

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 0.052471
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.AmortizeCPUToGPUCopy: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.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]]
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: 102.86 MB used, 102.86 MB peak
LogMemory: Process Virtual Memory: 101.56 MB used, 101.56 MB peak
LogMemory: Physical Memory: 5689.91 MB used, 10604.25 MB free, 16294.15 MB total
LogMemory: Virtual Memory: 4689.83 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/10528/).
LogShaderCompilers: Cleaned the shader compiler working directory
'C:/Users/admin/AppData/Local/Temp/UnrealShaderWorkingDir/DBBDF2D74D6F2EFEE130B98
B205FB027/'.
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 0.04s 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 0.0018 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 0.136000 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 0.06s 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
LogCook: Display: Max memory allowance for cook 16384mb min free memory 0mb

LogCook: Display: Mobile HDR setting 1
LogFileCache: Scanning file cache for directory 'D:/proyectos unreal engine/NASAV2/Content/' took 0.02s
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 1.48ms
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 2.56ms
Cmd: MAP CHECKDEP NOCLEARLOG
MapCheck: Map check complete: 0 Error(s), 0 Warning(s), took 0.091ms to complete.
LogFileHelpers: Loading map 'level1' took 13.180
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 0.000717 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 0.000002 seconds
LogContentBrowser: Native class hierarchy populated in 0.0076 seconds. Added 2889 classes and 690 folders.
LogContentBrowser: Native class hierarchy updated for 'WidgetCarousel' in 0.0003 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 0.0002 seconds. Added 1 classes and 2 folders.
LogSlate: Took 0.000124 seconds to synchronously load lazily loaded font '..\..\..\Engine/Content/Slate/Fonts/Roboto-Regular.ttf' (155K)
LogSlate: Took 0.000132 seconds to synchronously load lazily loaded font '..\..\..\Engine/Content/Slate/Fonts/Roboto-Bold.ttf' (160K)

LogSlate: Took 0.016822 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 0.013270 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: 23.22 seconds
LogLoad: (Engine Initialization) Total Blueprint compile time: 0.00 seconds
LogContentStreaming: Texture pool size now 1000 MB
LogSlate: Took 0.000091 seconds to synchronously load lazily loaded font
'../../Engine/Content/Slate/Fonts/Roboto-Light.ttf' (167K)
LogAssetRegistry: Asset discovery search completed in 21.1152 seconds
LogCollectionManager: Rebuilt the object cache for 0 collections in 0.000003 seconds (found 0
objects)
LogCollectionManager: Fixed up redirectors for 0 collections in 0.000033 seconds (updated 0
objects)
LogSlate: FSceneViewport::OnFocusLost() reason 5
LogUObjectHash: Compacting FUObjectHashTables data took 0.68ms
UATHelper: Packaging (HTML5): Running AutomationTool...
UATHelper: Packaging (HTML5): 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/HTML TEST" -package
-clientconfig=Developme
nt -ue4exe=D:\gamefolders\epicgames\UE_4.23\Engine\Binaries\Win64\UE4Editor-Cmd.exe
-compressed -prereqs -nodebuginfo -targetplatform=HTML5 -build -utf8output
UATHelper: Packaging (HTML5): Setting up ProjectParams for D:\proyectos unreal
engine\NASAV2\NASAV2.uproject
LogSlate: FSceneViewport::OnFocusLost() reason 0
LogSlate: Took 0.106870 seconds to synchronously load lazily loaded font
'../../Engine/Content/Slate/Fonts/DroidSansMono.ttf' (77K)
UATHelper: Packaging (HTML5): ***** BUILD COMMAND STARTED *****
UATHelper: Packaging (HTML5): Running:
D:\gamefolders\epicgames\UE_4.23\Engine\Binaries\DotNET\UnrealBuildTool.exe NASAV2
HTML5 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-HTML5-
Development.txt"
UATHelper: Packaging (HTML5): HTML5ToolChain: EnableSIMD = False
UATHelper: Packaging (HTML5): HTML5ToolChain: EnableMultithreading False
UATHelper: Packaging (HTML5): HTML5ToolChain: OffscreenCanvas False
UATHelper: Packaging (HTML5): HTML5ToolChain: LLVMWasmBackend False
UATHelper: Packaging (HTML5): HTML5ToolChain: EnableTracing = False
UATHelper: Packaging (HTML5): Setting Emscripten SDK: located in
D:\gamefolders\epicgames\UE_4.23\Engine\Extras\ThirdPartyNotUE\emscripten\1.38.31
UATHelper: Packaging (HTML5): emcc ExitCode: 0
UATHelper: Packaging (HTML5): # Note: If you put paths relative to the home directory, do not

