

LogPlatformFile: Not using cached read wrapper
LogTaskGraph: Started task graph with 5 named threads and 35 total threads with 3 sets of task threads.
LogStats: Stats thread started at 0.052972
LogD3D11RHI: Loaded GFSDK_Aftermath_Lib.x64.dll
LogICUInternationalization: ICU TimeZone Detection - Raw Offset: -5:00, Platform Override: "
LogPluginManager: Mounting plugin Paper2D
LogPluginManager: Mounting plugin AISupport
LogPluginManager: Mounting plugin LightPropagationVolume
LogPluginManager: Mounting plugin ActorLayerUtilities
LogPluginManager: Mounting plugin AnimationSharing
LogPluginManager: Mounting plugin CLionSourceCodeAccess
LogPluginManager: Mounting plugin CodeLiteSourceCodeAccess
LogPluginManager: Mounting plugin GitSourceControl
LogPluginManager: Mounting plugin KDevelopSourceCodeAccess
LogPluginManager: Mounting plugin NullSourceCodeAccess
LogPluginManager: Mounting plugin PerforceSourceControl
LogPluginManager: Mounting plugin SubversionSourceControl
LogPluginManager: Mounting plugin UObjectPlugin
LogPluginManager: Mounting plugin VisualStudioCodeSourceCodeAccess
LogPluginManager: Mounting plugin VisualStudioSourceCodeAccess
LogPluginManager: Mounting plugin XCodeSourceCodeAccess
LogPluginManager: Mounting plugin AssetManagerEditor
LogPluginManager: Mounting plugin CryptoKeys
LogPluginManager: Mounting plugin CurveEditorTools
LogPluginManager: Mounting plugin DataValidation
LogPluginManager: Mounting plugin FacialAnimation
LogPluginManager: Mounting plugin GameplayTagsEditor
LogPluginManager: Mounting plugin MacGraphicsSwitching
LogPluginManager: Mounting plugin MaterialAnalyzer
LogPluginManager: Mounting plugin MobileLauncherProfileWizard
LogPluginManager: Mounting plugin PluginBrowser
LogPluginManager: Mounting plugin SpeedTreeImporter
LogPluginManager: Mounting plugin DatasmithContent
LogPluginManager: Mounting plugin VariantManagerContent
LogPluginManager: Mounting plugin AlembicImporter
LogPluginManager: Mounting plugin AutomationUtils
LogPluginManager: Mounting plugin BackChannel
LogPluginManager: Mounting plugin CharacterAI
LogPluginManager: Mounting plugin GeometryCache
LogPluginManager: Mounting plugin HTML5Networking
LogPluginManager: Mounting plugin PlatformCrypto
LogPluginManager: Mounting plugin ProxyLODPlugin
LogPluginManager: Mounting plugin SkeletalReduction
LogPluginManager: Mounting plugin MagicLeap
LogPluginManager: Mounting plugin MagicLeapMedia
LogPluginManager: Mounting plugin AndroidMedia
LogPluginManager: Mounting plugin AvfMedia
LogPluginManager: Mounting plugin ImgMedia
LogPluginManager: Mounting plugin MediaCompositing
LogPluginManager: Mounting plugin MediaPlayerEditor
LogPluginManager: Mounting plugin WebMMedia

LogPluginManager: Mounting plugin WmfMedia
LogPluginManager: Mounting plugin TcpMessaging
LogPluginManager: Mounting plugin UdpMessaging
LogPluginManager: Mounting plugin ActorSequence
LogPluginManager: Mounting plugin LevelSequenceEditor
LogPluginManager: Mounting plugin MatineeToLevelSequence
LogPluginManager: Mounting plugin NetcodeUnitTest
LogPluginManager: Mounting plugin NUTUnrealEngine4
LogPluginManager: Mounting plugin OnlineSubsystemGooglePlay
LogPluginManager: Mounting plugin OnlineSubsystemIOS
LogPluginManager: Mounting plugin OnlineSubsystem
LogPluginManager: Mounting plugin OnlineSubsystemNull
LogPluginManager: Mounting plugin OnlineSubsystemSteam
LogPluginManager: Mounting plugin OnlineSubsystemUtils
LogPluginManager: Mounting plugin LauncherChunkInstaller
LogPluginManager: Mounting plugin AndroidDeviceProfileSelector
LogPluginManager: Mounting plugin AndroidMoviePlayer
LogPluginManager: Mounting plugin AndroidPermission
LogPluginManager: Mounting plugin AppleImageUtils
LogPluginManager: Mounting plugin AppleMoviePlayer
LogPluginManager: Mounting plugin ArchVisCharacter
LogPluginManager: Mounting plugin AudioCapture
LogPluginManager: Mounting plugin CableComponent
LogPluginManager: Mounting plugin CustomMeshComponent
LogPluginManager: Mounting plugin EditableMesh
LogPluginManager: Mounting plugin ExampleDeviceProfileSelector
LogPluginManager: Mounting plugin GoogleCloudMessaging
LogPluginManager: Mounting plugin IOSDeviceProfileSelector
LogPluginManager: Mounting plugin LinuxDeviceProfileSelector
LogPluginManager: Mounting plugin LocationServicesBPLibrary
LogPluginManager: Mounting plugin MobilePatchingUtils
LogPluginManager: Mounting plugin OculusVR
LogPluginManager: Mounting plugin PhysXVehicles
LogPluginManager: Mounting plugin ProceduralMeshComponent
LogPluginManager: Mounting plugin RuntimePhysXCooking
LogPluginManager: Mounting plugin SignificanceManager
LogPluginManager: Mounting plugin SteamVR
LogPluginManager: Mounting plugin WebMMoviePlayer
LogPluginManager: Mounting plugin WindowsMoviePlayer
LogPluginManager: Mounting plugin ScreenshotTools
LogPluginManager: Mounting plugin AdvancedSessions
LogPluginManager: Mounting plugin AdvancedSteamSessions
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_ASYNC_DNS
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: Display: STEAM: Loading Steam SDK 1.42
LogOnline: OSS: Creating online subsystem instance for: Steam
LogOnline: Display: STEAM: OnlineSubsystemSteam::Shutdown()
LogOnline: OSS: Unable to create OnlineSubsystem module Steam
LogOnline: OSS: Creating online subsystem instance for: NULL
LogInit: WinSock: version 1.1 (2.2), MaxSocks=32767, MaxUdp=65467
LogInit: Build: ++UE4+Release-4.23-CL-9631420
LogInit: Engine Version: 4.23.1-9631420+++UE4+Release-4.23
LogInit: Compatible Engine Version: 4.23.0-8386587+++UE4+Release-4.23
LogInit: Net CL: 8386587
LogInit: OS: Windows 10 (Release 2009) (), CPU: Intel(R) Core(TM) i5-10400F CPU @ 2.90GHz,
GPU: NVIDIA GeForce GTX 1660 SUPER
LogInit: Compiled (64-bit): Oct 18 2019 02:07:44
LogInit: Compiled with Visual C++: 19.16.27030.01
LogInit: Build Configuration: Development
LogInit: Branch Name: ++UE4+Release-4.23
LogInit: Command Line:
LogInit: Base Directory: D:/gamefolders/epicgames/UE_4.23/Engine/Binaries/Win64/
LogInit: Installed Engine Build: 1
LogDevObjectVersion: Number of dev versions registered: 23
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): 3
LogDevObjectVersion: Dev-Editor (E4B068ED-F494-42E9-A231-DA0B2E46BB41): 34
LogDevObjectVersion: Dev-Framework (CFFC743F-43B0-4480-9391-14DF171D2073): 35
LogDevObjectVersion: Dev-Mobile (B02B49B5-BB20-44E9-A304-32B752E40360): 2
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): 0
LogDevObjectVersion: Dev-Platform (6631380F-2D4D-43E0-8009-CF276956A95A): 0
LogDevObjectVersion: Dev-Rendering (12F88B9F-8875-4AFC-A67C-D90C383ABD29): 31
LogDevObjectVersion: Dev-Sequencer (7B5AE74C-D270-4C10-A958-57980B212A5A): 11
LogDevObjectVersion: Dev-VR (D7296918-1DD6-4BDD-9DE2-64A83CC13884): 2
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): 2
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): 27
LogDevObjectVersion: Dev-Enterprise (9DFFBCD6-494F-0158-E221-12823C92A888): 6
LogDevObjectVersion: Dev-Niagara (F2AED0AC-9AFE-416F-8664-AA7FFA26D6FC): 1
LogDevObjectVersion: Dev-Destruction (174F1F0B-B4C6-45A5-B13F-2EE8D0FB917D): 9

