice initialized.

[2023.03.29-15.51.10:164][ 0]LogAudio: Display: Audio Device (ID: 1) registered with world 'Untitled'.

[2023.03.29-15.51.10:164][ 0]LogNetVersion: Set ProjectVersion to 1.0.0.0. Version Checksum will be recalculated on next use.

[2023.03.29-15.51.10:232][ 0]LogDerivedDataCache: Saved boot cache 0.07s 94MB C:/Users/Acer/AppData/Local/UnrealEngine/4.27/DerivedDataCache/Boot.ddc.

[2023.03.29-15.51.10:233][ 0]LogInit: Texture streaming: Enabled

[2023.03.29-15.51.10:251][ 0]LogAnalytics: Display: [UEEditor.Rocket.Release] APIServer = https://datarouter.ol.epicgames.com/. AppVersion = 4.27.2-18319896+++UE4+Release-4.27

[2023.03.29-15.51.10:256][ 0]LogEngineSessionManager: EngineSessionManager initialized

[2023.03.29-15.51.10:256][ 0]LogEditorSessionSummary: Verbose: Initializing EditorSessionSummaryWriter for editor session tracking

[2023.03.29-15.51.10:258][ 0]LogEditorSessionSummary: EditorSessionSummaryWriter initialized

[2023.03.29-15.51.10:417][ 0]LogInit: Transaction tracking system initialized

[2023.03.29-15.51.10:511][ 0]BlueprintLog: New page: Editor Load

[2023.03.29-15.51.10:668][ 0]LocalizationService: Localization service is disabled

[2023.03.29-15.51.10:762][ 0]TimingProfiler: Initialize

[2023.03.29-15.51.10:764][ 0]TimingProfiler: OnSessionChanged

[2023.03.29-15.51.10:764][ 0]LoadingProfiler: Initialize

[2023.03.29-15.51.10:764][ 0]LoadingProfiler: OnSessionChanged

[2023.03.29-15.51.10:765][ 0]NetworkingProfiler: Initialize

[2023.03.29-15.51.10:765][ 0]NetworkingProfiler: OnSessionChanged

[2023.03.29-15.51.10:765][ 0]MemoryProfiler: Initialize

[2023.03.29-15.51.10:765][ 0]MemoryProfiler: OnSessionChanged

[2023.03.29-15.51.11:292][ 0]LogFileCache: Scanning file cache for directory 'C:/games/projectmantle/Content/' took 0.01s

[2023.03.29-15.51.11:292][ 0]LogCook: Display: CookSettings for Memory: MemoryMaxUsedVirtual 0MiB, MemoryMaxUsedPhysical 16384MiB, MemoryMinFreeVirtual 0MiB, MemoryMinFreePhysical 1024MiB

[2023.03.29-15.51.11:292][ 0]LogCook: Display: Mobile HDR setting 1

[2023.03.29-15.51.11:868][ 0]LogInit: Display: Engine is initialized. Leaving FEngineLoop::Init()

[2023.03.29-15.51.11:875][ 0]SourceControl: Source control is disabled

[2023.03.29-15.51.11:875][ 0]LogUnrealEdMisc: Loading editor; pre map load, took 19.508

[2023.03.29-15.51.11:876][ 0]Cmd: MAP LOAD FILE="../../../../../../games/projectmantle/Content/SideScrollerBP/Maps/SideScrollerExampleMap.umap" TEMPLATE=0 SHOWPROGRESS=1 FEATURELEVEL=3

[2023.03.29-15.51.11:877][ 0]LightingResults: New page: Lighting Build

[2023.03.29-15.51.11:881][ 0]LogWorld: UWorld::CleanupWorld for Untitled, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.51.11:882][ 0]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.51.11:882][ 0]MapCheck: New page: Map Check

[2023.03.29-15.51.11:883][ 0]LightingResults: New page: Lighting Build

[2023.03.29-15.51.11:890][ 0]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-15.51.11:895][ 0]LogUObjectHash: Compacting FUObjectHashTables data took 1.19ms

[2023.03.29-15.51.12:320][ 0]LogTexture: Display: Building textures: DeprecatedTextureC1866CFF4D79AD66933EBCAE7C741FC8 (BGRA8, 128X128)

[2023.03.29-15.51.12:443][ 0]LogAudio: Display: Audio Device (ID: 1) registered with world 'SideScrollerExampleMap'.

[2023.03.29-15.51.12:444][ 0]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-15.51.12:469][ 0]LogEditorServer: Finished looking for orphan Actors (0.000 secs)

[2023.03.29-15.51.12:495][ 0]LogUObjectHash: Compacting FUObjectHashTables data took 0.67ms

[2023.03.29-15.51.12:497][ 0]Cmd: MAP CHECKDEP NOCLEARLOG

[2023.03.29-15.51.12:498][ 0]MapCheck: Map check complete: 0 Error(s), 0 Warning(s), took 0,393ms to complete.

[2023.03.29-15.51.12:498][ 0]LogFileHelpers: Loading map 'SideScrollerExampleMap' took 0.622

[2023.03.29-15.51.12:520][ 0]LogUnrealEdMisc: Total Editor Startup Time, took 20.152

[2023.03.29-15.51.13:015][ 0]LogSlate: Only BGRA pngs, bmps or icos are supported in by External Image Picker

[2023.03.29-15.51.13:158][ 0]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.51.13:162][ 0]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.51.13:166][ 0]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.51.13:171][ 0]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.51.13:201][ 0]LogNativeClassHierarchy: Verbose: Native class hierarchy populated in 0.0077 seconds. Added 3822 classes and 928 folders.

[2023.03.29-15.51.13:212][ 0]LogNativeClassHierarchy: Verbose: Native class hierarchy updated for 'WidgetCarousel' in 0.0003 seconds. Added 0 classes and 0 folders.

[2023.03.29-15.51.13:228][ 0]LogPakFile: PakFile PrimaryIndexSize=187

[2023.03.29-15.51.13:228][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:228][ 0]LogPakFile: PakFile FullDirectoryIndexSize=148

[2023.03.29-15.51.13:228][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/FP\_FirstPerson.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:228][ 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)

[2023.03.29-15.51.13:228][ 0]LogPakFile: OnPakFileMounted2Time == 0.000601

[2023.03.29-15.51.13:239][ 0]LogPakFile: PakFile PrimaryIndexSize=189

[2023.03.29-15.51.13:239][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:239][ 0]LogPakFile: PakFile FullDirectoryIndexSize=152

[2023.03.29-15.51.13:239][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/FP\_FirstPersonBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:239][ 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)

[2023.03.29-15.51.13:239][ 0]LogPakFile: OnPakFileMounted2Time == 0.000039

[2023.03.29-15.51.13:246][ 0]LogPakFile: PakFile PrimaryIndexSize=191

[2023.03.29-15.51.13:246][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:246][ 0]LogPakFile: PakFile FullDirectoryIndexSize=160

[2023.03.29-15.51.13:246][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/MobileStarterContent.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:246][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/MobileStarterContent.upack)

[2023.03.29-15.51.13:246][ 0]LogPakFile: OnPakFileMounted2Time == 0.000034

[2023.03.29-15.51.13:252][ 0]LogPakFile: PakFile PrimaryIndexSize=185

[2023.03.29-15.51.13:252][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:252][ 0]LogPakFile: PakFile FullDirectoryIndexSize=148

[2023.03.29-15.51.13:252][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/StarterContent.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:252][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: pending pak file info (ChunkID:-1 Root:root:/ File:C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/StarterContent.upack)

[2023.03.29-15.51.13:252][ 0]LogPakFile: OnPakFileMounted2Time == 0.000035

[2023.03.29-15.51.13:258][ 0]LogPakFile: PakFile PrimaryIndexSize=190

[2023.03.29-15.51.13:258][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:258][ 0]LogPakFile: PakFile FullDirectoryIndexSize=154

[2023.03.29-15.51.13:258][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_2DSideScroller.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:258][ 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)

[2023.03.29-15.51.13:258][ 0]LogPakFile: OnPakFileMounted2Time == 0.000040

[2023.03.29-15.51.13:264][ 0]LogPakFile: PakFile PrimaryIndexSize=192

[2023.03.29-15.51.13:265][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:265][ 0]LogPakFile: PakFile FullDirectoryIndexSize=158

[2023.03.29-15.51.13:265][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_2DSideScrollerBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:265][ 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)

[2023.03.29-15.51.13:265][ 0]LogPakFile: OnPakFileMounted2Time == 0.000054

[2023.03.29-15.51.13:271][ 0]LogPakFile: PakFile PrimaryIndexSize=182

[2023.03.29-15.51.13:271][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:271][ 0]LogPakFile: PakFile FullDirectoryIndexSize=138

[2023.03.29-15.51.13:271][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_Flying.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:271][ 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)

[2023.03.29-15.51.13:271][ 0]LogPakFile: OnPakFileMounted2Time == 0.000035

[2023.03.29-15.51.13:279][ 0]LogPakFile: PakFile PrimaryIndexSize=184

[2023.03.29-15.51.13:279][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:279][ 0]LogPakFile: PakFile FullDirectoryIndexSize=142

[2023.03.29-15.51.13:279][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_FlyingBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:279][ 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)

[2023.03.29-15.51.13:279][ 0]LogPakFile: OnPakFileMounted2Time == 0.000067

[2023.03.29-15.51.13:286][ 0]LogPakFile: PakFile PrimaryIndexSize=188

[2023.03.29-15.51.13:286][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:286][ 0]LogPakFile: PakFile FullDirectoryIndexSize=150

[2023.03.29-15.51.13:286][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_HandheldARBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:286][ 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)

[2023.03.29-15.51.13:286][ 0]LogPakFile: OnPakFileMounted2Time == 0.000032

[2023.03.29-15.51.13:293][ 0]LogPakFile: PakFile PrimaryIndexSize=182

[2023.03.29-15.51.13:293][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:294][ 0]LogPakFile: PakFile FullDirectoryIndexSize=138

[2023.03.29-15.51.13:294][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_Puzzle.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:294][ 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)

[2023.03.29-15.51.13:294][ 0]LogPakFile: OnPakFileMounted2Time == 0.000032

[2023.03.29-15.51.13:299][ 0]LogPakFile: PakFile PrimaryIndexSize=184

[2023.03.29-15.51.13:299][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:299][ 0]LogPakFile: PakFile FullDirectoryIndexSize=142

[2023.03.29-15.51.13:299][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_PuzzleBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:299][ 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)

[2023.03.29-15.51.13:299][ 0]LogPakFile: OnPakFileMounted2Time == 0.000032

[2023.03.29-15.51.13:306][ 0]LogPakFile: PakFile PrimaryIndexSize=183

[2023.03.29-15.51.13:306][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:306][ 0]LogPakFile: PakFile FullDirectoryIndexSize=140

[2023.03.29-15.51.13:306][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_Rolling.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:306][ 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)