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forget
UATHelper: Packaging (HTML5): # os.path.expanduser
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): # Note: On Windows, remember to escape backslashes! I.e.
PYTHON='c:\Python27\'
UATHelper: Packaging (HTML5): # is not valid, but PYTHON='c:\\Python27\\' and
PYTHON='c:/Python27/'
UATHelper: Packaging (HTML5): # are.
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): import os
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): # This is used by external projects in order to find emscripten.
It is not used
UATHelper: Packaging (HTML5): # by emscripten itself.
UATHelper: Packaging (HTML5): EMSCRIPTEN_ROOT =
os.path.expanduser(os.getenv('EMSCRIPTEN',
'D:\\gamefolders\\epicgames\\UE_4.23\\Engine\\Extras\\ThirdPartyNotUE\\emsdk\\emscripten\\1.3
8.31')) # directory
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): LLVM_ROOT = os.path.expanduser(os.getenv('LLVM',
'D:\\gamefolders\\epicgames\\UE_4.23\\Engine\\Extras\\ThirdPartyNotUE\\emsdk\\Win64\\clang\\e
1.38.31_64bit')) # directory
UATHelper: Packaging (HTML5): BINARYEN_ROOT =
'D:\\gamefolders\\epicgames\\UE_4.23\\Engine\\Extras\\ThirdPartyNotUE\\emsdk\\Win64\\clang\\e
1.38.31_64bit\\binaryen'
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): # If not specified, defaults to sys.executable.
UATHelper: Packaging (HTML5): # PYTHON = 'python'
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): # Add this if you have manually built the JS optimizer
executable (in
UATHelper: Packaging (HTML5): # Emscripten/tools/optimizer) and want to run it from a custom
location.
UATHelper: Packaging (HTML5): # Alternatively, you can set this as the environment variable
UATHelper: Packaging (HTML5): EMSCRIPTEN_NATIVE_OPTIMIZER =
'D:\\gamefolders\\epicgames\\UE_4.23\\Engine\\Extras\\ThirdPartyNotUE\\emsdk\\Win64\\clang\\e
1.38.31_64bit\\optimizer.exe'
UATHelper: Packaging (HTML5): EMSCRIPTEN_NATIVE_OPTIMIZER =
'D:\\gamefolders\\epicgames\\UE_4.23\\Engine\\Extras\\ThirdPartyNotUE\\emsdk\\Win64\\clang\\e
1.38.31_64bit\\optimizer.exe'
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): # See below for notes on which JS engine(s) you need
UATHelper: Packaging (HTML5): NODE_JS = os.path.expanduser(os.getenv('NODE',
'D:\\gamefolders\\epicgames\\UE_4.23\\Engine\\Extras\\ThirdPartyNotUE\\emsdk\\Win64\\node\\8.
9.1_64bit\\bin\\node.exe')) # executable
UATHelper: Packaging (HTML5): SPIDERMONKEY_ENGINE =
[os.path.expanduser(os.getenv('SPIDERMONKEY', 'js'))] # executable
UATHelper: Packaging (HTML5): V8_ENGINE = os.path.expanduser(os.getenv('V8', 'd8')) #
executable
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): JAVA = 'java' # executable
UATHelper: Packaging (HTML5):

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UATHelper: Packaging (HTML5): TEMP_DIR = 'C:\\Users\\admin\\AppData\\Local\\Temp'
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): # CLOSURE_COMPILER = '..' # define this to not use the
bundled version
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5):
#####
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): # Pick the JS engine to use for running the compiler. This
engine must exist, or
UATHelper: Packaging (HTML5): # nothing can be compiled.
UATHelper: Packaging (HTML5): #
UATHelper: Packaging (HTML5): # This should be left on node.js, as that is the VM we test
running the
UATHelper: Packaging (HTML5): # compiler in. Other VMs may or may not work.
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): COMPILER_ENGINE = NODE_JS
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): # All JS engines to use when running the automatic tests. Not
all the engines in
UATHelper: Packaging (HTML5): # this list must exist (if they don't, they will be skipped in the
test runner).
UATHelper: Packaging (HTML5): #
UATHelper: Packaging (HTML5): # Recommendation: If you already have node installed, use
that. If you can, also
UATHelper: Packaging (HTML5): #          build spidermonkey from source as well to get
more test
UATHelper: Packaging (HTML5): #          coverage.
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): JS_ENGINES = [NODE_JS] # add this if you have
spidermonkey installed too, SPIDERMONKEY_ENGINE]
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): # Other options
UATHelper: Packaging (HTML5): #
UATHelper: Packaging (HTML5): # FROZEN_CACHE = True # never clears the cache, and
disallows building to the cache
UATHelper: Packaging (HTML5): *** Emscripten Config File:
D:\\gamefolders\\epicgames\\UE_4.23\\Engine\\Intermediate\\Build\\HTML5\\emscripten
UATHelper: Packaging (HTML5): Parsing headers for NASAV2
UATHelper: Packaging (HTML5): Running UnrealHeaderTool "D:\\proyectos unreal
engine\\NASAV2\\NASAV2.uproject" "D:\\proyectos unreal
engine\\NASAV2\\Intermediate\\Build\\HTML5\\NASAV2\\Development\\NASAV2.uhtmanifest"
-LogCmds="loginit warning, logexit warning, logdatabase error" -Unattended -WarningsAsErrors
-installed
UATHelper: Packaging (HTML5): Reflection code generated for NASAV2 in 4,6567465 seconds
UATHelper: Packaging (HTML5): HTML5ToolChain: Development -O2 aggressive size and
speed optimization
UATHelper: Packaging (HTML5): Writing manifest to D:\\proyectos unreal
engine\\NASAV2\\Intermediate\\Build\\Manifest.xml
UATHelper: Packaging (HTML5): Building 9 actions with 12 processes...