LogInit: Presizing for max 16777216 objects, including 0 objects not considered by GC, pre-allocating 0 bytes for permanent pool.
LogInit: Object subsystem initialized
LogConfig: Setting CVar [[con.DebugEarlyDefault:1]]
LogConfig: Setting CVar [[r.setres:1280x720]]
LogConfig: Setting CVar [[r.VSync:0]]
LogConfig: Setting CVar [[r.RHICmdBypass:0]]
LogConfig: Applying CVar settings from Section [/Script/Engine.RendererSettings] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Engine.ini]
LogConfig: Setting CVar [[r.GPUCrashDebugging:0]]
LogConfig: Applying CVar settings from Section [/Script/Engine.RendererOverrideSettings] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Engine.ini]
LogConfig: Applying CVar settings from Section [/Script/Engine.StreamingSettings] File [D:/proyectos unreal engine/NASAV2/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: Applying CVar settings from Section [/Script/Engine.GarbageCollectionSettings] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Engine.ini]
LogConfig: Setting CVar [[gc.MaxObjectsNotConsideredByGC:1]]
LogConfig: Setting CVar [[gc.SizeOfPermanentObjectPool:0]]
LogConfig: Setting CVar [[gc.FlushStreamingOnGC:0]]
LogConfig: Setting CVar [[gc.NumRetriesBeforeForcingGC:10]]
LogConfig: Setting CVar [[gc.AllowParallelGC:1]]
LogConfig: Setting CVar [[gc.TimeBetweenPurgingPendingKillObjects:61.1]]
LogConfig: Setting CVar [[gc.MaxObjectsInEditor:16777216]]
LogConfig: Setting CVar [[gc.IncrementalBeginDestroyEnabled:1]]
LogConfig: Setting CVar [[gc.CreateGCClusters:1]]
LogConfig: Setting CVar [[gc.MinGCClusterSize:5]]
LogConfig: Setting CVar [[gc.ActorClusteringEnabled:0]]
LogConfig: Setting CVar [[gc.BlueprintClusteringEnabled:0]]
LogConfig: Setting CVar [[gc.UseDisregardForGCOndedicatedServers:0]]
LogConfig: Applying CVar settings from Section [/Script/Engine.NetworkSettings] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Engine.ini]
LogConfig: Applying CVar settings from Section [/Script/UnrealEd.CookerSettings] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Engine.ini]
LogConfig: Applying CVar settings from Section [ViewDistanceQuality@3] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Scalability.ini]
LogConfig: Setting CVar [[r.SkeletalMeshLODBias:0]]
LogConfig: Setting CVar [[r.ViewDistanceScale:1.0]]
LogConfig: Applying CVar settings from Section [AntiAliasingQuality@3] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Scalability.ini]

LogConfig: Setting CVar [[r.PostProcessAAQuality:4]]
 LogConfig: Applying CVar settings from Section [ShadowQuality@3] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Scalability.ini]
 LogConfig: Setting CVar [[r.LightFunctionQuality:1]]
 LogConfig: Setting CVar [[r.ShadowQuality:5]]
 LogConfig: Setting CVar [[r.Shadow.CSM.MaxCascades:10]]
 LogConfig: Setting CVar [[r.Shadow.MaxResolution:2048]]
 LogConfig: Setting CVar [[r.Shadow.MaxCSMResolution:2048]]
 LogConfig: Setting CVar [[r.Shadow.RadiusThreshold:0.01]]
 LogConfig: Setting CVar [[r.Shadow.DistanceScale:1.0]]
 LogConfig: Setting CVar [[r.Shadow.CSM.TransitionScale:1.0]]
 LogConfig: Setting CVar [[r.Shadow.PreShadowResolutionFactor:1.0]]
 LogConfig: Setting CVar [[r.DistanceFieldShadowing:1]]
 LogConfig: Setting CVar [[r.DistanceFieldAO:1]]
 LogConfig: Setting CVar [[r.AOQuality:2]]
 LogConfig: Setting CVar [[r.VolumetricFog:1]]
 LogConfig: Setting CVar [[r.VolumetricFog.GridPixelSize:8]]
 LogConfig: Setting CVar [[r.VolumetricFog.GridSizeZ:128]]
 LogConfig: Setting CVar [[r.VolumetricFog.HistoryMissSupersampleCount:4]]
 LogConfig: Setting CVar [[r.LightMaxDrawDistanceScale:1]]
 LogConfig: Setting CVar [[r.CapsuleShadows:1]]
 LogConfig: Applying CVar settings from Section [PostProcessQuality@3] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Scalability.ini]
 LogConfig: Setting CVar [[r.MotionBlurQuality:4]]
 LogConfig: Setting CVar [[r.AmbientOcclusionMipLevelFactor:0.4]]
 LogConfig: Setting CVar [[r.AmbientOcclusionMaxQuality:100]]
 LogConfig: Setting CVar [[r.AmbientOcclusionLevels:-1]]
 LogConfig: Setting CVar [[r.AmbientOcclusionRadiusScale:1.0]]
 LogConfig: Setting CVar [[r.DepthOfFieldQuality:2]]
 LogConfig: Setting CVar [[r.RenderTargetPoolMin:400]]
 LogConfig: Setting CVar [[r.LensFlareQuality:2]]
 LogConfig: Setting CVar [[r.SceneColorFringeQuality:1]]
 LogConfig: Setting CVar [[r.EyeAdaptationQuality:2]]
 LogConfig: Setting CVar [[r.BloomQuality:5]]
 LogConfig: Setting CVar [[r.FastBlurThreshold:100]]
 LogConfig: Setting CVar [[r.Upscale.Quality:3]]
 LogConfig: Setting CVar [[r.Tonemapper.GrainQuantization:1]]
 LogConfig: Setting CVar [[r.LightShaftQuality:1]]
 LogConfig: Setting CVar [[r.Filter.SizeScale:1]]
 LogConfig: Setting CVar [[r.Tonemapper.Quality:5]]
 LogConfig: Setting CVar [[r.DOF.Gather.AccumulatorQuality:1] ; higher gathering accumulator quality]]
 LogConfig: Setting CVar [[r.DOF.Gather.PostfilterMethod:1] ; Median3x3 postfiltering method]]
 LogConfig: Setting CVar [[r.DOF.Gather.EnableBokehSettings:0] ; no bokeh simulation when gathering]]
 LogConfig: Setting CVar [[r.DOF.Gather.RingCount:4] ; medium number of samples when gathering]]
 LogConfig: Setting CVar [[r.DOF.Scatter.ForegroundCompositing:1] ; additive foreground scattering]]
 LogConfig: Setting CVar [[r.DOF.Scatter.BackgroundCompositing:2] ; additive background scattering]]

LogConfig: Setting CVar [[r.DOF.Scatter.EnableBokehSettings:1 ; bokeh simulation when scattering]]
LogConfig: Setting CVar [[r.DOF.Scatter.MaxSpriteRatio:0.1 ; only a maximum of 10% of scattered bokeh]]
LogConfig: Setting CVar [[r.DOF.Recombine.Quality:1 ; cheap slight out of focus]]
LogConfig: Setting CVar [[r.DOF.Recombine.EnableBokehSettings:0 ; no bokeh simulation on slight out of focus]]
LogConfig: Setting CVar [[r.DOF.TemporalAAQuality:1 ; more stable temporal accumulation]]
LogConfig: Setting CVar [[r.DOF.Kernel.MaxForegroundRadius:0.025]]
LogConfig: Setting CVar [[r.DOF.Kernel.MaxBackgroundRadius:0.025]]
LogConfig: Applying CVar settings from Section [TextureQuality@3] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Scalability.ini]
LogConfig: Setting CVar [[r.Streaming.MipBias:0]]
LogConfig: Setting CVar [[r.Streaming.AmortizeCPUGPUCopy:0]]
LogConfig: Setting CVar [[r.Streaming.MaxNumTexturesToStreamPerFrame:0]]
LogConfig: Setting CVar [[r.Streaming.Boost:1]]
LogConfig: Setting CVar [[r.MaxAnisotropy:8]]
LogConfig: Setting CVar [[r.Streaming.LimitPoolSizeToVRAM:0]]
LogConfig: Setting CVar [[r.Streaming.PoolSize:1000]]
LogConfig: Setting CVar [[r.Streaming.MaxEffectiveScreenSize:0]]
LogConfig: Applying CVar settings from Section [EffectsQuality@3] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Scalability.ini]
LogConfig: Setting CVar [[r.TranslucencyLightingVolumeDim:64]]
LogConfig: Setting CVar [[r.RefractionQuality:2]]
LogConfig: Setting CVar [[r.SSR.Quality:3]]
LogConfig: Setting CVar [[r.SceneColorFormat:4]]
LogConfig: Setting CVar [[r.DetailMode:2]]
LogConfig: Setting CVar [[r.TranslucencyVolumeBlur:1]]
LogConfig: Setting CVar [[r.MaterialQualityLevel:1 ; High quality]]
LogConfig: Setting CVar [[r.SSS.Scale:1]]
LogConfig: Setting CVar [[r.SSS.SampleSet:2]]
LogConfig: Setting CVar [[r.SSS.Quality:1]]
LogConfig: Setting CVar [[r.SSS.HalfRes:1]]
LogConfig: Setting CVar [[r.EmitterSpawnRateScale:1.0]]
LogConfig: Setting CVar [[r.ParticleLightQuality:2]]
LogConfig: Applying CVar settings from Section [FoliageQuality@3] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Scalability.ini]
LogConfig: Setting CVar [[foliage.DensityScale:1.0]]
LogConfig: Setting CVar [[grass.DensityScale:1.0]]
LogInit: Selected Device Profile: [Windows]
LogInit: Applying CVar settings loaded from the selected device profile: [Windows]
LogHAL: Display: Platform has ~ 16 GB [17085657088 / 17179869184 / 16], which maps to Larger [LargestMinGB=32, LargerMinGB=12, DefaultMinGB=8, SmallerMinGB=6, SmallestMinGB=0]
LogInit: Going up to parent DeviceProfile []
LogConfig: Applying CVar settings from Section [ViewDistanceQuality@3] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Scalability.ini]
LogConfig: Setting CVar [[r.SkeletalMeshLODBias:0]]
LogConfig: Setting CVar [[r.ViewDistanceScale:1.0]]
LogConfig: Applying CVar settings from Section [AntiAliasingQuality@3] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Scalability.ini]