[2023.03.29-15.51.13:306][ 0]LogPakFile: OnPakFileMounted2Time == 0.000039

[2023.03.29-15.51.13:312][ 0]LogPakFile: PakFile PrimaryIndexSize=185

[2023.03.29-15.51.13:312][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:312][ 0]LogPakFile: PakFile FullDirectoryIndexSize=144

[2023.03.29-15.51.13:312][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_RollingBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:312][ 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)

[2023.03.29-15.51.13:312][ 0]LogPakFile: OnPakFileMounted2Time == 0.000031

[2023.03.29-15.51.13:319][ 0]LogPakFile: PakFile PrimaryIndexSize=188

[2023.03.29-15.51.13:319][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:319][ 0]LogPakFile: PakFile FullDirectoryIndexSize=150

[2023.03.29-15.51.13:319][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_SideScroller.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:319][ 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)

[2023.03.29-15.51.13:319][ 0]LogPakFile: OnPakFileMounted2Time == 0.000048

[2023.03.29-15.51.13:325][ 0]LogPakFile: PakFile PrimaryIndexSize=190

[2023.03.29-15.51.13:325][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:325][ 0]LogPakFile: PakFile FullDirectoryIndexSize=154

[2023.03.29-15.51.13:325][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_SideScrollerBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:325][ 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)

[2023.03.29-15.51.13:325][ 0]LogPakFile: OnPakFileMounted2Time == 0.000030

[2023.03.29-15.51.13:331][ 0]LogPakFile: PakFile PrimaryIndexSize=187

[2023.03.29-15.51.13:331][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:331][ 0]LogPakFile: PakFile FullDirectoryIndexSize=148

[2023.03.29-15.51.13:331][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_ThirdPerson.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:331][ 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)

[2023.03.29-15.51.13:331][ 0]LogPakFile: OnPakFileMounted2Time == 0.000030

[2023.03.29-15.51.13:337][ 0]LogPakFile: PakFile PrimaryIndexSize=189

[2023.03.29-15.51.13:337][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:337][ 0]LogPakFile: PakFile FullDirectoryIndexSize=152

[2023.03.29-15.51.13:337][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_ThirdPersonBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:337][ 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)

[2023.03.29-15.51.13:337][ 0]LogPakFile: OnPakFileMounted2Time == 0.000029

[2023.03.29-15.51.13:343][ 0]LogPakFile: PakFile PrimaryIndexSize=183

[2023.03.29-15.51.13:343][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:343][ 0]LogPakFile: PakFile FullDirectoryIndexSize=140

[2023.03.29-15.51.13:343][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_TopDown.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:343][ 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)

[2023.03.29-15.51.13:343][ 0]LogPakFile: OnPakFileMounted2Time == 0.000054

[2023.03.29-15.51.13:349][ 0]LogPakFile: PakFile PrimaryIndexSize=185

[2023.03.29-15.51.13:349][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:349][ 0]LogPakFile: PakFile FullDirectoryIndexSize=144

[2023.03.29-15.51.13:349][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_TopDownBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:349][ 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)

[2023.03.29-15.51.13:349][ 0]LogPakFile: OnPakFileMounted2Time == 0.000054

[2023.03.29-15.51.13:357][ 0]LogPakFile: PakFile PrimaryIndexSize=185

[2023.03.29-15.51.13:357][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:357][ 0]LogPakFile: PakFile FullDirectoryIndexSize=144

[2023.03.29-15.51.13:357][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_TwinStick.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:357][ 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)

[2023.03.29-15.51.13:357][ 0]LogPakFile: OnPakFileMounted2Time == 0.000049

[2023.03.29-15.51.13:363][ 0]LogPakFile: PakFile PrimaryIndexSize=187

[2023.03.29-15.51.13:363][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:363][ 0]LogPakFile: PakFile FullDirectoryIndexSize=148

[2023.03.29-15.51.13:363][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_TwinStickBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:363][ 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)

[2023.03.29-15.51.13:363][ 0]LogPakFile: OnPakFileMounted2Time == 0.000040

[2023.03.29-15.51.13:370][ 0]LogPakFile: PakFile PrimaryIndexSize=183

[2023.03.29-15.51.13:370][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:370][ 0]LogPakFile: PakFile FullDirectoryIndexSize=140

[2023.03.29-15.51.13:370][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_Vehicle.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:370][ 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)

[2023.03.29-15.51.13:370][ 0]LogPakFile: OnPakFileMounted2Time == 0.000037

[2023.03.29-15.51.13:376][ 0]LogPakFile: PakFile PrimaryIndexSize=186

[2023.03.29-15.51.13:376][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:376][ 0]LogPakFile: PakFile FullDirectoryIndexSize=146

[2023.03.29-15.51.13:376][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_VehicleAdv.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:377][ 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)

[2023.03.29-15.51.13:377][ 0]LogPakFile: OnPakFileMounted2Time == 0.000060

[2023.03.29-15.51.13:384][ 0]LogPakFile: PakFile PrimaryIndexSize=188

[2023.03.29-15.51.13:384][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:384][ 0]LogPakFile: PakFile FullDirectoryIndexSize=150

[2023.03.29-15.51.13:384][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_VehicleAdvBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:384][ 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)

[2023.03.29-15.51.13:384][ 0]LogPakFile: OnPakFileMounted2Time == 0.000035

[2023.03.29-15.51.13:391][ 0]LogPakFile: PakFile PrimaryIndexSize=185

[2023.03.29-15.51.13:391][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:391][ 0]LogPakFile: PakFile FullDirectoryIndexSize=144

[2023.03.29-15.51.13:391][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_VehicleBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:391][ 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)

[2023.03.29-15.51.13:391][ 0]LogPakFile: OnPakFileMounted2Time == 0.000041

[2023.03.29-15.51.13:396][ 0]LogPakFile: PakFile PrimaryIndexSize=192

[2023.03.29-15.51.13:396][ 0]LogPakFile: PakFile PathHashIndexSize=101

[2023.03.29-15.51.13:396][ 0]LogPakFile: PakFile FullDirectoryIndexSize=158

[2023.03.29-15.51.13:396][ 0]LogShaderLibrary: Display: ShaderCodeLibraryPakFileMountedCallback: PakFile 'C:/Program Files/Epic Games/UE\_4.27/FeaturePacks/TP\_VirtualRealityBP.upack' (chunk index -1, root 'root:/') mounted

[2023.03.29-15.51.13:396][ 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)

[2023.03.29-15.51.13:396][ 0]LogPakFile: OnPakFileMounted2Time == 0.000029

[2023.03.29-15.51.13:628][ 0]LogNativeClassHierarchy: Verbose: Native class hierarchy updated for 'AddContentDialog' in 0.0002 seconds. Added 0 classes and 0 folders.

[2023.03.29-15.51.13:638][ 0]LogNativeClassHierarchy: Verbose: Native class hierarchy updated for 'SceneOutliner' in 0.0002 seconds. Added 2 classes and 0 folders.

[2023.03.29-15.51.13:717][ 0]LogSlate: Took 0.007387 seconds to synchronously load lazily loaded font '../../../Engine/Content/Slate/Fonts/Roboto-Regular.ttf' (155K)

[2023.03.29-15.51.13:726][ 0]LogSlate: Took 0.007234 seconds to synchronously load lazily loaded font '../../../Engine/Content/Editor/Slate/Fonts/FontAwesome.ttf' (139K)

[2023.03.29-15.51.13:733][ 0]LogSlate: Took 0.004260 seconds to synchronously load lazily loaded font '../../../Engine/Content/Slate/Fonts/Roboto-Bold.ttf' (160K)

[2023.03.29-15.51.13:884][ 0]LogRenderer: Reallocating scene render targets to support 960x412 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-15.51.14:077][ 0]LogNativeClassHierarchy: Verbose: Native class hierarchy updated for 'HierarchicalLODOutliner' in 0.0003 seconds. Added 0 classes and 0 folders.

[2023.03.29-15.51.14:077][ 0]LogLoad: (Engine Initialization) Total time: 21.71 seconds

[2023.03.29-15.51.14:077][ 0]LogLoad: (Engine Initialization) Total Blueprint compile time: 0.00 seconds

[2023.03.29-15.51.14:214][ 0]LogAssetRegistry: Asset discovery search completed in 11.3886 seconds

[2023.03.29-15.51.14:252][ 0]LogCollectionManager: Fixed up redirectors for 0 collections in 0.000004 seconds (updated 0 objects)

[2023.03.29-15.51.14:260][ 0]LogContentStreaming: Texture pool size now 1000 MB

[2023.03.29-15.51.14:355][ 2]LogSlate: Took 0.011480 seconds to synchronously load lazily loaded font '../../../Engine/Content/Slate/Fonts/Roboto-Light.ttf' (167K)

[2023.03.29-15.51.15:144][ 29]LogSlate: Took 0.000404 seconds to synchronously load lazily loaded font '../../../Engine/Content/Slate/Fonts/Roboto-Light.ttf' (167K)

[2023.03.29-15.51.17:968][136]LogEditorViewport: Clicking on Actor (LMB): StaticMeshActor (Floor)

[2023.03.29-15.51.24:755][366]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-15.51.24:761][366]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-15.51.24:767][366]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 23:51:24)

[2023.03.29-15.51.24:770][366]LogOnline: OSS: Creating online subsystem instance for: NULL

[2023.03.29-15.51.24:772][366]LogOnline: OSS: TryLoadSubsystemAndSetDefault: Loaded subsystem for module [NULL]

[2023.03.29-15.51.24:772][366]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.51.24:786][366]LogPlayLevel: PIE: StaticDuplicateObject took: (0.013830s)

[2023.03.29-15.51.24:788][366]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-15.51.24:788][366]LogPlayLevel: PIE: World Init took: (0.001111s)

[2023.03.29-15.51.24:788][366]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.015608s)

[2023.03.29-15.51.24:795][366]LogUObjectHash: Compacting FUObjectHashTables data took 0.54ms

[2023.03.29-15.51.24:796][366]LogAudio: Display: Creating Audio Device: Id: 2, Scope: Unique, Realtime: True

[2023.03.29-15.51.24:796][366]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-15.51.24:796][366]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-15.51.24:796][366]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-15.51.24:796][366]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-15.51.24:796][366]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-15.51.24:796][366]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-15.51.24:796][366]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-15.51.24:796][366]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-15.51.24:796][366]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-15.51.24:796][366]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-15.51.24:796][366]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-15.51.24:796][366]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-15.51.24:798][366]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-15.51.24:798][366]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-15.51.24:803][366]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-15.51.24:803][366]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-15.51.24:803][366]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-15.51.24:804][366]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-15.51.24:804][366]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-15.51.24:804][366]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-15.51.24:804][366]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-15.51.24:805][366]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-15.51.24:805][366]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-15.51.24:805][366]LogInit: FAudioDevice initialized.

[2023.03.29-15.51.24:805][366]LogAudio: Display: Audio Device (ID: 2) registered with world 'SideScrollerExampleMap'.