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UATHelper: Packaging (HTML5): [1/9] MyClass.cpp
 UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.31 seconds
 UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 2.14 seconds
 UATHelper: Packaging (HTML5): [2/9] NASAV2.cpp
 UATHelper: Packaging (HTML5): cache:INFO: generating system asset: is_vanilla.txt... (this will be cached in "D:\gamefolders\epicgames\UE_4.23\Engine\Intermediate\Build\HTML5\EmscriptenCache\is_vanilla.txt" for subsequent builds)
 UATHelper: Packaging (HTML5): cache:INFO: - ok
 UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.31 seconds
 UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 2.21 seconds
 UATHelper: Packaging (HTML5): [3/9] Module.AdvancedSteamSessions.cpp
 UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.30 seconds
 UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 10.35 seconds
 UATHelper: Packaging (HTML5): [4/9] Module.AdvancedSteamSessions.gen.cpp
 UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.31 seconds
 UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 10.39 seconds
 UATHelper: Packaging (HTML5): [5/9] Module.AdvancedSessions.gen.1_of_2.cpp
 UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.31 seconds
 UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 10.50 seconds
 UATHelper: Packaging (HTML5): [6/9] Module.AdvancedSessions.gen.2_of_2.cpp
 UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.30 seconds
 UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 10.58 seconds
 UATHelper: Packaging (HTML5): [7/9] Module.AdvancedSessions.cpp
 UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.30 seconds
 UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 11.34 seconds
 LogSlate: FSceneViewport::OnFocusLost() reason 0
 LogSlate: Window 'Output Log' being destroyed
 LogSlate: Window 'Output Log' being destroyed
 LogSlate: FSceneViewport::OnFocusLost() reason 5
 LogSlate: FSceneViewport::OnFocusLost() reason 5
 LogSlate: FSceneViewport::OnFocusLost() reason 5
 LogSlate: FSceneViewport::OnFocusLost() reason 5
 LogSlate: Only BGRA pngs, bmps or icos are supported in by External Image Picker
 LogSlate: FSceneViewport::OnFocusLost() reason 2
 LogSlate: Only BGRA pngs, bmps or icos are supported in by External Image Picker
 LogUObjectHash: Compacting FUObjectHashTables data took 0.73ms
 UATHelper: Packaging (HTML5): Running AutomationTool...
 UATHelper: Packaging (HTML5): 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


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-archivedirectory="D:/proyectos unreal engine/NASAV2/HTML TEST" -package
-clientconfig=Developme
nt -ue4exe=D:\gamefolders\epicgames\UE_4.23\Engine\Binaries\Win64\UE4Editor-Cmd.exe
-compressed -prereqs -nodebuginfo -targetplatform=HTML5 -build -utf8output
UATHelper: Packaging (HTML5): Setting up ProjectParams for D:\proyectos unreal
engine\NASAV2\NASAV2.uproject
UATHelper: Packaging (HTML5): ***** BUILD COMMAND STARTED *****
UATHelper: Packaging (HTML5): Running:
D:\gamefolders\epicgames\UE_4.23\Engine\Binaries\DotNET\UnrealBuildTool.exe NASAV2
HTML5 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-HTML5-
Development.txt"
UATHelper: Packaging (HTML5): HTML5ToolChain: EnableSIMD = False
UATHelper: Packaging (HTML5): HTML5ToolChain: EnableMultithreading False
UATHelper: Packaging (HTML5): HTML5ToolChain: OffscreenCanvas False
UATHelper: Packaging (HTML5): HTML5ToolChain: LLVMWasmBackend False
UATHelper: Packaging (HTML5): HTML5ToolChain: EnableTracing = False
UATHelper: Packaging (HTML5): Setting Emscripten SDK: located in
D:\gamefolders\epicgames\UE_4.23\Engine\Extras\ThirdPartyNotUE\emsdk\emscripten\1.38.31
UATHelper: Packaging (HTML5): emcc ExitCode: 0
UATHelper: Packaging (HTML5): # Note: If you put paths relative to the home directory, do not
forget
UATHelper: Packaging (HTML5): # os.path.expanduser
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): # Note: On Windows, remember to escape backslashes! I.e.
PYTHON='c:\Python27\'
UATHelper: Packaging (HTML5): # is not valid, but PYTHON='c:\\Python27\' and
PYTHON='c:/Python27/'
UATHelper: Packaging (HTML5): # are.
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): import os
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): # This is used by external projects in order to find emscripten.
It is not used
UATHelper: Packaging (HTML5): # by emscripten itself.
UATHelper: Packaging (HTML5): EMSCRIPTEN_ROOT =
os.path.expanduser(os.getenv('EMSCRIPTEN',
'D:\\gamefolders\\epicgames\\UE_4.23\\Engine\\Extras\\ThirdPartyNotUE\\emsdk\\emscripten\\1.3
8.31')) # directory
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): LLVM_ROOT = os.path.expanduser(os.getenv('LLVM',
'D:\\gamefolders\\epicgames\\UE_4.23\\Engine\\Extras\\ThirdPartyNotUE\\emsdk\\Win64\\clang\\e
1.38.31_64bit')) # directory
UATHelper: Packaging (HTML5): BINARYEN_ROOT =
'D:\\gamefolders\\epicgames\\UE_4.23\\Engine\\Extras\\ThirdPartyNotUE\\emsdk\\Win64\\clang\\e
1.38.31_64bit\\binaryen'
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): # If not specified, defaults to sys.executable.

```