LogConfig: Setting CVar [[r.PostProcessAAQuality:4]]
 LogConfig: Applying CVar settings from Section [ShadowQuality@3] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Scalability.ini]
 LogConfig: Setting CVar [[r.LightFunctionQuality:1]]
 LogConfig: Setting CVar [[r.ShadowQuality:5]]
 LogConfig: Setting CVar [[r.Shadow.CSM.MaxCascades:10]]
 LogConfig: Setting CVar [[r.Shadow.MaxResolution:2048]]
 LogConfig: Setting CVar [[r.Shadow.MaxCSMResolution:2048]]
 LogConfig: Setting CVar [[r.Shadow.RadiusThreshold:0.01]]
 LogConfig: Setting CVar [[r.Shadow.DistanceScale:1.0]]
 LogConfig: Setting CVar [[r.Shadow.CSM.TransitionScale:1.0]]
 LogConfig: Setting CVar [[r.Shadow.PreShadowResolutionFactor:1.0]]
 LogConfig: Setting CVar [[r.DistanceFieldShadowing:1]]
 LogConfig: Setting CVar [[r.DistanceFieldAO:1]]
 LogConfig: Setting CVar [[r.AOQuality:2]]
 LogConfig: Setting CVar [[r.VolumetricFog:1]]
 LogConfig: Setting CVar [[r.VolumetricFog.GridPixelSize:8]]
 LogConfig: Setting CVar [[r.VolumetricFog.GridSizeZ:128]]
 LogConfig: Setting CVar [[r.VolumetricFog.HistoryMissSupersampleCount:4]]
 LogConfig: Setting CVar [[r.LightMaxDrawDistanceScale:1]]
 LogConfig: Setting CVar [[r.CapsuleShadows:1]]
 LogConfig: Applying CVar settings from Section [PostProcessQuality@3] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Scalability.ini]
 LogConfig: Setting CVar [[r.MotionBlurQuality:4]]
 LogConfig: Setting CVar [[r.AmbientOcclusionMipLevelFactor:0.4]]
 LogConfig: Setting CVar [[r.AmbientOcclusionMaxQuality:100]]
 LogConfig: Setting CVar [[r.AmbientOcclusionLevels:-1]]
 LogConfig: Setting CVar [[r.AmbientOcclusionRadiusScale:1.0]]
 LogConfig: Setting CVar [[r.DepthOfFieldQuality:2]]
 LogConfig: Setting CVar [[r.RenderTargetPoolMin:400]]
 LogConfig: Setting CVar [[r.LensFlareQuality:2]]
 LogConfig: Setting CVar [[r.SceneColorFringeQuality:1]]
 LogConfig: Setting CVar [[r.EyeAdaptationQuality:2]]
 LogConfig: Setting CVar [[r.BloomQuality:5]]
 LogConfig: Setting CVar [[r.FastBlurThreshold:100]]
 LogConfig: Setting CVar [[r.Upscale.Quality:3]]
 LogConfig: Setting CVar [[r.Tonemapper.GrainQuantization:1]]
 LogConfig: Setting CVar [[r.LightShaftQuality:1]]
 LogConfig: Setting CVar [[r.Filter.SizeScale:1]]
 LogConfig: Setting CVar [[r.Tonemapper.Quality:5]]
 LogConfig: Setting CVar [[r.DOF.Gather.AccumulatorQuality:1] ; higher gathering accumulator quality]]
 LogConfig: Setting CVar [[r.DOF.Gather.PostfilterMethod:1] ; Median3x3 postfiltering method]]
 LogConfig: Setting CVar [[r.DOF.Gather.EnableBokehSettings:0] ; no bokeh simulation when gathering]]
 LogConfig: Setting CVar [[r.DOF.Gather.RingCount:4] ; medium number of samples when gathering]]
 LogConfig: Setting CVar [[r.DOF.Scatter.ForegroundCompositing:1] ; additive foreground scattering]]
 LogConfig: Setting CVar [[r.DOF.Scatter.BackgroundCompositing:2] ; additive background scattering]]

LogConfig: Setting CVar [[r.DOF.Scatter.EnableBokehSettings:1 ; bokeh simulation when scattering]]
LogConfig: Setting CVar [[r.DOF.Scatter.MaxSpriteRatio:0.1 ; only a maximum of 10% of scattered bokeh]]
LogConfig: Setting CVar [[r.DOF.Recombine.Quality:1 ; cheap slight out of focus]]
LogConfig: Setting CVar [[r.DOF.Recombine.EnableBokehSettings:0 ; no bokeh simulation on slight out of focus]]
LogConfig: Setting CVar [[r.DOF.TemporalAAQuality:1 ; more stable temporal accumulation]]
LogConfig: Setting CVar [[r.DOF.Kernel.MaxForegroundRadius:0.025]]
LogConfig: Setting CVar [[r.DOF.Kernel.MaxBackgroundRadius:0.025]]
LogConfig: Applying CVar settings from Section [TextureQuality@3] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Scalability.ini]
LogConfig: Setting CVar [[r.Streaming.MipBias:0]]
LogConfig: Setting CVar [[r.Streaming.AmortizeCPUGPUToGPUCopy:0]]
LogConfig: Setting CVar [[r.Streaming.MaxNumTexturesToStreamPerFrame:0]]
LogConfig: Setting CVar [[r.Streaming.Boost:1]]
LogConfig: Setting CVar [[r.MaxAnisotropy:8]]
LogConfig: Setting CVar [[r.Streaming.LimitPoolSizeToVRAM:0]]
LogConfig: Setting CVar [[r.Streaming.PoolSize:1000]]
LogConfig: Setting CVar [[r.Streaming.MaxEffectiveScreenSize:0]]
LogConfig: Applying CVar settings from Section [EffectsQuality@3] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Scalability.ini]
LogConfig: Setting CVar [[r.TranslucencyLightingVolumeDim:64]]
LogConfig: Setting CVar [[r.RefractionQuality:2]]
LogConfig: Setting CVar [[r.SSR.Quality:3]]
LogConfig: Setting CVar [[r.SceneColorFormat:4]]
LogConfig: Setting CVar [[r.DetailMode:2]]
LogConfig: Setting CVar [[r.TranslucencyVolumeBlur:1]]
LogConfig: Setting CVar [[r.MaterialQualityLevel:1 ; High quality]]
LogConfig: Setting CVar [[r.SSS.Scale:1]]
LogConfig: Setting CVar [[r.SSS.SampleSet:2]]
LogConfig: Setting CVar [[r.SSS.Quality:1]]
LogConfig: Setting CVar [[r.SSS.HalfRes:1]]
LogConfig: Setting CVar [[r.EmitterSpawnRateScale:1.0]]
LogConfig: Setting CVar [[r.ParticleLightQuality:2]]
LogConfig: Applying CVar settings from Section [FoliageQuality@3] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Scalability.ini]
LogConfig: Setting CVar [[foliage.DensityScale:1.0]]
LogConfig: Setting CVar [[grass.DensityScale:1.0]]
LogConfig: Applying CVar settings from Section [Startup] File [./../Engine/Config/ConsoleVariables.ini]
LogConfig: Setting CVar [[net.UseAdaptiveNetUpdateFrequency:0]]
LogConfig: Setting CVar [[p.chaos.AllowCreatePhysxBodies:1]]
LogConfig: Applying CVar settings from Section [ConsoleVariables] File [D:/proyectos unreal engine/NASAV2/Saved/Config/Windows/Engine.ini]
LogInit: Computer: DESKTOP-NQ4398A
LogInit: User: admin
LogInit: CPU Page size=4096, Cores=6
LogInit: High frequency timer resolution =10.000000 MHz
LogMemory: Memory total: Physical=15.9GB (16GB approx)
LogMemory: Platform Memory Stats for Windows