[2023.03.29-15.51.24:822][366]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-15.51.24:827][366]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-19.51.24

[2023.03.29-15.51.24:827][366]LogWorld: Bringing up level for play took: 0.001757

[2023.03.29-15.51.24:827][366]LogOnline: OSS: Creating online subsystem instance for: :Context\_4

[2023.03.29-15.51.24:845][366]LogNativeClassHierarchy: Verbose: Native class hierarchy updated for 'MovieSceneCapture' in 0.0003 seconds. Added 20 classes and 0 folders.

[2023.03.29-15.51.24:846][366]PIE: Server logged in

[2023.03.29-15.51.24:848][366]PIE: Play in editor total start time 0,088 seconds.

[2023.03.29-15.51.28:527][504]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.51.28:527][504]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.51.28:528][504]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.51.28:529][504]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.51.28:542][504]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-15.51.28:552][504]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.51.28:560][504]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-15.51.28:560][504]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.51.28:561][504]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.51.28:563][504]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.51.28:565][504]LogUObjectHash: Compacting FUObjectHashTables data took 0.71ms

[2023.03.29-15.51.28:605][505]LogPlayLevel: Display: Destroying online subsystem :Context\_4

[2023.03.29-15.51.33:214][647]LogEditorViewport: Clicking on Actor (LMB): StaticMeshActor (Wall3)

[2023.03.29-15.51.34:888][711]LogEditorViewport: Clicking on Actor (LMB): SideScrollerCharacter\_C (SideScrollerCharacter)

[2023.03.29-15.51.40:874][834]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.

[2023.03.29-15.52.07:802][658]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-15.52.07:809][658]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-15.52.07:809][658]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 23:52:07)

[2023.03.29-15.52.07:809][658]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.52.07:834][658]LogPlayLevel: PIE: StaticDuplicateObject took: (0.024283s)

[2023.03.29-15.52.07:836][658]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-15.52.07:836][658]LogPlayLevel: PIE: World Init took: (0.001779s)

[2023.03.29-15.52.07:836][658]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.026249s)

[2023.03.29-15.52.07:851][658]LogUObjectHash: Compacting FUObjectHashTables data took 0.54ms

[2023.03.29-15.52.07:852][658]LogAudio: Display: Creating Audio Device: Id: 3, Scope: Unique, Realtime: True

[2023.03.29-15.52.07:852][658]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-15.52.07:852][658]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-15.52.07:852][658]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-15.52.07:852][658]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-15.52.07:852][658]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-15.52.07:852][658]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-15.52.07:852][658]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-15.52.07:852][658]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-15.52.07:853][658]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-15.52.07:853][658]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-15.52.07:853][658]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-15.52.07:853][658]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-15.52.07:854][658]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-15.52.07:854][658]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-15.52.07:859][658]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-15.52.07:859][658]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-15.52.07:859][658]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-15.52.07:859][658]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-15.52.07:860][658]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-15.52.07:860][658]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-15.52.07:860][658]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-15.52.07:862][658]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-15.52.07:862][658]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-15.52.07:862][658]LogInit: FAudioDevice initialized.

[2023.03.29-15.52.07:863][658]LogAudio: Display: Audio Device (ID: 3) registered with world 'SideScrollerExampleMap'.

[2023.03.29-15.52.07:871][658]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-15.52.07:873][658]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-19.52.07

[2023.03.29-15.52.07:873][658]LogWorld: Bringing up level for play took: 0.001663

[2023.03.29-15.52.07:873][658]LogOnline: OSS: Creating online subsystem instance for: :Context\_6

[2023.03.29-15.52.07:875][658]PIE: Server logged in

[2023.03.29-15.52.07:876][658]PIE: Play in editor total start time 0,068 seconds.

[2023.03.29-15.52.10:292][788]LogHttp: Warning: 00000243C62AC800: invalid HTTP response code received. URL: https://datarouter.ol.epicgames.com/datarouter/api/v1/public/data?SessionID=%7B37B49ED5-4DD4-60CF-56F1-1D9E1B2238B4%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, HTTP code: 0, content length: 0, actual payload size: 0

[2023.03.29-15.52.10:292][788]LogHttp: Warning: 00000243C62AC800: request failed, libcurl error: 6 (Couldn't resolve host name)

[2023.03.29-15.52.10:292][788]LogHttp: Warning: 00000243C62AC800: libcurl info message cache 0 (Could not resolve host: datarouter.ol.epicgames.com)

[2023.03.29-15.52.10:292][788]LogHttp: Warning: 00000243C62AC800: libcurl info message cache 1 (Closing connection 0)

[2023.03.29-15.52.10:292][788]LogHttp: Warning: Retry exhausted on https://datarouter.ol.epicgames.com/datarouter/api/v1/public/data?SessionID=%7B37B49ED5-4DD4-60CF-56F1-1D9E1B2238B4%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

[2023.03.29-15.52.25:665][637]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.52.25:665][637]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.52.25:665][637]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.52.25:666][637]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.52.25:680][637]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-15.52.25:715][637]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.52.25:721][637]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-15.52.25:721][637]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.52.25:723][637]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.52.25:724][637]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.52.25:727][637]LogUObjectHash: Compacting FUObjectHashTables data took 1.18ms

[2023.03.29-15.52.25:775][638]LogPlayLevel: Display: Destroying online subsystem :Context\_6

[2023.03.29-15.52.28:945][729]LogAssetEditorSubsystem: Opening Asset editor for Blueprint /Game/SideScrollerBP/Blueprints/SideScrollerCharacter.SideScrollerCharacter

[2023.03.29-15.52.29:942][729]LogNativeClassHierarchy: Verbose: Native class hierarchy updated for 'BlueprintGraph' in 0.0008 seconds. Added 126 classes and 0 folders.

[2023.03.29-15.52.30:891][729]LogSlate: Took 0.005998 seconds to synchronously load lazily loaded font '../../../Engine/Content/Slate/Fonts/Roboto-BoldCondensed.ttf' (158K)

[2023.03.29-15.52.30:990][730]LogSlate: Took 0.007894 seconds to synchronously load lazily loaded font '../../../Engine/Content/Slate/Fonts/Roboto-Italic.ttf' (157K)

[2023.03.29-15.53.10:312][791]LogHttp: Warning: 00000244196EF900: invalid HTTP response code received. URL: https://datarouter.ol.epicgames.com/datarouter/api/v1/public/data?SessionID=%7B37B49ED5-4DD4-60CF-56F1-1D9E1B2238B4%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, HTTP code: 0, content length: 0, actual payload size: 0

[2023.03.29-15.53.10:312][791]LogHttp: Warning: 00000244196EF900: request failed, libcurl error: 6 (Couldn't resolve host name)

[2023.03.29-15.53.10:312][791]LogHttp: Warning: 00000244196EF900: libcurl info message cache 0 (Could not resolve host: datarouter.ol.epicgames.com)

[2023.03.29-15.53.10:312][791]LogHttp: Warning: 00000244196EF900: libcurl info message cache 1 (Closing connection 1)

[2023.03.29-15.53.10:346][792]LogHttp: Warning: Retry exhausted on https://datarouter.ol.epicgames.com/datarouter/api/v1/public/data?SessionID=%7B37B49ED5-4DD4-60CF-56F1-1D9E1B2238B4%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

[2023.03.29-15.53.30:770][344]LogSlate: Window 'SideScrollerCharacter' being destroyed

[2023.03.29-15.53.33:304][437]LogAssetEditorSubsystem: Opening Asset editor for Blueprint /Game/BP/CAST/BP\_Bullet.BP\_Bullet

[2023.03.29-15.53.44:655][856]LogSlate: Window 'Delete Component' being destroyed

[2023.03.29-15.53.44:664][856]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.

[2023.03.29-15.53.44:664][856]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

[2023.03.29-15.53.44:664][856]BlueprintLog: New page: Removed Owner of Component Bound Event

[2023.03.29-15.53.44:664][856]BlueprintLog: Error: The component that On Component Begin Overlap (Sphere1) was bound to has been deleted! This node is no longer valid

[2023.03.29-15.53.51:023][193]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-15.53.51:094][193]LogUObjectHash: Compacting FUObjectHashTables data took 3.80ms

[2023.03.29-15.53.51:160][193]LogSlate: Took 0.015531 seconds to synchronously load lazily loaded font '../../../Engine/Content/Slate/Fonts/DroidSansMono.ttf' (77K)

[2023.03.29-15.53.52:624][281]LogRenderer: Reallocating scene render targets to support 960x536 Format 10 NumSamples 1 (Frame:1).

[2023.03.29-15.54.10:290][993]LogHttp: Warning: 000002441EAF2400: invalid HTTP response code received. URL: https://datarouter.ol.epicgames.com/datarouter/api/v1/public/data?SessionID=%7B37B49ED5-4DD4-60CF-56F1-1D9E1B2238B4%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, HTTP code: 0, content length: 0, actual payload size: 0

[2023.03.29-15.54.10:290][993]LogHttp: Warning: 000002441EAF2400: request failed, libcurl error: 6 (Couldn't resolve host name)

[2023.03.29-15.54.10:290][993]LogHttp: Warning: 000002441EAF2400: libcurl info message cache 0 (Could not resolve host: datarouter.ol.epicgames.com)

[2023.03.29-15.54.10:290][993]LogHttp: Warning: 000002441EAF2400: libcurl info message cache 1 (Closing connection 2)

[2023.03.29-15.54.10:308][994]LogHttp: Warning: Retry exhausted on https://datarouter.ol.epicgames.com/datarouter/api/v1/public/data?SessionID=%7B37B49ED5-4DD4-60CF-56F1-1D9E1B2238B4%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

[2023.03.29-15.54.25:629][709]LogActorComponent: ReregisterComponent: (/Engine/Transient.World\_1:PersistentLevel.BP\_Bullet\_C\_1.Sphere) Not currently registered. Aborting.

[2023.03.29-15.54.25:629][709]LogActorComponent: ReregisterComponent: (/Engine/Transient.World\_5:PersistentLevel.BP\_Bullet\_C\_0.Sphere) Not currently registered. Aborting.