```

UATHelper: Packaging (HTML5): # PYTHON = 'python'
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): # Add this if you have manually built the JS optimizer
executable (in
UATHelper: Packaging (HTML5): # Emscripten/tools/optimizer) and want to run it from a custom
location.
UATHelper: Packaging (HTML5): # Alternatively, you can set this as the environment variable
UATHelper: Packaging (HTML5): EMSCRIPTEN_NATIVE_OPTIMIZER =
'D:\\gamefolders\\epicgames\\UE_4.23\\Engine\\Extras\\ThirdPartyNotUE\\emscripten\\Win64\\clang\\e
1.38.31_64bit\\optimizer.exe'
UATHelper: Packaging (HTML5): EMSCRIPTEN_NATIVE_OPTIMIZER =
'D:\\gamefolders\\epicgames\\UE_4.23\\Engine\\Extras\\ThirdPartyNotUE\\emscripten\\Win64\\clang\\e
1.38.31_64bit\\optimizer.exe'
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): # See below for notes on which JS engine(s) you need
UATHelper: Packaging (HTML5): NODE_JS = os.path.expanduser(os.getenv('NODE',
'D:\\gamefolders\\epicgames\\UE_4.23\\Engine\\Extras\\ThirdPartyNotUE\\emscripten\\Win64\\node\\8.
9.1_64bit\\bin\\node.exe')) # executable
UATHelper: Packaging (HTML5): SPIDERMONKEY_ENGINE =
[os.path.expanduser(os.getenv('SPIDERMONKEY', 'js'))] # executable
UATHelper: Packaging (HTML5): V8_ENGINE = os.path.expanduser(os.getenv('V8', 'd8')) #
executable
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): JAVA = 'java' # executable
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): TEMP_DIR = 'C:\\Users\\admin\\AppData\\Local\\Temp'
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): # CLOSURE_COMPILER = '..' # define this to not use the
bundled version
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5):
#####
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): # Pick the JS engine to use for running the compiler. This
engine must exist, or
UATHelper: Packaging (HTML5): # nothing can be compiled.
UATHelper: Packaging (HTML5): #
UATHelper: Packaging (HTML5): # This should be left on node.js, as that is the VM we test
running the
UATHelper: Packaging (HTML5): # compiler in. Other VMs may or may not work.
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): COMPILER_ENGINE = NODE_JS
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5):
UATHelper: Packaging (HTML5): # All JS engines to use when running the automatic tests. Not
all the engines in
UATHelper: Packaging (HTML5): # this list must exist (if they don't, they will be skipped in the
test runner).
UATHelper: Packaging (HTML5): #
UATHelper: Packaging (HTML5): # Recommendation: If you already have node installed, use
that. If you can, also

```

UATHelper: Packaging (HTML5): # build spidermonkey from source as well to get more test

UATHelper: Packaging (HTML5): # coverage.

UATHelper: Packaging (HTML5):

UATHelper: Packaging (HTML5): JS_ENGINES = [NODE_JS] # add this if you have spidermonkey installed too, SPIDERMONKEY_ENGINE]

UATHelper: Packaging (HTML5):

UATHelper: Packaging (HTML5): # Other options

UATHelper: Packaging (HTML5): #

UATHelper: Packaging (HTML5): # FROZEN_CACHE = True # never clears the cache, and disallows building to the cache

UATHelper: Packaging (HTML5): *** Emscripten Config File:

D:\gamefolders\epicgames\UE_4.23\Engine\Intermediate\Build\HTML5\emscripten

UATHelper: Packaging (HTML5): Parsing headers for NASAV2

UATHelper: Packaging (HTML5): Running UnrealHeaderTool "D:\proyectos unreal engine\NASAV2\NASAV2.uproject" "D:\proyectos unreal engine\NASAV2\Intermediate\Build\HTML5\NASAV2\Development\NASAV2.uhtmanifest" -LogCmds="loginit warning, logexit warning, logdatabase error" -Unattended -WarningsAsErrors -installed

LogSlate: Window 'Output Log' being destroyed

UATHelper: Packaging (HTML5): Reflection code generated for NASAV2 in 3,8980394 seconds

UATHelper: Packaging (HTML5): HTML5ToolChain: Development -O2 aggressive size and speed optimization

UATHelper: Packaging (HTML5): Writing manifest to D:\proyectos unreal engine\NASAV2\Intermediate\Build\Manifest.xml

UATHelper: Packaging (HTML5): Building 2 actions with 12 processes...

LogEditorSessionSummary: EditorSessionSummary sent report. Type=Shutdown, SessionId={126AAC7B-4D86-53E4-9837-F1926A215777}

UATHelper: Packaging (HTML5): [1/2] NASAV2.js

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.09 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.00 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "process inputs" took 0.00 seconds

UATHelper: Packaging (HTML5): cache:INFO: generating system library: libc.bc... (this will be cached in "D:\gamefolders\epicgames\UE_4.23\Engine\Intermediate\Build\HTML5\EmscriptenCache\asmjs\libc.bc" for subsequent builds)

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.55 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.53 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.52 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.53 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.03 seconds

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

seconds