LogMemory: Process Physical Memory: 103.98 MB used, 103.98 MB peak
LogMemory: Process Virtual Memory: 103.21 MB used, 103.21 MB peak
LogMemory: Physical Memory: 6800.14 MB used, 9494.01 MB free, 16294.15 MB total
LogMemory: Virtual Memory: 4691.33 MB used, 134213040.00 MB free, 134217728.00 MB total
LogWindows: WindowsPlatformFeatures enabled
LogInit: Overriding language with editor language configuration option (en).
LogInit: Overriding locale with editor locale configuration option (en).
LogInit: Setting process to per monitor DPI aware
LogSlate: New Slate User Created. User Index 0, Is Virtual User: 0
LogSlate: Slate User Registered. User Index 0, Is Virtual User: 0
LogHMD: Failed to initialize OpenVR with code 110
LogD3D11RHI: D3D11 adapters:
LogD3D11RHI: 0. 'NVIDIA GeForce GTX 1660 SUPER' (Feature Level 11_0)
LogD3D11RHI: 5991/0/8147 MB DedicatedVideo/DedicatedSystem/SharedSystem, Outputs:1, VendorId:0x10de
LogD3D11RHI: 1. 'Microsoft Basic Render Driver' (Feature Level 11_0)
LogD3D11RHI: 0/0/8147 MB DedicatedVideo/DedicatedSystem/SharedSystem, Outputs:0, VendorId:0x1414
LogD3D11RHI: Chosen D3D11 Adapter: 0
LogD3D11RHI: Creating new Direct3DDevice
LogD3D11RHI: GPU DeviceId: 0x21c4 (for the marketing name, search the web for "GPU Device Id")
LogWindows: EnumDisplayDevices:
LogWindows: 0. 'NVIDIA GeForce GTX 1660 SUPER' (P:1 D:1)
LogWindows: 1. 'NVIDIA GeForce GTX 1660 SUPER' (P:0 D:0)
LogWindows: 2. 'NVIDIA GeForce GTX 1660 SUPER' (P:0 D:0)
LogWindows: 3. 'NVIDIA GeForce GTX 1660 SUPER' (P:0 D:0)
LogWindows: DebugString: FoundDriverCount:4
LogD3D11RHI: Adapter Name: NVIDIA GeForce GTX 1660 SUPER
LogD3D11RHI: Driver Version: 465.89 (internal:27.21.14.6589, unified:465.89)
LogD3D11RHI: Driver Date: 3-25-2021
LogRHI: Texture pool is 4193 MB (70% of 5991 MB)
LogD3D11RHI: Async texture creation enabled
LogD3D11RHI: GPU Timing Frequency: 1000.000000 (Debug: 2 1)
LogTemp: Display: Module 'AllDesktopTargetPlatform' loaded TargetPlatform 'AllDesktop'
LogTemp: Display: Module 'MacClientTargetPlatform' loaded TargetPlatform 'MacClient'
LogTemp: Display: Module 'MacNoEditorTargetPlatform' loaded TargetPlatform 'MacNoEditor'
LogTemp: Display: Module 'MacServerTargetPlatform' loaded TargetPlatform 'MacServer'
LogTemp: Display: Module 'MacTargetPlatform' loaded TargetPlatform 'Mac'
LogTemp: Display: Module 'WindowsClientTargetPlatform' loaded TargetPlatform 'WindowsClient'
LogTemp: Display: Module 'WindowsNoEditorTargetPlatform' loaded TargetPlatform 'WindowsNoEditor'
LogTemp: Display: Module 'WindowsServerTargetPlatform' loaded TargetPlatform 'WindowsServer'
LogTemp: Display: Module 'WindowsTargetPlatform' loaded TargetPlatform 'Windows'
LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android'
LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_ASTC'
LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_ATC'
LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_DXT'
LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_ETC1'
LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_ETC1a'
LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_ETC2'

LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_PVRTC'
 LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'AndroidClient'
 LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_ASTCCClient'
 LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_ATCCClient'
 LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_DXTClient'
 LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_ETC1Client'
 LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_ETC1aClient'
 LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_ETC2Client'
 LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform
 'Android_PVRTCClient'
 LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_Multi'
 LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_MultiClient'
 LogTemp: Display: Module 'HTML5TargetPlatform' loaded TargetPlatform 'HTML5'
 LogTemp: Display: Module 'IOSTargetPlatform' loaded TargetPlatform 'IOSClient'
 LogTemp: Display: Module 'IOSTargetPlatform' loaded TargetPlatform 'IOS'
 LogTemp: Display: Module 'TVOSTargetPlatform' loaded TargetPlatform 'TVOSClient'
 LogTemp: Display: Module 'TVOSTargetPlatform' loaded TargetPlatform 'TVOS'
 LogTemp: Display: Module 'LinuxClientTargetPlatform' loaded TargetPlatform 'LinuxClient'
 LogTemp: Display: Module 'LinuxNoEditorTargetPlatform' loaded TargetPlatform 'LinuxNoEditor'
 LogTemp: Display: Module 'LinuxServerTargetPlatform' loaded TargetPlatform 'LinuxServer'
 LogTemp: Display: Module 'LinuxTargetPlatform' loaded TargetPlatform 'Linux'
 LogTemp: Display: Module 'LuminTargetPlatform' loaded TargetPlatform 'Lumin'
 LogTemp: Display: Module 'LuminTargetPlatform' loaded TargetPlatform 'LuminClient'
 LogTargetPlatformManager: Display: Building Assets For Windows
 LogAudioDebug: Display: Lib vorbis DLL was dynamically loaded.
 LogShaderCompilers: Guid format shader working directory is -3 characters bigger than the
 processId version (../../../../../../../../proyectos unreal
 engine/NASAV2/Intermediate/Shaders/WorkingDirectory/18932/).
 LogShaderCompilers: Cleaned the shader compiler working directory
 'C:/Users/admin/AppData/Local/Temp/UnrealShaderWorkingDir/FE5F1CDA4E18C38283187796A
 28A09CE/'.
 LogXGEController: Cannot use XGE Controller as Incredibuild is not installed on this machine.
 LogShaderCompilers: Cannot use XGE Shader Compiler as Incredibuild is not installed on this
 machine.
 LogShaderCompilers: Display: Using Local Shader Compiler.
 LogDerivedDataCache: Display: Max Cache Size: 512 MB
 LogDerivedDataCache: Loaded boot cache 0.05s 73MB
 C:/Users/admin/AppData/Local/UnrealEngine/4.23/DerivedDataCache/Boot.ddc.
 LogDerivedDataCache: Display: Loaded Boot cache:
 C:/Users/admin/AppData/Local/UnrealEngine/4.23/DerivedDataCache/Boot.ddc
 LogDerivedDataCache: FDerivedDataBackendGraph: Pak pak cache file ../../../../../../proyectos
 unreal engine/NASAV2/DerivedDataCache/DDC.ddp not found, will not use a pak cache.
 LogDerivedDataCache: Unable to find inner node Pak for hierarchical cache Hierarchy.
 LogDerivedDataCache: FDerivedDataBackendGraph: CompressedPak pak cache file
 ../../../../../../proyectos unreal engine/NASAV2/DerivedDataCache/Compressed.ddp not found, will
 not use a pak cache.
 LogDerivedDataCache: Unable to find inner node CompressedPak for hierarchical cache Hierarchy.
 LogDerivedDataCache: Display: Pak cache opened for reading
 ../../../../Engine/DerivedDataCache/Compressed.ddp.
 LogDerivedDataCache: FDerivedDataBackendGraph: EnterprisePak pak cache file
 ../../../../Enterprise/DerivedDataCache/Compressed.ddp not found, will not use a pak cache.
 LogDerivedDataCache: Unable to find inner node EnterprisePak for hierarchical cache Hierarchy.