[2023.03.29-15.54.37:782][271]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-15.54.37:839][271]LogUObjectHash: Compacting FUObjectHashTables data took 3.74ms

[2023.03.29-15.55.09:764][797]BlueprintLog: New page: Compile SideScrollerCharacter

[2023.03.29-15.55.09:936][797]LogUObjectHash: Compacting FUObjectHashTables data took 3.60ms

[2023.03.29-15.55.10:302][817]LogHttp: Warning: 000002441EEDF200: invalid HTTP response code received. URL: https://datarouter.ol.epicgames.com/datarouter/api/v1/public/data?SessionID=%7B37B49ED5-4DD4-60CF-56F1-1D9E1B2238B4%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, HTTP code: 0, content length: 0, actual payload size: 0

[2023.03.29-15.55.10:302][817]LogHttp: Warning: 000002441EEDF200: request failed, libcurl error: 6 (Couldn't resolve host name)

[2023.03.29-15.55.10:303][817]LogHttp: Warning: 000002441EEDF200: libcurl info message cache 0 (Could not resolve host: datarouter.ol.epicgames.com)

[2023.03.29-15.55.10:303][817]LogHttp: Warning: 000002441EEDF200: libcurl info message cache 1 (Closing connection 3)

[2023.03.29-15.55.10:316][818]LogHttp: Warning: Retry exhausted on https://datarouter.ol.epicgames.com/datarouter/api/v1/public/data?SessionID=%7B37B49ED5-4DD4-60CF-56F1-1D9E1B2238B4%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

[2023.03.29-15.55.42:716][648]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-15.55.42:762][648]LogUObjectHash: Compacting FUObjectHashTables data took 2.14ms

[2023.03.29-15.55.45:452][750]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-15.55.45:458][750]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-15.55.45:458][750]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 23:55:45)

[2023.03.29-15.55.45:458][750]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.55.45:480][750]LogPlayLevel: PIE: StaticDuplicateObject took: (0.021911s)

[2023.03.29-15.55.45:484][750]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-15.55.45:486][750]LogPlayLevel: PIE: World Init took: (0.005593s)

[2023.03.29-15.55.45:486][750]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.027794s)

[2023.03.29-15.55.45:520][750]LogUObjectHash: Compacting FUObjectHashTables data took 2.44ms

[2023.03.29-15.55.45:520][750]LogAudio: Display: Creating Audio Device: Id: 4, Scope: Unique, Realtime: True

[2023.03.29-15.55.45:520][750]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-15.55.45:520][750]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-15.55.45:520][750]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-15.55.45:520][750]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-15.55.45:520][750]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-15.55.45:521][750]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-15.55.45:521][750]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-15.55.45:521][750]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-15.55.45:521][750]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-15.55.45:521][750]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-15.55.45:521][750]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-15.55.45:521][750]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-15.55.45:523][750]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-15.55.45:523][750]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-15.55.45:527][750]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-15.55.45:527][750]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-15.55.45:527][750]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-15.55.45:527][750]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-15.55.45:527][750]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-15.55.45:527][750]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-15.55.45:527][750]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-15.55.45:528][750]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-15.55.45:528][750]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-15.55.45:528][750]LogInit: FAudioDevice initialized.

[2023.03.29-15.55.45:528][750]LogAudio: Display: Audio Device (ID: 4) registered with world 'SideScrollerExampleMap'.

[2023.03.29-15.55.45:540][750]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-15.55.45:542][750]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-19.55.45

[2023.03.29-15.55.45:542][750]LogWorld: Bringing up level for play took: 0.001348

[2023.03.29-15.55.45:542][750]LogOnline: OSS: Creating online subsystem instance for: :Context\_9

[2023.03.29-15.55.45:544][750]PIE: Server logged in

[2023.03.29-15.55.45:545][750]PIE: Play in editor total start time 0,088 seconds.

[2023.03.29-15.55.50:864][ 4]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.55.50:864][ 4]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.55.50:864][ 4]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.55.50:865][ 4]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.55.50:877][ 4]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-15.55.50:912][ 4]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.55.50:933][ 4]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-15.55.50:934][ 4]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.55.50:935][ 4]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.55.50:936][ 4]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.55.50:939][ 4]LogUObjectHash: Compacting FUObjectHashTables data took 1.58ms

[2023.03.29-15.55.50:987][ 5]LogPlayLevel: Display: Destroying online subsystem :Context\_9

[2023.03.29-15.56.00:683][515]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-15.56.00:730][515]LogUObjectHash: Compacting FUObjectHashTables data took 3.09ms

[2023.03.29-15.56.02:441][571]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-15.56.02:448][571]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-15.56.02:448][571]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 23:56:02)

[2023.03.29-15.56.02:448][571]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.56.02:474][571]LogPlayLevel: PIE: StaticDuplicateObject took: (0.025004s)

[2023.03.29-15.56.02:474][571]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-15.56.02:475][571]LogPlayLevel: PIE: World Init took: (0.002477s)

[2023.03.29-15.56.02:476][571]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.027917s)

[2023.03.29-15.56.02:505][571]LogUObjectHash: Compacting FUObjectHashTables data took 2.08ms

[2023.03.29-15.56.02:506][571]LogAudio: Display: Creating Audio Device: Id: 5, Scope: Unique, Realtime: True

[2023.03.29-15.56.02:506][571]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-15.56.02:506][571]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-15.56.02:506][571]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-15.56.02:506][571]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-15.56.02:506][571]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-15.56.02:506][571]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-15.56.02:506][571]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-15.56.02:506][571]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-15.56.02:507][571]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-15.56.02:507][571]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-15.56.02:507][571]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-15.56.02:507][571]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-15.56.02:508][571]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-15.56.02:508][571]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-15.56.02:512][571]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-15.56.02:512][571]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-15.56.02:512][571]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-15.56.02:512][571]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-15.56.02:513][571]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-15.56.02:513][571]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-15.56.02:513][571]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-15.56.02:514][571]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-15.56.02:514][571]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-15.56.02:514][571]LogInit: FAudioDevice initialized.

[2023.03.29-15.56.02:514][571]LogAudio: Display: Audio Device (ID: 5) registered with world 'SideScrollerExampleMap'.

[2023.03.29-15.56.02:525][571]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-15.56.02:528][571]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-19.56.02

[2023.03.29-15.56.02:528][571]LogWorld: Bringing up level for play took: 0.002315

[2023.03.29-15.56.02:528][571]LogOnline: OSS: Creating online subsystem instance for: :Context\_10

[2023.03.29-15.56.02:530][571]PIE: Server logged in

[2023.03.29-15.56.02:532][571]PIE: Play in editor total start time 0,085 seconds.

[2023.03.29-15.56.10:274][946]LogHttp: Warning: 00000243A07A3200: invalid HTTP response code received. URL: https://datarouter.ol.epicgames.com/datarouter/api/v1/public/data?SessionID=%7B37B49ED5-4DD4-60CF-56F1-1D9E1B2238B4%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, HTTP code: 0, content length: 0, actual payload size: 0

[2023.03.29-15.56.10:274][946]LogHttp: Warning: 00000243A07A3200: request failed, libcurl error: 6 (Couldn't resolve host name)

[2023.03.29-15.56.10:274][946]LogHttp: Warning: 00000243A07A3200: libcurl info message cache 0 (Could not resolve host: datarouter.ol.epicgames.com)

[2023.03.29-15.56.10:274][946]LogHttp: Warning: 00000243A07A3200: libcurl info message cache 1 (Closing connection 4)

[2023.03.29-15.56.10:274][946]LogHttp: Warning: Retry exhausted on https://datarouter.ol.epicgames.com/datarouter/api/v1/public/data?SessionID=%7B37B49ED5-4DD4-60CF-56F1-1D9E1B2238B4%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

[2023.03.29-15.56.10:624][962]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.56.10:624][962]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.56.10:624][962]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.56.10:625][962]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.56.10:639][962]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-15.56.10:674][962]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.56.10:694][962]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-15.56.10:694][962]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.56.10:695][962]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.56.10:697][962]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.56.10:700][962]LogUObjectHash: Compacting FUObjectHashTables data took 1.86ms

[2023.03.29-15.56.10:753][963]LogPlayLevel: Display: Destroying online subsystem :Context\_10

[2023.03.29-15.56.33:624][ 52]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-15.56.33:673][ 52]LogUObjectHash: Compacting FUObjectHashTables data took 1.77ms

[2023.03.29-15.56.36:296][138]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-15.56.36:303][138]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-15.56.36:303][138]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 23:56:36)

[2023.03.29-15.56.36:303][138]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.56.36:329][138]LogPlayLevel: PIE: StaticDuplicateObject took: (0.025416s)

[2023.03.29-15.56.36:332][138]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-15.56.36:333][138]LogPlayLevel: PIE: World Init took: (0.003958s)

[2023.03.29-15.56.36:333][138]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.029591s)

[2023.03.29-15.56.36:361][138]LogUObjectHash: Compacting FUObjectHashTables data took 1.88ms

[2023.03.29-15.56.36:361][138]LogAudio: Display: Creating Audio Device: Id: 6, Scope: Unique, Realtime: True

[2023.03.29-15.56.36:361][138]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-15.56.36:361][138]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-15.56.36:361][138]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-15.56.36:361][138]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-15.56.36:361][138]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-15.56.36:361][138]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-15.56.36:361][138]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-15.56.36:361][138]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-15.56.36:362][138]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-15.56.36:362][138]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-15.56.36:362][138]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-15.56.36:362][138]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-15.56.36:363][138]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-15.56.36:363][138]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-15.56.36:367][138]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-15.56.36:367][138]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-15.56.36:367][138]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-15.56.36:367][138]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-15.56.36:368][138]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-15.56.36:368][138]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-15.56.36:368][138]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-15.56.36:369][138]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-15.56.36:369][138]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-15.56.36:369][138]LogInit: FAudioDevice initialized.

[2023.03.29-15.56.36:369][138]LogAudio: Display: Audio Device (ID: 6) registered with world 'SideScrollerExampleMap'.

[2023.03.29-15.56.36:376][138]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-15.56.36:377][138]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-19.56.36

[2023.03.29-15.56.36:377][138]LogWorld: Bringing up level for play took: 0.001425

[2023.03.29-15.56.36:378][138]LogOnline: OSS: Creating online subsystem instance for: :Context\_11

[2023.03.29-15.56.36:380][138]PIE: Server logged in

[2023.03.29-15.56.36:381][138]PIE: Play in editor total start time 0,078 seconds.

[2023.03.29-15.56.40:446][331]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.56.40:446][331]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.56.40:446][331]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.56.40:447][331]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.56.40:458][331]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-15.56.40:497][331]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.56.40:517][331]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-15.56.40:517][331]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.56.40:518][331]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.56.40:520][331]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.56.40:523][331]LogUObjectHash: Compacting FUObjectHashTables data took 1.59ms

[2023.03.29-15.56.40:569][332]LogPlayLevel: Display: Destroying online subsystem :Context\_11

[2023.03.29-15.56.51:202][837]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-15.56.51:245][837]LogUObjectHash: Compacting FUObjectHashTables data took 2.11ms

[2023.03.29-15.57.01:875][462]BlueprintLog: New page: Compile BP\_Bullet

[2023.03.29-15.57.01:921][462]LogUObjectHash: Compacting FUObjectHashTables data took 2.28ms

[2023.03.29-15.57.03:646][517]LogTemp: Repeating last play command: Selected Viewport

[2023.03.29-15.57.03:655][517]LogPlayLevel: PlayLevel: No blueprints needed recompiling

[2023.03.29-15.57.03:655][517]PIE: New page: PIE session: SideScrollerExampleMap (29 мар. 2023 г., 23:57:03)

[2023.03.29-15.57.03:655][517]LogPlayLevel: Creating play world package: /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.57.03:679][517]LogPlayLevel: PIE: StaticDuplicateObject took: (0.024670s)

[2023.03.29-15.57.03:683][517]LogAIModule: Creating AISystem for world SideScrollerExampleMap

[2023.03.29-15.57.03:684][517]LogPlayLevel: PIE: World Init took: (0.004953s)

[2023.03.29-15.57.03:684][517]LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap to /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap (0.030065s)

[2023.03.29-15.57.03:710][517]LogUObjectHash: Compacting FUObjectHashTables data took 2.09ms

[2023.03.29-15.57.03:711][517]LogAudio: Display: Creating Audio Device: Id: 7, Scope: Unique, Realtime: True

[2023.03.29-15.57.03:711][517]LogAudioMixer: Display: Audio Mixer Platform Settings:

[2023.03.29-15.57.03:711][517]LogAudioMixer: Display: Sample Rate: 48000

[2023.03.29-15.57.03:711][517]LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

[2023.03.29-15.57.03:711][517]LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

[2023.03.29-15.57.03:711][517]LogAudioMixer: Display: Number of buffers to queue: 2

[2023.03.29-15.57.03:711][517]LogAudioMixer: Display: Max Channels (voices): 32

[2023.03.29-15.57.03:711][517]LogAudioMixer: Display: Number of Async Source Workers: 0

[2023.03.29-15.57.03:711][517]LogAudio: Display: AudioDevice MaxSources: 32

[2023.03.29-15.57.03:711][517]LogAudio: Display: Audio Spatialization Plugin: None (built-in).