```
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.62 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02
```

seconds

```
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.59 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02
```

seconds

```
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.55 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02
```

seconds

```
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.57 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02
```

seconds

```
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.59 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02
```

seconds

```
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.57 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02
```

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```
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.60 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02
```

seconds

LATHE 1 D=1 (UTM 1.5) INFO "10-10-10" 1.056 1

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.56 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02

seconds

UATH 1 P 1 : (HTML5) INFO : "12 1 : : " 1.004 1

```
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.04 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02
```

seconds

LIATH-kern: Packaging (HTML5): `rmcss:INFO:rmcss:stop "white-daisy-inputs" took 0.57 seconds`

```
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.57 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02
seconds
```

seconds

UATL:lpn:Packaging (UTMI 5): amec:INFO: amec stop "whitebox inputs" took 0.04 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.04 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds

LIATHelper: Packaging (HTML 5): amec:INFO: amec step "bitcodeize inputs" took 0.04 seconds

emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds

LIATHelper: Packaging (HTML 5): emcc:INFO: emcc step "bitcodeize inputs" took 0.56 seconds

emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds

UATHelper: Packaging (HTML 5): emcc:INFO: emcc step "bitcodeize inputs" took 0.55 seconds

emcc:INFO: emcc step "encode inputs" took 0.55 seconds
UATHelper: Packaging (HTML5):
emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.54 seconds

emcc:INFO: emcc step "encode inputs" took 0.57 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.57 seconds

emcc:INFO: emcc step "encode inputs" took 0.17 seconds
UATHelper: Packaging (HTML5):
seconds
emcc:INFO: emcc step "parse arguments and setup" took 0.02