LogDerivedDataCache: Using Local data cache path
C:/Users/admin/AppData/Local/UnrealEngine/Common/DerivedDataCache: Writable
LogDerivedDataCache: Shared data cache path not found in *engine.ini, will not use an Shared cache.
LogDerivedDataCache: Unable to find inner node Shared for hierarchical cache Hierarchy.
LogMaterial: Verifying Global Shaders for PCD3D_SM5
LogSlate: Using FreeType 2.6.0
LogSlate: SlateFontServices - WITH_FREETYPE: 1, WITH_HARFBUZZ: 1
LogAssetRegistry: FAssetRegistry took 0.0017 seconds to start up
LogInit: Selected Device Profile: [Windows]
LogMeshReduction: Using QuadricMeshReduction for automatic static mesh reduction
LogMeshReduction: Using SimplygonMeshReduction for automatic skeletal mesh reduction
LogMeshReduction: Using ProxyLODMeshReduction for automatic mesh merging
LogMeshReduction: No distributed automatic mesh merging module available
LogMeshMerging: No distributed automatic mesh merging module available
LogNetVersion: NASAV2 1.0.0, NetCL: 8386587, EngineNetVer: 11, GameNetVer: 0 (Checksum: 3607899249)
LogPackageLocalizationCache: Processed 12 localized package path(s) for 1 prioritized culture(s) in 0.038786 seconds
LogUObjectArray: 43453 objects as part of root set at end of initial load.
LogUObjectAllocator: 7559736 out of 0 bytes used by permanent object pool.
LogUObjectArray: CloseDisregardForGC: 0/0 objects in disregard for GC pool
LogTcpMessaging: Initializing TcpMessaging bridge
LogUdpMessaging: Initializing bridge on interface 0.0.0.0:0 to multicast group 230.0.0.1:6666.
SourceControl: Source control is disabled
SourceControl: Source control is disabled
SourceControl: Source control is disabled
SourceControl: Source control is disabled
LogAndroidPermission: UAndroidPermissionCallbackProxy::GetInstance
LogOcInput: OculusInput pre-init called
LogWindows: Failed to load 'OVRPlugin.dll' (GetLastError=126)
LogWindows: File 'OVRPlugin.dll' does not exist
LogEngine: Initializing Engine...
LogHMD: Failed to initialize OpenVR with code 110
LogStats: UGameplayTagsManager::InitializeManager - 0.000 s
LogInit: Initializing FReadOnlyCVARCache
LogAIModule: Creating AISystem for world Untitled
LogInit: XAudio2 using 'Altavoces (Jabra EVOLVE 20)' : 2 channels at 48 kHz using 16 bits per sample (channel mask 0x3)
LogInit: FAudioDevice initialized.
LogNetVersion: Set ProjectVersion to 1.0.0.0. Version Checksum will be recalculated on next use.
LogDerivedDataCache: Saved boot cache 0.07s 73MB
C:/Users/admin/AppData/Local/UnrealEngine/4.23/DerivedDataCache/Boot.ddc.
LogInit: Texture streaming: Enabled
LogEngineSessionManager: EngineSessionManager initialized
LogEditorSessionSummary: Verbose: Initializing EditorSessionSummaryWriter for editor session tracking
LogEditorSessionSummary: EditorSessionSummaryWriter initialized
LogInit: Transaction tracking system initialized
BlueprintLog: New page: Editor Load
LocalizationService: Localization service is disabled
LogFileCache: Scanning file cache for directory 'D:/proyectos unreal engine/NASAV2/Content/'

took 0.01s
LogCook: Display: Max memory allowance for cook 16384mb min free memory 0mb
LogCook: Display: Mobile HDR setting 1
SourceControl: Source control is disabled
Cmd: MAP LOAD FILE="..\..\..\..\..\proyectos unreal
engine\NASAV2\Content\FirstPersonBP\Maps\level1.umap" TEMPLATE=0 SHOWPROGRESS=1
FEATURELEVEL=3
LightingResults: New page: Lighting Build
LogWorld: UWorld::CleanupWorld for Untitled, bSessionEnded=true, bCleanupResources=true
MapCheck: New page: Map Check
LightingResults: New page: Lighting Build
LogUObjectHash: Compacting FUObjectHashTables data took 1.47ms
LogMaterial: Display: Missing cached shader map for material Floor_M, compiling.
LogMaterial: Warning: D:\proyectos unreal
engine\NASAV2\Content\NASA\materials\Floor_M.uasset: Failed to compile Material for platform
PCD3D_SM5, Default Material will be used in game.
LogMaterial: Display: (Node TextureSampleParameter2D) Param2D> Found NULL, requires
Texture2D
LogAIModule: Creating AISystem for world level1
LogEditorServer: Finished looking for orphan Actors (0.000 secs)
LogUObjectHash: Compacting FUObjectHashTables data took 2.52ms
Cmd: MAP CHECKDEP NOCLEARLOG
MapCheck: Map check complete: 0 Error(s), 0 Warning(s), took 0.103ms to complete.
LogFileHelpers: Loading map 'level1' took 4.258
LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden,
title bar hidden
LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden,
title bar hidden
LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden,
title bar hidden
LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden,
title bar hidden
LogCollectionManager: Loaded 0 collections in 0.000690 seconds
LogFileCache: Scanning file cache for directory 'D:/proyectos unreal
engine\NASAV2\Saved\Collections/' took 0.00s
LogFileCache: Scanning file cache for directory 'D:/proyectos unreal
engine\NASAV2\Content\Developers\admin\Collections/' took 0.00s
LogFileCache: Scanning file cache for directory 'D:/proyectos unreal
engine\NASAV2\Content\Collections/' took 0.00s
LogCollectionManager: Rebuilt the GUID cache for 0 collections in 0.000001 seconds
LogContentBrowser: Native class hierarchy populated in 0.0072 seconds. Added 2889 classes and
690 folders.
LogContentBrowser: Native class hierarchy updated for 'WidgetCarousel' in 0.0002 seconds. Added
0 classes and 0 folders.
LogContentBrowser: Native class hierarchy updated for 'AddContentDialog' in 0.0003 seconds.
Added 0 classes and 0 folders.
LogContentBrowser: Native class hierarchy updated for 'SceneOutliner' in 0.0003 seconds. Added 1
classes and 2 folders.
LogSlate: Only BGRA pngs, bmps or icos are supported in by External Image Picker
LogSlate: Took 0.000137 seconds to synchronously load lazily loaded font
'..\..\..\Engine\Content\Slate\Fonts\Roboto-Regular.ttf' (155K)
LogSlate: Took 0.000113 seconds to synchronously load lazily loaded font

'../../../../Engine/Content/Slate/Fonts/Roboto-Bold.ttf' (160K)
LogSlate: Took 0.011706 seconds to synchronously load lazily loaded font
'../../../../Engine/Content/Editor/Slate/Fonts/FontAwesome.ttf' (139K)
LogRenderer: Reallocating scene render targets to support 1208x480 Format 10 NumSamples 1 (Frame:1).
LogSlate: Took 0.005275 seconds to synchronously load lazily loaded font
'../../../../Engine/Content/Slate/Fonts/Roboto-Light.ttf' (167K)
LogContentBrowser: Native class hierarchy updated for 'HierarchicalLODOutliner' in 0.0002 seconds. Added 0 classes and 0 folders.
LogLoad: (Engine Initialization) Total time: 14.02 seconds
LogLoad: (Engine Initialization) Total Blueprint compile time: 0.00 seconds
LogContentStreaming: Texture pool size now 1000 MB
LogAssetRegistry: Asset discovery search completed in 12.8016 seconds
LogCollectionManager: Rebuilt the object cache for 0 collections in 0.000005 seconds (found 0 objects)
LogCollectionManager: Fixed up redirectors for 0 collections in 0.000053 seconds (updated 0 objects)
LogSlate: FSceneViewport::OnFocusLost() reason 0
LogUObjectHash: Compacting FUObjectHashTables data took 0.63ms
UATHelper: Packaging (Windows (64-bit)): Running AutomationTool...
UATHelper: Packaging (Windows (64-bit)): Parsing command line:
-ScriptsForProject="D:/proyectos unreal engine/NASAV2/NASAV2.uproject" BuildCookRun
-nocompile -nocompileeditor -installed -nop4 -project="D:/proyectos unreal engine/NASAV2/NASAV2.uproject" -cook -stage -archive -archivedirectory="D:/proyectos unreal engine/NASAV2" -package -clientconfig=Development -ue4exe=D:\gamefolders\epicgames\UE_4.23\Engine\Binaries\Win64\UE4Editor-Cmd.exe -compressed -prereqs -nodebuginfo -targetplatform=Win64 -build -utf8output
UATHelper: Packaging (Windows (64-bit)): Setting up ProjectParams for D:\proyectos unreal engine\NASAV2\NASAV2.uproject
UATHelper: Packaging (Windows (64-bit)): ***** BUILD COMMAND STARTED