[2023.03.29-15.57.03:711][517]LogAudio: Display: Audio Reverb Plugin: None (built-in).

[2023.03.29-15.57.03:711][517]LogAudio: Display: Audio Occlusion Plugin: None (built-in).

[2023.03.29-15.57.03:711][517]LogAudioMixer: Display: Initializing audio mixer.

[2023.03.29-15.57.03:713][517]LogAudioMixer: Display: 0: FrontLeft

[2023.03.29-15.57.03:713][517]LogAudioMixer: Display: 1: FrontRight

[2023.03.29-15.57.03:717][517]LogAudioMixer: Display: Using Audio Device Speakers (Realtek Audio)

[2023.03.29-15.57.03:717][517]LogAudioMixer: Display: Initializing Sound Submixes...

[2023.03.29-15.57.03:717][517]LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

[2023.03.29-15.57.03:717][517]LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

[2023.03.29-15.57.03:718][517]LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'

[2023.03.29-15.57.03:718][517]LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called

[2023.03.29-15.57.03:718][517]LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048

[2023.03.29-15.57.03:719][517]LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal()

[2023.03.29-15.57.03:719][517]LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time

[2023.03.29-15.57.03:719][517]LogInit: FAudioDevice initialized.

[2023.03.29-15.57.03:719][517]LogAudio: Display: Audio Device (ID: 7) registered with world 'SideScrollerExampleMap'.

[2023.03.29-15.57.03:727][517]LogLoad: Game class is 'SideScrollerGameMode\_C'

[2023.03.29-15.57.03:730][517]LogWorld: Bringing World /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap.SideScrollerExampleMap up for play (max tick rate 60) at 2023.03.29-19.57.03

[2023.03.29-15.57.03:730][517]LogWorld: Bringing up level for play took: 0.001652

[2023.03.29-15.57.03:730][517]LogOnline: OSS: Creating online subsystem instance for: :Context\_12

[2023.03.29-15.57.03:732][517]PIE: Server logged in

[2023.03.29-15.57.03:732][517]PIE: Play in editor total start time 0,079 seconds.

[2023.03.29-15.57.08:054][726]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.57.08:054][726]LogWorld: BeginTearingDown for /Game/SideScrollerBP/Maps/UEDPIE\_0\_SideScrollerExampleMap

[2023.03.29-15.57.08:054][726]LogWorld: UWorld::CleanupWorld for SideScrollerExampleMap, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.57.08:055][726]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.57.08:063][726]LogPlayLevel: Display: Shutting down PIE online subsystems

[2023.03.29-15.57.08:104][726]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.57.08:125][726]LogAudio: Display: Audio Device unregistered from world 'None'.

[2023.03.29-15.57.08:126][726]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.57.08:127][726]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.57.08:129][726]LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

[2023.03.29-15.57.08:133][726]LogUObjectHash: Compacting FUObjectHashTables data took 2.26ms

[2023.03.29-15.57.08:179][727]LogPlayLevel: Display: Destroying online subsystem :Context\_12

[2023.03.29-15.57.10:267][792]LogHttp: Warning: 0000024416EEC800: invalid HTTP response code received. URL: https://datarouter.ol.epicgames.com/datarouter/api/v1/public/data?SessionID=%7B37B49ED5-4DD4-60CF-56F1-1D9E1B2238B4%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, HTTP code: 0, content length: 0, actual payload size: 0

[2023.03.29-15.57.10:267][792]LogHttp: Warning: 0000024416EEC800: request failed, libcurl error: 6 (Couldn't resolve host name)

[2023.03.29-15.57.10:267][792]LogHttp: Warning: 0000024416EEC800: libcurl info message cache 0 (Could not resolve host: datarouter.ol.epicgames.com)

[2023.03.29-15.57.10:267][792]LogHttp: Warning: 0000024416EEC800: libcurl info message cache 1 (Closing connection 5)

[2023.03.29-15.57.10:267][792]LogHttp: Warning: Retry exhausted on https://datarouter.ol.epicgames.com/datarouter/api/v1/public/data?SessionID=%7B37B49ED5-4DD4-60CF-56F1-1D9E1B2238B4%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

[2023.03.29-15.58.10:280][ 48]LogHttp: Warning: 0000024415503900: invalid HTTP response code received. URL: https://datarouter.ol.epicgames.com/datarouter/api/v1/public/data?SessionID=%7B37B49ED5-4DD4-60CF-56F1-1D9E1B2238B4%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, HTTP code: 0, content length: 0, actual payload size: 0

[2023.03.29-15.58.10:280][ 48]LogHttp: Warning: 0000024415503900: request failed, libcurl error: 6 (Couldn't resolve host name)

[2023.03.29-15.58.10:280][ 48]LogHttp: Warning: 0000024415503900: libcurl info message cache 0 (Could not resolve host: datarouter.ol.epicgames.com)

[2023.03.29-15.58.10:280][ 48]LogHttp: Warning: 0000024415503900: libcurl info message cache 1 (Closing connection 6)

[2023.03.29-15.58.10:280][ 48]LogHttp: Warning: Retry exhausted on https://datarouter.ol.epicgames.com/datarouter/api/v1/public/data?SessionID=%7B37B49ED5-4DD4-60CF-56F1-1D9E1B2238B4%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

[2023.03.29-15.58.43:039][974]LogWorld: UWorld::CleanupWorld for World\_4, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.58.43:039][974]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.58.43:514][998]LogActorComponent: UnregisterComponent: (/Engine/Transient.EditorFloorComp) Not registered. Aborting.

[2023.03.29-15.58.43:514][998]LogWorld: UWorld::CleanupWorld for World\_5, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.58.43:514][998]LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

[2023.03.29-15.58.45:734][ 59]LogUObjectHash: Compacting FUObjectHashTables data took 1.77ms

[2023.03.29-15.58.47:504][ 59]LogSlate: Window 'Save Content' being destroyed

[2023.03.29-15.58.47:624][ 59]Cmd: OBJ SAVEPACKAGE PACKAGE="/Game/BP/CAST/BP\_Bullet" FILE="../../../../../../games/projectmantle/Content/BP/CAST/BP\_Bullet.uasset" SILENT=true

[2023.03.29-15.58.47:650][ 59]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/BP\_Bullet3AE02C2E43E98D1C9D2BEFA30D463AF3.tmp' to '../../../../../../games/projectmantle/Content/BP/CAST/BP\_Bullet.uasset'

[2023.03.29-15.58.47:799][ 59]Cmd: OBJ SAVEPACKAGE PACKAGE="/Game/SideScrollerBP/Blueprints/SideScrollerCharacter" FILE="../../../../../../games/projectmantle/Content/SideScrollerBP/Blueprints/SideScrollerCharacter.uasset" SILENT=true

[2023.03.29-15.58.47:852][ 59]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/SideScrollerCharacter50E9C37547DA6FC3507102B4E222CA9A.tmp' to '../../../../../../games/projectmantle/Content/SideScrollerBP/Blueprints/SideScrollerCharacter.uasset'

[2023.03.29-15.58.47:872][ 59]LogUObjectHash: Compacting FUObjectHashTables data took 1.50ms

[2023.03.29-15.58.47:886][ 59]LogSavePackage: Moving '../../../../../../games/projectmantle/Saved/SideScrollerExampleMapB37E45FB4617A2D00521F6AA4F151E06.tmp' to '../../../../../../games/projectmantle/Content/SideScrollerBP/Maps/SideScrollerExampleMap.umap'

[2023.03.29-15.58.47:896][ 59]LogFileHelpers: Saving map 'SideScrollerExampleMap' took 0.044

[2023.03.29-15.58.47:940][ 59]LogSlate: Window 'projectmantle - Unreal Editor' being destroyed

[2023.03.29-15.58.48:060][ 59]AssetCheck: New page: Asset Save: multiple assets

[2023.03.29-15.58.48:060][ 59]LogContentValidation: Display: Validating Blueprint /Game/BP/CAST/BP\_Bullet.BP\_Bullet

[2023.03.29-15.58.48:060][ 59]LogContentValidation: Display: Validating Blueprint /Game/SideScrollerBP/Blueprints/SideScrollerCharacter.SideScrollerCharacter

[2023.03.29-15.58.48:060][ 59]LogContentValidation: Display: Validating World /Game/SideScrollerBP/Maps/SideScrollerExampleMap.SideScrollerExampleMap

[2023.03.29-15.58.48:061][ 60]Cmd: QUIT\_EDITOR

[2023.03.29-15.58.48:061][ 60]LogCore: Engine exit requested (reason: UUnrealEdEngine::CloseEditor())

[2023.03.29-15.58.48:079][ 60]LogCore: Engine exit requested (reason: EngineExit() was called; note: exit was already requested)

[2023.03.29-15.58.48:859][ 60]LogAudio: Display: Beginning Audio Device Manager Shutdown (Module: AudioMixerXAudio2)...

[2023.03.29-15.58.48:860][ 60]LogAudio: Display: Destroying 1 Remaining Audio Device(s)...

[2023.03.29-15.58.48:860][ 60]LogAudio: Display: Audio Device unregistered from world 'SideScrollerExampleMap'.

[2023.03.29-15.58.48:860][ 60]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.58.48:861][ 60]LogAudioMixer: FMixerPlatformXAudio2::StopAudioStream() called

[2023.03.29-15.58.48:883][ 60]LogAudio: Display: Audio Device Manager Shutdown

[2023.03.29-15.58.48:884][ 60]LogWindowsTextInputMethodSystem: Display: IME system deactivated.

[2023.03.29-15.58.48:893][ 60]LogExit: Preparing to exit.