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```
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.04 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02
seconds
```

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[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.05 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.54 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.56 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.55 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.59 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.57 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.55 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.59 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.57 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.55 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.53 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.55 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.57 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.53 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.57 seconds
UATHelper: Packaging (HTML5):	cache:INFO: - ok
UATHelper: Packaging (HTML5):	cache:INFO: generating system library: libcompiler_rt.a...
(this will be cached in	
"D:\gamefolders\epicgames\UE_4.23\Engine\Intermediate\Build\HTML5\EmscriptenCache\asmjs\libcompiler_rt.a" for subsequent builds)	
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.08 seconds

UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.59 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.04 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.54 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.54 seconds
UATHelper: Packaging (HTML5):	cache:INFO: - ok
UATHelper: Packaging (HTML5):	cache:INFO: generating system library: libc-wasm.bc... (this will be cached in "D:\gamefolders\epicgames\UE_4.23\Engine\Intermediate\Build\HTML5\EmscriptenCache\asmjs\libc-wasm.bc" for subsequent builds)
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.63 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.57 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.54 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.05 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.57 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.04 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.58 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.58 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.58 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.55 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.57 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "bitcodeize inputs" took 0.55 seconds
UATHelper: Packaging (HTML5):	emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds

[illegible]

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.04 seconds
UATHelper: Packaging (HTML5): cache:INFO: - ok
UATHelper: Packaging (HTML5): cache:INFO: generating system library: libhtml5.bc... (this will be cached in "D:\gamefolders\epicgames\UE_4.23\Engine\Intermediate\Build\HTML5\EmscriptenCache\asmjs\libhtml5.bc" for subsequent builds)
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.59 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.61 seconds
UATHelper: Packaging (HTML5): cache:INFO: - ok
UATHelper: Packaging (HTML5): cache:INFO: generating system library: libdlmalloc.bc... (this will be cached in "D:\gamefolders\epicgames\UE_4.23\Engine\Intermediate\Build\HTML5\EmscriptenCache\asmjs\libdlmalloc.bc" for subsequent builds)
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.11 seconds
UATHelper: Packaging (HTML5): cache:INFO: - ok
UATHelper: Packaging (HTML5): cache:INFO: generating system library: libgl-webgl2.bc... (this will be cached in "D:\gamefolders\epicgames\UE_4.23\Engine\Intermediate\Build\HTML5\EmscriptenCache\asmjs\libgl-webgl2.bc" for subsequent builds)
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.77 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.63 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.63 seconds
UATHelper: Packaging (HTML5): cache:INFO: - ok
UATHelper: Packaging (HTML5): cache:INFO: generating system library: libpthreads_stub.bc... (this will be cached in "D:\gamefolders\epicgames\UE_4.23\Engine\Intermediate\Build\HTML5\EmscriptenCache\asmjs\libpthreads_stub.bc" for subsequent builds)
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.56 seconds
UATHelper: Packaging (HTML5): cache:INFO: - ok
UATHelper: Packaging (HTML5): cache:INFO: generating system library: libc-extras.bc... (this will be cached in "D:\gamefolders\epicgames\UE_4.23\Engine\Intermediate\Build\HTML5\EmscriptenCache\asmjs\libc-extras.bc" for subsequent builds)
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.02 seconds
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 0.54 seconds
UATHelper: Packaging (HTML5): cache:INFO: - ok
UATHelper: Packaging (HTML5): emcc:INFO: emcc step "calculate system libraries" took

605.82 seconds

UATHelper: Packaging (HTML5): emcc:INFO: NOTE: linking HTML5 project -- this takes at least 7 minutes (and up to 20 minutes on older machines) to complete.

UATHelper: Packaging (HTML5): emcc:INFO: we are workig with the Emscripten makers to speed this up.

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "link" took 0.84 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "post-link" took 117.24 seconds

UATHelper: Packaging (HTML5): cache:INFO: generating system asset:

generated_struct_info.json... (this will be cached in

"D:\gamefolders\epicgames\UE_4.23\Engine\Intermediate\Build\HTML5\EmscriptenCache\asmjs\generated_struct_info.json" for subsequent builds)

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "parse arguments and setup" took 0.04 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "bitcodeize inputs" took 1.37 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "process inputs" took 0.00 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "calculate system libraries" took 0.00 seconds

UATHelper: Packaging (HTML5): emcc:INFO: NOTE: linking HTML5 project -- this takes at least 7 minutes (and up to 20 minutes on older machines) to complete.

UATHelper: Packaging (HTML5): emcc:INFO: we are workig with the Emscripten makers to speed this up.

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "link" took 0.00 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "post-link" took 0.03 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "emscript (llvm => executable code)" took 2.63 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "source transforms" took 0.00 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "memory initializer" took 0.10 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "js opts" took 0.00 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "final emitting" took 0.12 seconds