UATHelper: Packaging (Windows (64-bit)): Running:
D:\gamefolders\epicgames\UE_4.23\Engine\Binaries\DotNET\UnrealBuildTool.exe NASAV2 Win64 Development -Project="D:\proyectos unreal engine\NASAV2\NASAV2.uproject" "D:\proyectos unreal engine\NASAV2\NASAV2.uproject" -NoUBTMakefiles -remoteini="D:\proyectos unreal engine\NASAV2" -skipdeploy -Manifest="D:\proyectos unreal engine\NASAV2\Intermediate\Build\Manifest.xml" -NoHotReload -log="C:\Users\admin\AppData\Roaming\Unreal Engine\AutomationTool\Logs\D+gamefolders+epicgames+UE_4.23\UBT-NASAV2-Win64-Development.txt"
UATHelper: Packaging (Windows (64-bit)): Parsing headers for NASAV2
UATHelper: Packaging (Windows (64-bit)): Running UnrealHeaderTool "D:\proyectos unreal engine\NASAV2\NASAV2.uproject" "D:\proyectos unreal engine\NASAV2\Intermediate\Build\Win64\NASAV2\Development\NASAV2.uhtmanifest" -LogCmds="loginit warning, logexit warning, logdatabase error" -Unattended -WarningsAsErrors -installed
LogEditorSessionSummary: EditorSessionSummary sent report. Type=Shutdown, SessionId={1575C957-4CE6-B686-5211-72AC3D575DB6}
LogSlate: Took 0.006231 seconds to synchronously load lazily loaded font
'../../../../Engine/Content/Slate/Fonts/DroidSansMono.ttf' (77K)
UATHelper: Packaging (Windows (64-bit)): Reflection code generated for NASAV2 in 14,2821078 seconds

UATHelper: Packaging (Windows (64-bit)): Writing manifest to D:\proyectos unreal engine\NASAV2\Intermediate\Build\Manifest.xml

UATHelper: Packaging (Windows (64-bit)): Using Visual Studio 2019 14.28.29910 toolchain (C:\Program Files (x86)\Microsoft Visual Studio\2019\Community\VC\Tools\MSVC\14.28.29910) and Windows 10.0.19041.0 SDK (C:\Program Files (x86)\Windows Kits\10).

UATHelper: Packaging (Windows (64-bit)): Building 10 actions with 12 processes...

UATHelper: Packaging (Windows (64-bit)): [1/10] Default.rc2

UATHelper: Packaging (Windows (64-bit)): [2/10] SharedPCH.Engine.cpp

UATHelper: Packaging (Windows (64-bit)): [3/10] NASAV2.cpp

UATHelper: Packaging (Windows (64-bit)): [4/10] MyClass.cpp

UATHelper: Packaging (Windows (64-bit)): [5/10] Module.AdvancedSessions.gen.cpp

UATHelper: Packaging (Windows (64-bit)): [6/10] Module.AdvancedSteamSessions.gen.cpp

UATHelper: Packaging (Windows (64-bit)): [7/10] Module.AdvancedSteamSessions.cpp

UATHelper: Packaging (Windows (64-bit)): [8/10] Module.AdvancedSessions.cpp

UATHelper: Packaging (Windows (64-bit)): [9/10] NASAV2.exe

UATHelper: Packaging (Windows (64-bit)): Creando biblioteca D:\proyectos unreal engine\NASAV2\Binaries\Win64\NASAV2.lib y objeto D:\proyectos unreal engine\NASAV2\Binaries\Win64\NASAV2.exp

UATHelper: Packaging (Windows (64-bit)): [10/10] NASAV2.target

UATHelper: Packaging (Windows (64-bit)): Total time in Parallel executor: 49,96 seconds

UATHelper: Packaging (Windows (64-bit)): Total execution time: 70,44 seconds

UATHelper: Packaging (Windows (64-bit)): Took 70,484503s to run UnrealBuildTool.exe, ExitCode=0

UATHelper: Packaging (Windows (64-bit)): ***** BUILD COMMAND COMPLETED *****

UATHelper: Packaging (Windows (64-bit)): ***** COOK COMMAND STARTED *****

UATHelper: Packaging (Windows (64-bit)): Running UE4Editor Cook for project D:\proyectos unreal engine\NASAV2\NASAV2.uproject

UATHelper: Packaging (Windows (64-bit)): Commandlet log file is D:\gamefolders\epicgames\UE_4.23\Engine\Programs\AutomationTool\Saved\Cook-2021.09.15-21.21.05.txt

UATHelper: Packaging (Windows (64-bit)): Running:

D:\gamefolders\epicgames\UE_4.23\Engine\Binaries\Win64\UE4Editor-Cmd.exe "D:\proyectos unreal engine\NASAV2\NASAV2.uproject" -run=Cook -TargetPlatform=WindowsNoEditor -fileopenlog -unversioned -compressed -abslog=D:\gamefolders\epicgames\UE_4.23\Engine\Programs\AutomationTool\Saved\Cook-2021.09.15-21.21.05.txt -stdout -CrashForUAT -unattended -NoLogTimes -UTF8Output

UATHelper: Packaging (Windows (64-bit)): LogConsoleResponse: Display: Failed to find resolution value strings in scalability ini. Falling back to default.

UATHelper: Packaging (Windows (64-bit)): LogInit: Display: Running engine for game: NASAV2

UATHelper: Packaging (Windows (64-bit)): LogOnline: Display: STEAM: Loading Steam SDK 1.42

UATHelper: Packaging (Windows (64-bit)): LogOnline: Display: STEAM: OnlineSubsystemSteam::Shutdown()

UATHelper: Packaging (Windows (64-bit)): LogHAL: Display: Platform has ~ 16 GB [17085657088 / 17179869184 / 16], which maps to Larger [LargestMinGB=32, LargerMinGB=12, DefaultMinGB=8, SmallerMinGB=6, SmallestMinGB=0]

UATHelper: Packaging (Windows (64-bit)): LogTemp: Display: Module 'AllDesktopTargetPlatform' loaded TargetPlatform 'AllDesktop'

UATHelper: Packaging (Windows (64-bit)): LogTemp: Display: Module

[illegible]

loaded TargetPlatform 'HTML5'

UATHelper: Packaging (Windows (64-bit)): LogTemp: Display: Module 'IOSTargetPlatform' loaded TargetPlatform 'IOSClient'

UATHelper: Packaging (Windows (64-bit)): LogTemp: Display: Module 'IOSTargetPlatform' loaded TargetPlatform 'IOS'

UATHelper: Packaging (Windows (64-bit)): LogTemp: Display: Module 'TVOSTargetPlatform' loaded TargetPlatform 'TVOSClient'

UATHelper: Packaging (Windows (64-bit)): LogTemp: Display: Module 'TVOSTargetPlatform' loaded TargetPlatform 'TVOS'

UATHelper: Packaging (Windows (64-bit)): LogTemp: Display: Module 'LinuxClientTargetPlatform' loaded TargetPlatform 'LinuxClient'

UATHelper: Packaging (Windows (64-bit)): LogTemp: Display: Module 'LinuxNoEditorTargetPlatform' loaded TargetPlatform 'LinuxNoEditor'

UATHelper: Packaging (Windows (64-bit)): LogTemp: Display: Module 'LinuxServerTargetPlatform' loaded TargetPlatform 'LinuxServer'

UATHelper: Packaging (Windows (64-bit)): LogTemp: Display: Module 'LinuxTargetPlatform' loaded TargetPlatform 'Linux'

UATHelper: Packaging (Windows (64-bit)): LogTemp: Display: Module 'LuminTargetPlatform' loaded TargetPlatform 'Lumin'

UATHelper: Packaging (Windows (64-bit)): LogTemp: Display: Module 'LuminTargetPlatform' loaded TargetPlatform 'LuminClient'

UATHelper: Packaging (Windows (64-bit)): LogTargetPlatformManager: Display: Building Assets For WindowsNoEditor

UATHelper: Packaging (Windows (64-bit)): LogAudioDebug: Display: Lib vorbis DLL was dynamically loaded.

UATHelper: Packaging (Windows (64-bit)): LogShaderCompilers: Display: Using Local Shader Compiler.

UATHelper: Packaging (Windows (64-bit)): LogDerivedDataCache: Display: Max Cache Size: 512 MB

UATHelper: Packaging (Windows (64-bit)): LogDerivedDataCache: Display: Loaded Boot cache: C:/Users/admin/AppData/Local/UnrealEngine/4.23/DerivedDataCache/Boot.ddc

UATHelper: Packaging (Windows (64-bit)): LogDerivedDataCache: Display: Pak cache opened for reading ../../Engine/DerivedDataCache/Compressed.ddp.