[2023.03.29-15.58.49:494][ 60]LogUObjectHash: Compacting FUObjectHashTables data took 1.85ms

[2023.03.29-15.58.49:672][ 60]LogWorld: UWorld::CleanupWorld for World\_6, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.58.49:677][ 60]LogWorld: UWorld::CleanupWorld for World\_1, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.58.49:682][ 60]LogWorld: UWorld::CleanupWorld for World\_7, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.58.49:687][ 60]LogWorld: UWorld::CleanupWorld for World\_0, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.58.49:691][ 60]LogWorld: UWorld::CleanupWorld for World\_2, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.58.49:695][ 60]LogWorld: UWorld::CleanupWorld for World\_3, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.58.49:709][ 60]LogDirectoryWatcher: Display: A directory notification failed, and we were unable to create a new request. GetLastError code [6] Handle [FFFFFFFFFFFFFFFF], Path [C:/games/projectmantle/Content/]

[2023.03.29-15.58.49:743][ 60]LogDemo: Cleaned up 0 splitscreen connections with owner deletion

[2023.03.29-15.58.49:751][ 60]LogWorld: UWorld::CleanupWorld for None, bSessionEnded=true, bCleanupResources=true

[2023.03.29-15.58.49:751][ 60]LogExit: Editor shut down

[2023.03.29-15.58.49:752][ 60]LogExit: Transaction tracking system shut down

[2023.03.29-15.58.50:160][ 60]LogExit: Object subsystem successfully closed.

[2023.03.29-15.58.50:175][ 60]LogShaderCompilers: Display: === FShaderJobCache stats ===

[2023.03.29-15.58.50:175][ 60]LogShaderCompilers: Display: Total job queries 0, among them cache hits 0 (0.00%)

[2023.03.29-15.58.50:175][ 60]LogShaderCompilers: Display: Tracking 0 distinct input hashes that result in 0 distinct outputs (0.00%)

[2023.03.29-15.58.50:175][ 60]LogShaderCompilers: Display: RAM used: 0.00 MB (0.00 GB) of 409.60 MB (0.40 GB) budget. Usage: 0.00%

[2023.03.29-15.58.50:175][ 60]LogShaderCompilers: Display: ================================================

[2023.03.29-15.58.50:195][ 60]LogShaderCompilers: Display: Shaders left to compile 0

[2023.03.29-15.58.50:257][ 60]LogModuleManager: Shutting down and abandoning module BlueprintGraph (878)

[2023.03.29-15.58.50:257][ 60]LogModuleManager: Shutting down and abandoning module MovieSceneCapture (876)

[2023.03.29-15.58.50:257][ 60]LogModuleManager: Shutting down and abandoning module Voice (874)

[2023.03.29-15.58.50:257][ 60]LogModuleManager: Shutting down and abandoning module HierarchicalLODOutliner (872)

[2023.03.29-15.58.50:257][ 60]LogModuleManager: Shutting down and abandoning module SceneOutliner (870)

[2023.03.29-15.58.50:257][ 60]LogModuleManager: Shutting down and abandoning module AddContentDialog (868)

[2023.03.29-15.58.50:258][ 60]LogModuleManager: Shutting down and abandoning module WidgetCarousel (867)

[2023.03.29-15.58.50:258][ 60]LogModuleManager: Shutting down and abandoning module EditorWidgets (864)

[2023.03.29-15.58.50:258][ 60]LogModuleManager: Shutting down and abandoning module ExternalImagePicker (862)

[2023.03.29-15.58.50:258][ 60]LogModuleManager: Shutting down and abandoning module StatsViewer (860)

[2023.03.29-15.58.50:258][ 60]LogModuleManager: Shutting down and abandoning module PIEPreviewDeviceProfileSelector (858)

[2023.03.29-15.58.50:259][ 60]LogModuleManager: Shutting down and abandoning module SequenceRecorderSections (856)

[2023.03.29-15.58.50:259][ 60]LogModuleManager: Shutting down and abandoning module AutomationWorker (854)

[2023.03.29-15.58.50:259][ 60]LogModuleManager: Shutting down and abandoning module SteamVREditor (852)

[2023.03.29-15.58.50:259][ 60]LogModuleManager: Shutting down and abandoning module OculusMR (850)

[2023.03.29-15.58.50:259][ 60]LogModuleManager: Shutting down and abandoning module TextureAlignMode (848)

[2023.03.29-15.58.50:259][ 60]LogModuleManager: Shutting down and abandoning module BspMode (846)

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[2023.03.29-15.58.51:085][ 60]TimingProfiler: Shutdown

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[2023.03.29-15.58.51:254][ 60]LogModuleManager: Shutting down and abandoning module LiveLinkEditor (426)

[2023.03.29-15.58.51:254][ 60]LogModuleManager: Shutting down and abandoning module LiveLinkComponents (424)

[2023.03.29-15.58.51:254][ 60]LogModuleManager: Shutting down and abandoning module LiveLink (422)

[2023.03.29-15.58.51:702][ 60]LogModuleManager: Shutting down and abandoning module PaperTiledImporter (420)

[2023.03.29-15.58.51:702][ 60]LogModuleManager: Shutting down and abandoning module PaperSpriteSheetImporter (418)

[2023.03.29-15.58.51:702][ 60]LogModuleManager: Shutting down and abandoning module Paper2DEditor (416)

[2023.03.29-15.58.51:713][ 60]LogModuleManager: Shutting down and abandoning module MeshPaintingToolset (414)

[2023.03.29-15.58.51:714][ 60]LogModuleManager: Shutting down and abandoning module MeshPaintEditorMode (412)

[2023.03.29-15.58.51:714][ 60]LogModuleManager: Shutting down and abandoning module GameplayTagsEditor (410)

[2023.03.29-15.58.51:714][ 60]LogModuleManager: Shutting down and abandoning module FacialAnimationEditor (408)

[2023.03.29-15.58.51:714][ 60]LogModuleManager: Shutting down and abandoning module FacialAnimation (406)

[2023.03.29-15.58.51:714][ 60]LogModuleManager: Shutting down and abandoning module DataValidation (404)

[2023.03.29-15.58.51:714][ 60]LogModuleManager: Shutting down and abandoning module SoundFields (402)

[2023.03.29-15.58.51:714][ 60]LogModuleManager: Shutting down and abandoning module SignificanceManager (400)

[2023.03.29-15.58.51:714][ 60]LogModuleManager: Shutting down and abandoning module RuntimePhysXCooking (398)

[2023.03.29-15.58.51:714][ 60]LogModuleManager: Shutting down and abandoning module PropertyAccessEditor (396)

[2023.03.29-15.58.51:714][ 60]LogModuleManager: Shutting down and abandoning module PhysXVehiclesEditor (394)

[2023.03.29-15.58.51:714][ 60]LogModuleManager: Shutting down and abandoning module LocationServicesBPLibrary (390)

[2023.03.29-15.58.51:714][ 60]LogModuleManager: Shutting down and abandoning module AudioSynesthesia (388)

[2023.03.29-15.58.51:714][ 60]LogModuleManager: Shutting down and abandoning module AudioSynesthesiaCore (386)

[2023.03.29-15.58.51:714][ 60]LogModuleManager: Shutting down and abandoning module UdpMessaging (384)

[2023.03.29-15.58.51:815][ 60]LogModuleManager: Shutting down and abandoning module ActorSequence (382)

[2023.03.29-15.58.51:815][ 60]LogModuleManager: Shutting down and abandoning module TcpMessaging (380)

[2023.03.29-15.58.51:916][ 60]LogModuleManager: Shutting down and abandoning module ImgMediaEngine (378)

[2023.03.29-15.58.51:916][ 60]LogModuleManager: Shutting down and abandoning module PythonScriptPlugin (376)

[2023.03.29-15.58.51:916][ 60]LogModuleManager: Shutting down and abandoning module MagicLeapARPin (374)

[2023.03.29-15.58.51:916][ 60]LogModuleManager: Shutting down and abandoning module MagicLeapHandMeshing (372)

[2023.03.29-15.58.51:916][ 60]LogModuleManager: Shutting down and abandoning module MagicLeapSecureStorage (370)

[2023.03.29-15.58.51:916][ 60]LogModuleManager: Shutting down and abandoning module MagicLeapPrivileges (368)

[2023.03.29-15.58.51:916][ 60]LogModuleManager: Shutting down and abandoning module MagicLeapPlanes (366)

[2023.03.29-15.58.51:916][ 60]LogMagicLeapPlanes: Planes tracker already destroyed.

[2023.03.29-15.58.51:916][ 60]LogModuleManager: Shutting down and abandoning module MagicLeapImageTracker (364)

[2023.03.29-15.58.51:916][ 60]LogModuleManager: Shutting down and abandoning module MagicLeapIdentity (362)

[2023.03.29-15.58.51:916][ 60]LogModuleManager: Shutting down and abandoning module MagicLeapHandTracking (360)

[2023.03.29-15.58.51:916][ 60]LogModuleManager: Shutting down and abandoning module MagicLeapEyeTracker (358)

[2023.03.29-15.58.51:916][ 60]LogModuleManager: Shutting down and abandoning module MagicLeapController (356)

[2023.03.29-15.58.51:916][ 60]LogModuleManager: Shutting down and abandoning module MagicLeapARPinImpl (354)

[2023.03.29-15.58.51:916][ 60]LogModuleManager: Shutting down and abandoning module MagicLeapAR (352)

[2023.03.29-15.58.51:916][ 60]LogModuleManager: Shutting down and abandoning module NiagaraAnimNotifies (350)

[2023.03.29-15.58.51:916][ 60]LogModuleManager: Shutting down and abandoning module Niagara (348)

[2023.03.29-15.58.51:927][ 60]LogModuleManager: Shutting down and abandoning module SignalProcessing (347)

[2023.03.29-15.58.51:927][ 60]LogModuleManager: Shutting down and abandoning module NiagaraEditor (345)

[2023.03.29-15.58.51:927][ 60]LogModuleManager: Shutting down and abandoning module NiagaraCore (342)

[2023.03.29-15.58.51:927][ 60]LogModuleManager: Shutting down and abandoning module AssetManagerEditor (340)

[2023.03.29-15.58.51:927][ 60]LogModuleManager: Shutting down and abandoning module LevelEditor (339)

[2023.03.29-15.58.51:929][ 60]LogModuleManager: Shutting down and abandoning module PixelInspectorModule (338)

[2023.03.29-15.58.51:929][ 60]LogModuleManager: Shutting down and abandoning module CommonMenuExtensions (336)

[2023.03.29-15.58.51:929][ 60]LogModuleManager: Shutting down and abandoning module MainFrame (334)

[2023.03.29-15.58.51:929][ 60]LogModuleManager: Shutting down and abandoning module HotReload (333)

[2023.03.29-15.58.51:930][ 60]LogModuleManager: Shutting down and abandoning module ToolMenus (329)

[2023.03.29-15.58.51:930][ 60]LogModuleManager: Shutting down and abandoning module ContentBrowser (327)

[2023.03.29-15.58.51:930][ 60]LogModuleManager: Shutting down and abandoning module ContentBrowserData (326)

[2023.03.29-15.58.51:930][ 60]LogModuleManager: Shutting down and abandoning module TreeMap (323)

[2023.03.29-15.58.51:931][ 60]LogModuleManager: Shutting down and abandoning module GameplayCameras (320)