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Max memory allowance for cook 16384mb min free memory 0mb

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Mobile HDR setting 1

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Creating asset registry

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Discovering localized assets

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked content cleared for platform WindowsNoEditor

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Unable to read previous cook inisettings for platform WindowsNoEditor invalidating cook

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Sandbox cleanup took 0.335 seconds for platforms WindowsNoEditor iterative false

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 0 Packages Remain 169 Total 169

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 50 Packages Remain 168 Total 218

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 100 Packages Remain 177 Total 277

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 150 Packages Remain 176 Total 326

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 191 Packages
Remain 175 Total 366

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 193 Packages
Remain 174 Total 367

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 194 Packages
Remain 173 Total 367

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 195 Packages
Remain 172 Total 367

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 196 Packages
Remain 171 Total 367

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 198 Packages
Remain 170 Total 368

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 199 Packages
Remain 169 Total 368

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 200 Packages
Remain 168 Total 368

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 200 Packages
Remain 28 Total 228

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 213 Packages
Remain 27 Total 240

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 235 Packages
Remain 182 Total 417

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 285 Packages
Remain 183 Total 468

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 335 Packages
Remain 160 Total 495

UATHelper: Packaging (Windows (64-bit)): LogMaterial: Display: Missing cached shader map for
material Floor_M, compiling.

UATHelper: Packaging (Windows (64-bit)): LogMaterial: Warning: D:\proyectos unreal
engine\NASAV2\Content\NASA\materials\Floor_M.uasset: Failed to compile Material for platform
PCD3D_SM5, Default Material will be used in game.

UATHelper: Packaging (Windows (64-bit)): LogMaterial: Display: (Node
TextureSampleParameter2D) Param2D> Found NULL, requires Texture2D

PackagingResults: Warning: D:\proyectos unreal
engine\NASAV2\Content\NASA\materials\Floor_M.uasset: Failed to compile Material for platform
PCD3D_SM5, Default Material will be used in game.

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 385 Packages
Remain 159 Total 544

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 401 Packages
Remain 154 Total 555

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cooked packages 401 Packages
Remain 0 Total 401

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Finishing up...

UATHelper: Packaging (Windows (64-bit)): LogBlueprintCodeGen: Display: Nativization

Summary - AnimBP:

UATHelper: Packaging (Windows (64-bit)): LogBlueprintCodeGen: Display: Name, Children,
Non-empty Functions (Empty Functions), Variables, FunctionUsage, VariableUsage

UATHelper: Packaging (Windows (64-bit)): LogBlueprintCodeGen: Display: Nativization

Summary - Shared Variables From Graph: 0

UATHelper: Packaging (Windows (64-bit)): LogAssetRegistryGenerator: Display: Saving asset
registry.

UATHelper: Packaging (Windows (64-bit)): LogAssetRegistryGenerator: Display: Generated asset

registry num assets 399, size is 215.53kb

UATHelper: Packaging (Windows (64-bit)): LogAssetRegistryGenerator: Display: Done saving asset registry.

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Cook by the book total time in tick 5.321205s total time 6.421516

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Peak Used virtual 794MB Peak Used physical 773MB

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Hierarchy Timer Information:

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Root: 0.000s (0)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: StartCookByTheBookTime: 1.018s (1)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: GenerateAssetRegistryTime: 0.093s (1)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: CleanSandboxTime: 0.335s (1)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: ProcessingAccessedStrings: 0.004s (1)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: CollectFilesToCook: 0.069s (1)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: CookModificationDelegate: 0.000s (1)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: GeneratePackageNames: 0.000s (1)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: GenerateLongPackageName: 0.000s (1)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: TickCookOnTheSide: 5.319s (32)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: LoadPackage: 0.712s (29)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: CallBeginCacheForCookedPlatformData: 0.039s (32)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: PostLoadPackageFixup: 0.000s (32)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: SavingPackages: 4.567s (17)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: PrecachePlatformDataForNextPackage: 0.000s (452)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: PrecachePlatformDataForNextNextPackage: 1.310s (447)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: SaveCookedPackage: 3.233s (401)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: LoadPackage: 0.001s (401)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: GEditorSavePackage: 3.215s (401)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: ConvertingBlueprints: 0.004s (401)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: VerifyCanCookPackage: 0.002s (399)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: ClearAllCachedCookedPlatformData: 0.009s (401)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: EnqueueUnsavedPackages: 0.000s (7)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: GeneratingBlueprintAssets: 0.002s (1)

UATHelper: Packaging (Windows (64-bit)): LogCook: Display: SavingCurrentIniSettings: 0.028s (1)
 UATHelper: Packaging (Windows (64-bit)): LogCook: Display: ProcessingAccessedStrings: 0.004s (1)
 UATHelper: Packaging (Windows (64-bit)): LogCook: Display: SavingAssetRegistry: 0.045s (1)
 UATHelper: Packaging (Windows (64-bit)): LogCook: Display: BuildChunkManifest: 0.010s (1)
 UATHelper: Packaging (Windows (64-bit)): LogCook: Display: SaveManifests: 0.002s (1)
 UATHelper: Packaging (Windows (64-bit)): LogCook: Display: SaveRealAssetRegistry: 0.032s (1)
 UATHelper: Packaging (Windows (64-bit)): LogCook: Display: WriteCookerOpenOrder: 0.001s (1)
 UATHelper: Packaging (Windows (64-bit)): LogCook: Display: Done!
 UATHelper: Packaging (Windows (64-bit)): LogSavePackage: Display: Took 0.006740s to verify the EDL loading graph.
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: Misc Cook Stats
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: =====
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: ShaderCompiler
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: BlockingTimeSec=0.000000
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: AsyncCompileTimeSec=0.000000
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: GlobalBeginCompileShaderTimeSec=0.000000
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: GlobalBeginCompileShaderCalls=0
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: ProcessAsyncResultsTimeSec=0.000065
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: GlobalShader.Misc
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: ShadersCompiled=0
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: MeshMaterial.Misc
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: ShadersCompiled=0
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: MaterialShader.Misc
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: ShadersCompiled=0
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: Package.Load
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: NumPackagesLoaded=151
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: LoadPackageTimeSec=0.996158
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: Package.Save
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: NumPackagesSaved=401
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: SavePackageTimeSec=3.060553
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: TagPackageExportsPresaveTimeSec=0.127065
 UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: TagPackageExportsTimeSec=0.075375

UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: ResetLoadersForSaveTimeSec=0.001145
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: TagPackageExportsGetObjectsWithOuter=0.004017
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: TagPackageExportsGetObjectsWithMarks=0.000274
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: SerializeImportsTimeSec=0.000000
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: SortExportsSeekfreeInnerTimeSec=0.107754
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: SerializeExportsTimeSec=0.109130
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: SerializeBulkDataTimeSec=0.779529
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: AsyncWriteTimeSec=0.149891
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: MBWritten=389.578840
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: Package.DifferentPackagesSizeMBPerAsset
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: Package.NumberOfDifferencesInPackagesPerAsset
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: Package.PackageDifferencesSizeMBPerAsset
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: Package.DiffTotal
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: NumberOfDifferentPackages=0
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: DifferentPackagesSizeMB=0.000000
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: NumberOfDifferencesInPackages=0
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: PackageDifferencesSizeMB=0.000000
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: Cook Profile
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: =====
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: 0.CookWallTimeSec=9.414557
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: 0.0.StartupWallTimeSec=2.977010
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: 0.1.CookByTheBookTimeSec=6.437534
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: 0.1.0.0.StartCookByTheBookTimeSec=1.017894
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: 0.1.0.0.GameCookModificationDelegateTimeSec=0.000010
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: 0.1.1.1.TickCookOnTheSideTimeSec=5.402092
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: 0.1.1.0.1.TickCookOnTheSideLoadPackagesTimeSec=0.712538
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: 0.1.1.1.1.TickCookOnTheSideSaveCookedPackageTimeSec=3.233249

```

UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: 0. 1. 1. 1.
0.TickCookOnTheSideResolveRedirectorsTimeSec=0.000000
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: 0. 1. 1.
2.TickCookOnTheSideBeginPackageCacheForCookedPlatformDataTimeSec=1.348820
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: 0. 1. 1.
3.TickCookOnTheSideFinishPackageCacheForCookedPlatformDataTimeSec=0.010387
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: 0. 1.
2.TickLoopGCTimeSec=0.000000
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: 0. 1.
3.TickLoopRecompileShaderRequestsTimeSec=0.000018
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: 0. 1.
4.TickLoopShaderProcessAsyncResultsTimeSec=0.000010
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: 0. 1.
5.TickLoopProcessDeferredCommandsTimeSec=0.000017
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: 0. 1.
6.TickLoopTickCommandletStatsTimeSec=0.000003
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display:
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: DDC Summary Stats
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display:
=====
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: TotalGetHits =
1045
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: TotalGets =
1046
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: TotalGetHitPct=
0.999044
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: LocalGetHitPct=
0.435946
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: SharedGetHitPct=
0.000000
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: OtherGetHitPct=
0.563098
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: GetMissPct =
0.000956
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: TotalPutHits =
0
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: TotalPuts = 0
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: TotalPutHitPct=
-nan(ind)
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: PutMissPct =
-nan(ind)
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display:
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: DDC Resource Stats
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display:
=====
=====
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: Asset Type
Total Time (Sec) GameThread Time (Sec) Assets Built MB Processed
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display:
-----
UATHelper: Packaging (Windows (64-bit)): LogCookCommandlet: Display: Texture (Streaming)
2.27          0.00          0      319.59