[2023.03.29-15.58.51:931][ 60]LogModuleManager: Shutting down and abandoning module PropertyAccessNode (318)

[2023.03.29-15.58.51:931][ 60]LogModuleManager: Shutting down and abandoning module AnimationSharing (316)

[2023.03.29-15.58.51:931][ 60]LogModuleManager: Shutting down and abandoning module LightPropagationVolumeRuntime (314)

[2023.03.29-15.58.51:931][ 60]LogModuleManager: Shutting down and abandoning module EnvironmentQueryEditor (312)

[2023.03.29-15.58.51:931][ 60]LogModuleManager: Shutting down and abandoning module Paper2D (310)

[2023.03.29-15.58.51:931][ 60]LogModuleManager: Shutting down and abandoning module WindowsMoviePlayer (308)

[2023.03.29-15.58.51:934][ 60]LogModuleManager: Shutting down and abandoning module WebMMoviePlayer (306)

[2023.03.29-15.58.51:934][ 60]LogModuleManager: Shutting down and abandoning module NetworkReplayStreaming (304)

[2023.03.29-15.58.51:934][ 60]LogModuleManager: Shutting down and abandoning module PacketHandler (302)

[2023.03.29-15.58.51:934][ 60]LogModuleManager: Shutting down and abandoning module ClothingSystemEditor (300)

[2023.03.29-15.58.51:934][ 60]LogModuleManager: Shutting down and abandoning module ClothingSystemRuntimeNv (298)

[2023.03.29-15.58.51:935][ 60]LogModuleManager: Shutting down and abandoning module MediaAssets (296)

[2023.03.29-15.58.51:935][ 60]LogModuleManager: Shutting down and abandoning module Overlay (294)

[2023.03.29-15.58.51:935][ 60]LogModuleManager: Shutting down and abandoning module OverlayEditor (293)

[2023.03.29-15.58.51:935][ 60]LogModuleManager: Shutting down and abandoning module VREditor (290)

[2023.03.29-15.58.51:936][ 60]LogModuleManager: Shutting down and abandoning module StringTableEditor (288)

[2023.03.29-15.58.51:936][ 60]LogModuleManager: Shutting down and abandoning module GameplayTasksEditor (286)

[2023.03.29-15.58.51:936][ 60]LogModuleManager: Shutting down and abandoning module BehaviorTreeEditor (284)

[2023.03.29-15.58.51:937][ 60]LogModuleManager: Shutting down and abandoning module FunctionalTesting (282)

[2023.03.29-15.58.51:937][ 60]LogModuleManager: Shutting down and abandoning module CollisionAnalyzer (280)

[2023.03.29-15.58.51:937][ 60]LogModuleManager: Shutting down and abandoning module WorkspaceMenuStructure (279)

[2023.03.29-15.58.51:937][ 60]LogModuleManager: Shutting down and abandoning module UMG (276)

[2023.03.29-15.58.51:937][ 60]LogModuleManager: Shutting down and abandoning module UMGEditor (275)

[2023.03.29-15.58.51:937][ 60]LogModuleManager: Shutting down and abandoning module MessageLog (273)

[2023.03.29-15.58.51:937][ 60]LogModuleManager: Shutting down and abandoning module SlateReflector (268)

[2023.03.29-15.58.51:940][ 60]LogModuleManager: Shutting down and abandoning module Slate (266)

[2023.03.29-15.58.51:940][ 60]LogModuleManager: Shutting down and abandoning module SlateCore (264)

[2023.03.29-15.58.51:942][ 60]LogModuleManager: Shutting down and abandoning module LandscapeEditorUtilities (262)

[2023.03.29-15.58.51:942][ 60]LogModuleManager: Shutting down and abandoning module UnrealEd (260)

[2023.03.29-15.58.51:942][ 60]LogModuleManager: Shutting down and abandoning module MRMesh (258)

[2023.03.29-15.58.51:942][ 60]LogModuleManager: Shutting down and abandoning module SourceCodeAccess (256)

[2023.03.29-15.58.51:942][ 60]LogModuleManager: Shutting down and abandoning module HeadMountedDisplay (254)

[2023.03.29-15.58.51:942][ 60]LogModuleManager: Shutting down and abandoning module XAudio2 (252)

[2023.03.29-15.58.51:942][ 60]LogModuleManager: Shutting down and abandoning module Networking (250)

[2023.03.29-15.58.51:943][ 60]LogModuleManager: Shutting down and abandoning module Core (248)

[2023.03.29-15.58.51:943][ 60]LogModuleManager: Shutting down and abandoning module MaterialEditor (246)

[2023.03.29-15.58.51:944][ 60]LogModuleManager: Shutting down and abandoning module MovieSceneTools (244)

[2023.03.29-15.58.51:944][ 60]LogModuleManager: Shutting down and abandoning module CurveEditor (243)

[2023.03.29-15.58.51:946][ 60]LogModuleManager: Shutting down and abandoning module Sequencer (241)

[2023.03.29-15.58.51:947][ 60]LogModuleManager: Shutting down and abandoning module EditorStyle (240)

[2023.03.29-15.58.51:949][ 60]LogModuleManager: Shutting down and abandoning module KismetCompiler (236)

[2023.03.29-15.58.51:949][ 60]LogModuleManager: Shutting down and abandoning module MeshBuilder (234)

[2023.03.29-15.58.51:949][ 60]LogModuleManager: Shutting down and abandoning module MeshUtilities (232)

[2023.03.29-15.58.51:949][ 60]LogModuleManager: Shutting down and abandoning module MeshMergeUtilities (231)

[2023.03.29-15.58.51:949][ 60]LogModuleManager: Shutting down and abandoning module MeshReductionInterface (230)

[2023.03.29-15.58.51:949][ 60]LogModuleManager: Shutting down and abandoning module MeshBoneReduction (229)

[2023.03.29-15.58.51:949][ 60]LogModuleManager: Shutting down and abandoning module SkeletalMeshReduction (227)

[2023.03.29-15.58.51:950][ 60]LogModuleManager: Shutting down and abandoning module ProxyLODMeshReduction (225)

[2023.03.29-15.58.51:951][ 60]LogModuleManager: Shutting down and abandoning module QuadricMeshReduction (223)

[2023.03.29-15.58.51:951][ 60]LogModuleManager: Shutting down and abandoning module MaterialBaking (219)

[2023.03.29-15.58.51:951][ 60]LogModuleManager: Shutting down and abandoning module NullInstallBundleManager (214)

[2023.03.29-15.58.51:951][ 60]LogModuleManager: Shutting down and abandoning module DerivedDataCache (212)

[2023.03.29-15.58.51:951][ 60]LogModuleManager: Shutting down and abandoning module TargetPlatform (210)

[2023.03.29-15.58.51:951][ 60]LogModuleManager: Shutting down and abandoning module VulkanShaderFormat (209)

[2023.03.29-15.58.51:952][ 60]LogModuleManager: Shutting down and abandoning module ShaderFormatVectorVM (207)

[2023.03.29-15.58.51:952][ 60]LogModuleManager: Shutting down and abandoning module ShaderFormatOpenGL (205)

[2023.03.29-15.58.51:953][ 60]LogModuleManager: Shutting down and abandoning module ShaderFormatD3D (203)

[2023.03.29-15.58.51:953][ 60]LogModuleManager: Shutting down and abandoning module MetalShaderFormat (201)

[2023.03.29-15.58.51:953][ 60]LogModuleManager: Shutting down and abandoning module TextureFormatOodle (199)

[2023.03.29-15.58.51:954][ 60]LogModuleManager: Shutting down and abandoning module TextureFormatUncompressed (197)

[2023.03.29-15.58.51:954][ 60]LogModuleManager: Shutting down and abandoning module TextureFormatPVR (195)

[2023.03.29-15.58.51:954][ 60]LogModuleManager: Shutting down and abandoning module TextureFormatETC2 (193)

[2023.03.29-15.58.51:954][ 60]LogModuleManager: Shutting down and abandoning module TextureFormatDXT (191)

[2023.03.29-15.58.51:954][ 60]LogModuleManager: Shutting down and abandoning module TextureFormatIntelISPCTexComp (189)

[2023.03.29-15.58.51:954][ 60]LogModuleManager: Shutting down and abandoning module TextureFormatASTC (187)

[2023.03.29-15.58.51:954][ 60]LogModuleManager: Shutting down and abandoning module ImageWrapper (186)

[2023.03.29-15.58.51:954][ 60]LogModuleManager: Shutting down and abandoning module AudioFormatOpus (183)

[2023.03.29-15.58.51:954][ 60]LogModuleManager: Shutting down and abandoning module AudioFormatOgg (181)

[2023.03.29-15.58.51:954][ 60]LogModuleManager: Shutting down and abandoning module AudioFormatADPCM (179)

[2023.03.29-15.58.51:954][ 60]LogModuleManager: Shutting down and abandoning module WindowsServerTargetPlatform (177)

[2023.03.29-15.58.51:954][ 60]LogModuleManager: Shutting down and abandoning module WindowsClientTargetPlatform (175)

[2023.03.29-15.58.51:954][ 60]LogModuleManager: Shutting down and abandoning module WindowsTargetPlatform (173)

[2023.03.29-15.58.51:954][ 60]LogModuleManager: Shutting down and abandoning module WindowsNoEditorTargetPlatform (171)

[2023.03.29-15.58.51:954][ 60]LogModuleManager: Shutting down and abandoning module TVOSTargetPlatform (169)

[2023.03.29-15.58.51:955][ 60]LogModuleManager: Shutting down and abandoning module MacServerTargetPlatform (167)

[2023.03.29-15.58.51:955][ 60]LogModuleManager: Shutting down and abandoning module MacClientTargetPlatform (165)

[2023.03.29-15.58.51:955][ 60]LogModuleManager: Shutting down and abandoning module MacTargetPlatform (163)

[2023.03.29-15.58.51:956][ 60]LogModuleManager: Shutting down and abandoning module MacNoEditorTargetPlatform (161)

[2023.03.29-15.58.51:956][ 60]LogModuleManager: Shutting down and abandoning module LuminTargetPlatform (159)

[2023.03.29-15.58.51:957][ 60]LogModuleManager: Shutting down and abandoning module LinuxAArch64ServerTargetPlatform (157)

[2023.03.29-15.58.51:957][ 60]LogModuleManager: Shutting down and abandoning module LinuxAArch64ClientTargetPlatform (155)

[2023.03.29-15.58.51:957][ 60]LogModuleManager: Shutting down and abandoning module LinuxAArch64NoEditorTargetPlatform (153)

[2023.03.29-15.58.51:957][ 60]LogModuleManager: Shutting down and abandoning module LinuxServerTargetPlatform (151)

[2023.03.29-15.58.51:957][ 60]LogModuleManager: Shutting down and abandoning module LinuxClientTargetPlatform (149)

[2023.03.29-15.58.51:957][ 60]LogModuleManager: Shutting down and abandoning module LinuxNoEditorTargetPlatform (147)