```

UATHelper: Packaging (Windows (64-bit)):	LogCookCommandlet: Display: PhysX (BodySetup)
0.50 0.50 0 3.51	
UATHelper: Packaging (Windows (64-bit)):	LogCookCommandlet: Display: MaterialShader
0.19 0.19 0 8.96	
UATHelper: Packaging (Windows (64-bit)):	LogCookCommandlet: Display: StaticMesh
0.02 0.02 0 5.43	
UATHelper: Packaging (Windows (64-bit)):	LogCookCommandlet: Display: SkeletalMesh
0.01 0.01 0 2.51	
UATHelper: Packaging (Windows (64-bit)):	LogCookCommandlet: Display: GlobalShader
0.01 0.01 0 3.42	
UATHelper: Packaging (Windows (64-bit)):	LogCookCommandlet: Display: NavCollision
0.00 0.00 0 0.13	
UATHelper: Packaging (Windows (64-bit)):	LogCookCommandlet: Display: Texture (Inline)
0.00 0.00 0 40.71	
UATHelper: Packaging (Windows (64-bit)):	LogCookCommandlet: Display: DistanceField
0.00 0.00 0 0.00	
UATHelper: Packaging (Windows (64-bit)):	LogCookCommandlet: Display: SoundWave
0.00 0.00 0 0.06	
UATHelper: Packaging (Windows (64-bit)):	LogInit: Display:
UATHelper: Packaging (Windows (64-bit)):	LogInit: Display: Warning/Error Summary (Unique only)
UATHelper: Packaging (Windows (64-bit)):	LogInit: Display: -----
UATHelper: Packaging (Windows (64-bit)):	LogInit: Display: LogMaterial: Warning:
D:\proyectos unreal engine\NASAV2\Content\NASA\materials\Floor_M.uasset: Failed to compile Material for platform PCD3D_SM5, Default Material will be used in game.	
UATHelper: Packaging (Windows (64-bit)):	LogInit: Display:
UATHelper: Packaging (Windows (64-bit)):	LogInit: Display: Success - 0 error(s), 1 warning(s)
UATHelper: Packaging (Windows (64-bit)):	LogInit: Display:
UATHelper: Packaging (Windows (64-bit)):	
UATHelper: Packaging (Windows (64-bit)):	Execution of commandlet took: 6.45 seconds
UATHelper: Packaging (Windows (64-bit)):	FGlobalDynamicReadBuffer::Cleanup()
UATHelper: Packaging (Windows (64-bit)):	FGlobalDynamicReadBuffer::Cleanup()
UATHelper: Packaging (Windows (64-bit)):	FGlobalDynamicReadBuffer::Cleanup()
UATHelper: Packaging (Windows (64-bit)):	Took 10,1745208s to run UE4Editor-Cmd.exe, ExitCode=0
UATHelper: Packaging (Windows (64-bit)):	***** COOK COMMAND COMPLETED

UATHelper: Packaging (Windows (64-bit)):	***** STAGE COMMAND STARTED

UATHelper: Packaging (Windows (64-bit)):	Creating Staging Manifest...
UATHelper: Packaging (Windows (64-bit)):	Excluding config file
D:\gamefolders\epicgames\UE_4.23\Engine\Config\BaseEditor.ini	
UATHelper: Packaging (Windows (64-bit)):	Excluding config file
D:\gamefolders\epicgames\UE_4.23\Engine\Config\BaseEditorKeyBindings.ini	
UATHelper: Packaging (Windows (64-bit)):	Excluding config file
D:\gamefolders\epicgames\UE_4.23\Engine\Config\BaseEditorLayout.ini	
UATHelper: Packaging (Windows (64-bit)):	Excluding config file
D:\gamefolders\epicgames\UE_4.23\Engine\Config\BaseEditorPerProjectUserSettings.ini	
UATHelper: Packaging (Windows (64-bit)):	Excluding config file
D:\gamefolders\epicgames\UE_4.23\Engine\Config\BaseEditorSettings.ini	
UATHelper: Packaging (Windows (64-bit)):	Excluding config file
D:\gamefolders\epicgames\UE_4.23\Engine\Config\BaseLightmass.ini	

UATHelper: Packaging (Windows (64-bit)): Excluding config file
 D:\gamefolders\epicgames\UE_4.23\Engine\Config\BasePakFileRules.ini
 UATHelper: Packaging (Windows (64-bit)): Excluding config file
 D:\gamefolders\epicgames\UE_4.23\Engine\Config\Localization\Category.ini
 UATHelper: Packaging (Windows (64-bit)): Excluding config file
 D:\gamefolders\epicgames\UE_4.23\Engine\Config\Localization\Editor.ini
 UATHelper: Packaging (Windows (64-bit)): Excluding config file
 D:\gamefolders\epicgames\UE_4.23\Engine\Config\Localization\EditorTutorials.ini
 UATHelper: Packaging (Windows (64-bit)): Excluding config file
 D:\gamefolders\epicgames\UE_4.23\Engine\Config\Localization\Engine.ini
 UATHelper: Packaging (Windows (64-bit)): Excluding config file
 D:\gamefolders\epicgames\UE_4.23\Engine\Config\Localization\Keywords.ini
 UATHelper: Packaging (Windows (64-bit)): Excluding config file
 D:\gamefolders\epicgames\UE_4.23\Engine\Config\Localization\PortableObjectExport.ini
 UATHelper: Packaging (Windows (64-bit)): Excluding config file
 D:\gamefolders\epicgames\UE_4.23\Engine\Config\Localization\PortableObjectImport.ini
 UATHelper: Packaging (Windows (64-bit)): Excluding config file
 D:\gamefolders\epicgames\UE_4.23\Engine\Config\Localization\PropertyNames.ini
 UATHelper: Packaging (Windows (64-bit)): Excluding config file
 D:\gamefolders\epicgames\UE_4.23\Engine\Config\Localization\RepairData.ini
 UATHelper: Packaging (Windows (64-bit)): Excluding config file
 D:\gamefolders\epicgames\UE_4.23\Engine\Config\Localization\ToolTips.ini
 UATHelper: Packaging (Windows (64-bit)): Excluding config file
 D:\gamefolders\epicgames\UE_4.23\Engine\Config\Localization\WordCount.ini
 UATHelper: Packaging (Windows (64-bit)): Excluding config file D:\proyectos unreal
 engine\NASAV2\Config\DefaultEditor.ini
 UATHelper: Packaging (Windows (64-bit)): Excluding config file D:\proyectos unreal
 engine\NASAV2\Config\DefaultEditorPerProjectUserSettings.ini
 UATHelper: Packaging (Windows (64-bit)): Excluding config file D:\proyectos unreal
 engine\NASAV2\Config\DefaultEditorSettings.ini
 UATHelper: Packaging (Windows (64-bit)): Cleaning Stage Directory: D:\proyectos unreal
 engine\NASAV2\Saved\StagedBuilds\WindowsNoEditor
 UATHelper: Packaging (Windows (64-bit)): Copying NonUFSFiles to staging directory:
 D:\proyectos unreal engine\NASAV2\Saved\StagedBuilds\WindowsNoEditor
 UATHelper: Packaging (Windows (64-bit)): Copying UFSFiles to staging directory: D:\proyectos
 unreal engine\NASAV2\Saved\StagedBuilds\WindowsNoEditor
 UATHelper: Packaging (Windows (64-bit)): ***** STAGE COMMAND COMPLETED

 UATHelper: Packaging (Windows (64-bit)): ***** PACKAGE COMMAND STARTED

 UATHelper: Packaging (Windows (64-bit)): ***** PACKAGE COMMAND COMPLETED

 UATHelper: Packaging (Windows (64-bit)): ***** ARCHIVE COMMAND STARTED

 UATHelper: Packaging (Windows (64-bit)): Archiving to D:/proyectos unreal engine/NASAV2
 UATHelper: Packaging (Windows (64-bit)): ***** ARCHIVE COMMAND COMPLETED

 UATHelper: Packaging (Windows (64-bit)): BUILD SUCCESSFUL
 UATHelper: Packaging (Windows (64-bit)): AutomationTool exiting with ExitCode=0 (Success)
 LogEditorSessionSummary: EditorSessionSummary sent report. Type=Shutdown,
 SessionId={5FD87359-4DE8-8737-7