[2023.03.29-15.58.51:957][ 60]LogModuleManager: Shutting down and abandoning module LinuxTargetPlatform (145)

[2023.03.29-15.58.51:957][ 60]LogModuleManager: Shutting down and abandoning module Messaging (143)

[2023.03.29-15.58.51:957][ 60]LogModuleManager: Shutting down and abandoning module IOSTargetPlatform (141)

[2023.03.29-15.58.51:958][ 60]LogModuleManager: Shutting down and abandoning module AndroidTargetPlatform (139)

[2023.03.29-15.58.51:964][ 60]LogModuleManager: Shutting down and abandoning module AllDesktopTargetPlatform (137)

[2023.03.29-15.58.51:964][ 60]LogModuleManager: Shutting down and abandoning module D3D11RHI (134)

[2023.03.29-15.58.51:964][ 60]LogModuleManager: Shutting down and abandoning module InputCore (132)

[2023.03.29-15.58.51:964][ 60]LogModuleManager: Shutting down and abandoning module Settings (130)

[2023.03.29-15.58.51:964][ 60]LogModuleManager: Shutting down and abandoning module DirectoryWatcher (128)

[2023.03.29-15.58.51:965][ 60]LogModuleManager: Shutting down and abandoning module PhysXCooking (126)

[2023.03.29-15.58.51:965][ 60]LogModuleManager: Shutting down and abandoning module Chaos (124)

[2023.03.29-15.58.51:965][ 60]LogModuleManager: Shutting down and abandoning module WindowsPlatformFeatures (122)

[2023.03.29-15.58.51:966][ 60]LogModuleManager: Shutting down and abandoning module GameplayMediaEncoder (121)

[2023.03.29-15.58.51:966][ 60]LogModuleManager: Shutting down and abandoning module AVEncoder (120)

[2023.03.29-15.58.51:966][ 60]LogModuleManager: Shutting down and abandoning module SteamVRInputDevice (116)

[2023.03.29-15.58.51:966][ 60]LogModuleManager: Shutting down and abandoning module SteamVRInput (114)

[2023.03.29-15.58.51:966][ 60]LogModuleManager: Shutting down and abandoning module SteamVR (112)

[2023.03.29-15.58.51:966][ 60]LogHMD: Freeing OpenVRDLLHandle.

[2023.03.29-15.58.51:966][ 60]LogModuleManager: Shutting down and abandoning module OculusHMD (110)

[2023.03.29-15.58.51:966][ 60]LogModuleManager: Shutting down and abandoning module OnlineBlueprintSupport (108)

[2023.03.29-15.58.51:966][ 60]LogModuleManager: Shutting down and abandoning module OnlineSubsystem (104)

[2023.03.29-15.58.51:967][ 60]LogModuleManager: Shutting down and abandoning module XMPP (99)

[2023.03.29-15.58.51:968][ 60]LogModuleManager: Shutting down and abandoning module WebSockets (98)

[2023.03.29-15.58.51:990][ 60]LogModuleManager: Shutting down and abandoning module HTTP (95)

[2023.03.29-15.58.51:990][ 60]LogHttp: Display: Http module shutting down, but needs to wait on 1 outstanding Http requests:

[2023.03.29-15.58.51:990][ 60]LogHttp: Display: verb=[POST] url=[https://datarouter.ol.epicgames.com/datarouter/api/v1/public/data?SessionID=%7B37B49ED5-4DD4-60CF-56F1-1D9E1B2238B4%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

[2023.03.29-15.58.51:990][ 60]LogHttp: Display: cleaning up 1 outstanding Http requests.

[2023.03.29-15.58.51:990][ 60]LogHttp: Warning: 00000243C030D600: invalid HTTP response code received. URL: https://datarouter.ol.epicgames.com/datarouter/api/v1/public/data?SessionID=%7B37B49ED5-4DD4-60CF-56F1-1D9E1B2238B4%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, HTTP code: 0, content length: 0, actual payload size: 0

[2023.03.29-15.58.51:990][ 60]LogHttp: Warning: 00000243C030D600: request failed, libcurl error: 6 (Couldn't resolve host name)

[2023.03.29-15.58.51:990][ 60]LogHttp: Warning: 00000243C030D600: libcurl info message cache 0 (Could not resolve host: datarouter.ol.epicgames.com)

[2023.03.29-15.58.51:990][ 60]LogHttp: Warning: 00000243C030D600: libcurl info message cache 1 (Closing connection 7)

[2023.03.29-15.58.52:006][ 60]LogModuleManager: Shutting down and abandoning module SSL (94)

[2023.03.29-15.58.52:008][ 60]LogModuleManager: Shutting down and abandoning module OpenXRHandTracking (90)

[2023.03.29-15.58.52:008][ 60]LogSlate: Slate User Destroyed. User Index 0, Is Virtual User: 0

[2023.03.29-15.58.52:009][ 60]LogModuleManager: Shutting down and abandoning module OpenXREyeTracker (88)

[2023.03.29-15.58.52:009][ 60]LogModuleManager: Shutting down and abandoning module OpenXRAR (86)

[2023.03.29-15.58.52:009][ 60]LogModuleManager: Shutting down and abandoning module AugmentedReality (85)

[2023.03.29-15.58.52:009][ 60]LogModuleManager: Shutting down and abandoning module OpenXRHMD (82)

[2023.03.29-15.58.52:009][ 60]LogModuleManager: Shutting down and abandoning module ExampleDeviceProfileSelector (80)

[2023.03.29-15.58.52:009][ 60]LogModuleManager: Shutting down and abandoning module ChunkDownloader (78)

[2023.03.29-15.58.52:009][ 60]LogModuleManager: Shutting down and abandoning module LauncherChunkInstaller (76)

[2023.03.29-15.58.52:010][ 60]LogModuleManager: Shutting down and abandoning module WmfMedia (74)

[2023.03.29-15.58.52:014][ 60]LogModuleManager: Shutting down and abandoning module Media (73)

[2023.03.29-15.58.52:016][ 60]LogModuleManager: Shutting down and abandoning module MediaInfo (72)

[2023.03.29-15.58.52:016][ 60]LogModuleManager: Shutting down and abandoning module ExrReaderGpu (68)

[2023.03.29-15.58.52:016][ 60]LogModuleManager: Shutting down and abandoning module MLSDK (66)

[2023.03.29-15.58.52:016][ 60]LogModuleManager: Shutting down and abandoning module MagicLeap (64)

[2023.03.29-15.58.52:016][ 60]LogModuleManager: Shutting down and abandoning module ChaosCloth (62)

[2023.03.29-15.58.52:016][ 60]LogModuleManager: Shutting down and abandoning module NiagaraVertexFactories (60)

[2023.03.29-15.58.52:016][ 60]LogModuleManager: Shutting down and abandoning module NiagaraShader (58)

[2023.03.29-15.58.52:016][ 60]LogModuleManager: Shutting down and abandoning module VariantManagerContent (56)

[2023.03.29-15.58.52:016][ 60]LogModuleManager: Shutting down and abandoning module DatasmithContent (54)

[2023.03.29-15.58.52:017][ 60]LogModuleManager: Shutting down and abandoning module PixWinPlugin (52)

[2023.03.29-15.58.52:017][ 60]LogModuleManager: Shutting down and abandoning module AISupportModule (50)

[2023.03.29-15.58.52:017][ 60]LogModuleManager: Shutting down and abandoning module DesktopPlatform (48)

[2023.03.29-15.58.52:017][ 60]LogModuleManager: Shutting down and abandoning module PythonScriptPluginPreload (46)

[2023.03.29-15.58.52:017][ 60]LogModuleManager: Shutting down and abandoning module PlatformCryptoOpenSSL (44)

[2023.03.29-15.58.52:017][ 60]LogModuleManager: Shutting down and abandoning module PlatformCryptoTypes (42)

[2023.03.29-15.58.52:017][ 60]LogModuleManager: Shutting down and abandoning module PlatformCrypto (40)

[2023.03.29-15.58.52:017][ 60]LogModuleManager: Shutting down and abandoning module OodleDataCompressionFormat (38)

[2023.03.29-15.58.52:017][ 60]LogModuleManager: Shutting down and abandoning module XGEController (36)

[2023.03.29-15.58.52:017][ 60]LogXGEController: Cleaning working directory: C:/Users/Acer/AppData/Local/Temp/UnrealXGEWorkingDir/

[2023.03.29-15.58.52:018][ 60]LogModuleManager: Shutting down and abandoning module AnimationModifiers (34)

[2023.03.29-15.58.52:018][ 60]LogModuleManager: Shutting down and abandoning module AudioEditor (32)

[2023.03.29-15.58.52:021][ 60]LogModuleManager: Shutting down and abandoning module PropertyEditor (31)

[2023.03.29-15.58.52:021][ 60]LogModuleManager: Shutting down and abandoning module TextureCompressor (28)

[2023.03.29-15.58.52:021][ 60]LogModuleManager: Shutting down and abandoning module RenderCore (26)

[2023.03.29-15.58.52:021][ 60]LogModuleManager: Shutting down and abandoning module Landscape (24)

[2023.03.29-15.58.52:021][ 60]LogModuleManager: Shutting down and abandoning module SlateRHIRenderer (22)

[2023.03.29-15.58.52:022][ 60]LogModuleManager: Shutting down and abandoning module AnimGraphRuntime (20)

[2023.03.29-15.58.52:022][ 60]LogModuleManager: Shutting down and abandoning module Renderer (18)

[2023.03.29-15.58.52:022][ 60]LogModuleManager: Shutting down and abandoning module Engine (16)

[2023.03.29-15.58.52:022][ 60]LogModuleManager: Shutting down and abandoning module CoreUObject (14)

[2023.03.29-15.58.52:022][ 60]LogModuleManager: Shutting down and abandoning module NetworkFile (12)

[2023.03.29-15.58.52:023][ 60]LogModuleManager: Shutting down and abandoning module CookedIterativeFile (10)

[2023.03.29-15.58.52:023][ 60]LogModuleManager: Shutting down and abandoning module StreamingFile (8)

[2023.03.29-15.58.52:023][ 60]LogModuleManager: Shutting down and abandoning module SandboxFile (6)

[2023.03.29-15.58.52:024][ 60]LogModuleManager: Shutting down and abandoning module PakFile (4)

[2023.03.29-15.58.52:024][ 60]LogModuleManager: Shutting down and abandoning module RSA (3)

[2023.03.29-15.58.52:024][ 60]LogContentStreaming: Display: There are 1 unreleased StreamingManagers

[2023.03.29-15.58.52:056][ 60]LogD3D11RHI: Shutdown

[2023.03.29-15.58.52:056][ 60]LogD3D11RHI: CleanupD3DDevice

[2023.03.29-15.58.52:082][ 60]LogD3D11RHI: Intel Extensions Framework unloaded

[2023.03.29-15.58.52:086][ 60]LogD3D11RHI: [IntelMetricsDiscovery] Stopped

[2023.03.29-15.58.52:087][ 60]LogExit: Exiting.

[2023.03.29-15.58.52:089][ 60]Log file closed, 03/29/23 19:58:52