UATHelper: Packaging (HTML5): cache:INFO: - ok

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "emscript (llvm => executable code)" took 129.80 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "source transforms" took 0.00 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "memory initializer" took 10.77 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "js opts" took 0.00 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "asm2wasm" took -17696.00 seconds

UATHelper: Packaging (HTML5): emcc:INFO: emcc step "final emitting" took 1.88 seconds

UATHelper: Packaging (HTML5): [2/2] NASAV2.target

UATHelper: Packaging (HTML5): Total time in Parallel executor: 1178,21 seconds

UATHelper: Packaging (HTML5): Deploying NASAV2 HTML5 Development...

UATHelper: Packaging (HTML5): Total execution time: 1183,97 seconds

UATHelper: Packaging (HTML5): Took -16815,5662716s to run UnrealBuildTool.exe, ExitCode=0

UATHelper: Packaging (HTML5): ***** BUILD COMMAND COMPLETED *****

UATHelper: Packaging (HTML5): ***** COOK COMMAND STARTED *****

UATHelper: Packaging (HTML5): Running UE4Editor Cook for project D:\proyectos unreal engine\NASAV2\NASAV2.uproject

UATHelper: Packaging (HTML5): Commandlet log file is

D:\gamefolders\epicgames\UE_4.23\Engine\Programs\AutomationTool\Saved\Cook-2021.09.15-19.26.54.txt

UATHelper: Packaging (HTML5): Running:

D:\gamefolders\epicgames\UE_4.23\Engine\Binaries\Win64\UE4Editor-Cmd.exe "D:\proyectos unreal engine\NASAV2\NASAV2.uproject" -run=Cook -TargetPlatform=HTML5 -fileopenlog -unversioned -compressed
-abslog=D:\gamefolders\epicgames\UE_4.23\Engine\Programs\AutomationTool\Saved\Cook-2021.09.15-19.26.54.txt -stdout -CrashForU
AT -unattended -NoLogTimes -UTF8Output
UATHelper: Packaging (HTML5): LogConsoleResponse: Display: Failed to find resolution value strings in scalability ini. Falling back to default.
UATHelper: Packaging (HTML5): LogInit: Display: Running engine for game: NASAV2
UATHelper: Packaging (HTML5): LogOnline: Display: STEAM: Loading Steam SDK 1.42
UATHelper: Packaging (HTML5): LogOnline: Display: STEAM:
OnlineSubsystemSteam::Shutdown()
UATHelper: Packaging (HTML5): 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 (HTML5): LogTemp: Display: Module 'AllDesktopTargetPlatform' loaded TargetPlatform 'AllDesktop'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'MacClientTargetPlatform' loaded TargetPlatform 'MacClient'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'MacNoEditorTargetPlatform' loaded TargetPlatform 'MacNoEditor'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'MacServerTargetPlatform' loaded TargetPlatform 'MacServer'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'MacTargetPlatform' loaded TargetPlatform 'Mac'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'WindowsClientTargetPlatform' loaded TargetPlatform 'WindowsClient'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'WindowsNoEditorTargetPlatform' loaded TargetPlatform 'WindowsNoEditor'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'WindowsServerTargetPlatform' loaded TargetPlatform 'WindowsServer'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'WindowsTargetPlatform' loaded TargetPlatform 'Windows'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_ASTC'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_ATC'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_DXT'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_ETC1'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_ETC1a'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_ETC2'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'Android_PVRTC'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'AndroidTargetPlatform' loaded TargetPlatform 'AndroidClient'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'AndroidTargetPlatform' loaded

TargetPlatform 'Android_ASTCCClient'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'AndroidTargetPlatform' loaded
TargetPlatform 'Android_ATCCClient'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'AndroidTargetPlatform' loaded
TargetPlatform 'Android_DXTClient'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'AndroidTargetPlatform' loaded
TargetPlatform 'Android_ETC1Client'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'AndroidTargetPlatform' loaded
TargetPlatform 'Android_ETC1aClient'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'AndroidTargetPlatform' loaded
TargetPlatform 'Android_ETC2Client'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'AndroidTargetPlatform' loaded
TargetPlatform 'Android_PVRTCCClient'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'AndroidTargetPlatform' loaded
TargetPlatform 'Android_Multi'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'AndroidTargetPlatform' loaded
TargetPlatform 'Android_MultiClient'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'HTML5TargetPlatform' loaded
TargetPlatform 'HTML5'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'IOSTargetPlatform' loaded
TargetPlatform 'IOSClient'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'IOSTargetPlatform' loaded
TargetPlatform 'IOS'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'TVOSTargetPlatform' loaded
TargetPlatform 'TVOSClient'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'TVOSTargetPlatform' loaded
TargetPlatform 'TVOS'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'LinuxClientTargetPlatform'
loaded TargetPlatform 'LinuxClient'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'LinuxNoEditorTargetPlatform'
loaded TargetPlatform 'LinuxNoEditor'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'LinuxServerTargetPlatform'
loaded TargetPlatform 'LinuxServer'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'LinuxTargetPlatform' loaded
TargetPlatform 'Linux'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'LuminTargetPlatform' loaded
TargetPlatform 'Lumin'
UATHelper: Packaging (HTML5): LogTemp: Display: Module 'LuminTargetPlatform' loaded
TargetPlatform 'LuminClient'
UATHelper: Packaging (HTML5): LogTemp: Display: Building Assets For
HTML5
UATHelper: Packaging (HTML5): LogAudioDebug: Display: Lib vorbis DLL was dynamically
loaded.
UATHelper: Packaging (HTML5): LogShaderCompilers: Display: Using Local Shader Compiler.
UATHelper: Packaging (HTML5): LogDerivedDataCache: Display: Max Cache Size: 512 MB
UATHelper: Packaging (HTML5): LogDerivedDataCache: Display: Loaded Boot cache:
C:/Users/admin/AppData/Local/UnrealEngine/4.23/DerivedDataCache/Boot.ddc
UATHelper: Packaging (HTML5): LogDerivedDataCache: Display: Pak cache opened for
reading ../../Engine/DerivedDataCache/Compressed.ddp.
UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
Widget3DPassThrough, compiling.
UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material

Widget3DPassThrough, compiling.
 UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
 Widget3DPassThrough, compiling.
 UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
 Widget3DPassThrough, compiling.
 UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
 Widget3DPassThrough, compiling.
 UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
 Widget3DPassThrough, compiling.
 UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
 DefaultSpriteMaterial, compiling.
 UATHelper: Packaging (HTML5): LogCook: Display: Max memory allowance for cook 16384mb
 min free memory 0mb
 UATHelper: Packaging (HTML5): LogCook: Display: Mobile HDR setting 1
 UATHelper: Packaging (HTML5): LogCook: Display: Creating asset registry
 UATHelper: Packaging (HTML5): LogCook: Display: Discovering localized assets
 UATHelper: Packaging (HTML5): LogCook: Display: Cooked content cleared for platform
 HTML5
 UATHelper: Packaging (HTML5): LogCook: Display: Unable to read previous cook in settings for
 platform HTML5 invalidating cook
 UATHelper: Packaging (HTML5): LogCook: Display: Sandbox cleanup took 0.031 seconds for
 platforms HTML5 iterative false
 UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 0 Packages Remain 170
 Total 170
 UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: S_Actor (RGBA8,
 128X128)
 UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: GradientTexture0
 (RGBA8, 32X32)
 UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: DefaultVolumeTexture
 (RGBA8, 4X4)
 UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
 DefaultTextMaterialOpaque, compiling.
 UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
 WorldGridMaterial, compiling. Is special engine material.
 UATHelper: Packaging (HTML5): LogTexture: Display: Building textures:
 T_Default_Material_Grid_N (DXT5, 256X256)
 UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
 DefaultDeferredDecalMaterial, compiling.
 UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
 DefaultLightFunctionMaterial, compiling.
 UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
 DefaultPostProcessMaterial, compiling.
 UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
 DefaultVirtualTextureMaterial, compiling.
 UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: S_Trigger (RGBA8,
 256X256)
 UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
 BaseFlattenMaterial, compiling.
 UATHelper: Packaging (HTML5): LogTexture: Display: Building textures:
 BaseFlattenGrayScaleMap (G8, 32X32)
 UATHelper: Packaging (HTML5): LogTexture: Display: Building textures:
 BaseFlattenNormalMap (RGBA8, 1X1)

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material Main, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material Xray, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material TransformGizmoMaterial, compiling.

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 50 Packages Remain 169 Total 219

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_FPGun_N (DXT5, 2048X2048)

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material M_FPGun, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material M_UE4Man_Body, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material BaseMaterial, compiling.

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_ML_Aluminum01_N (DXT5, 2048X2048)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_ML_Rubber_Blue_01_N (DXT5, 2048X2048)

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material TranslucentTransformGizmoMaterial, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material WireframeMaterial, compiling. Is special engine material.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material CineMat, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material M_SimpleTranslucent, compiling.

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 100 Packages Remain 184 Total 284

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material DefaultSpriteMaterial, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material DefaultMaterial, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material M_VolumeRenderSphereTracePP, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material RemoveSurfaceMaterial, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material DebugMeshMaterial, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material EmissiveMeshMaterial, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material M_InvalidLightmapSettings, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material GizmoMaterial, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material PhAT_JointLimitMaterial, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material OculusMR_WhiteMaterial, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material OculusMR_ChromaKey, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material OculusMR_ChromaKey_Lit, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material OculusMR_OpaqueColoredMaterial, compiling.

UATHelper: Packaging (HTML5): LogCook: Display: Excluding /OculusVR/OculusMR_RenderTarget -> D:/proyectos unreal engine/NASAV2/Saved/Cooked/HTML5/Engine/Plugins/Runtime/Oculus/OculusVR/Content/OculusMR_RenderTarget.uasset

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_ML_Rubber_Blue_01_N (DXT5, 2048X2048)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: UE4_Mannequin_normals (DXT5, 2048X2048)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_ML_Aluminum01_N (DXT5, 2048X2048)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: VolumeToRender (BGRA8, 10X10)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: S_Note (RGBA8, 256X256)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: VR-Basic (RGBA8, 200X200)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: S_Solver (RGBA8, 256X256)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: Default (RGBA8, 200X200)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: PreintegratedSkinBRDF (RGBA8, 256X256)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: DefaultBokeh (RGBA8, 64X64)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: WeightMapPlaceholderTexture (RGBA8, 2X2)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: VirtualJoystick_Thumb (RGBA8, 64X64)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: VirtualJoystick_Background (RGBA8, 256X256)

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 150 Packages Remain 183 Total 333

UATHelper: Packaging (HTML5): LogCook: Display: Excluding /OculusVR/Materials/OculusMR_WhiteMaterial -> D:/proyectos unreal engine/NASAV2/Saved/Cooked/HTML5/Engine/Plugins/Runtime/Oculus/OculusVR/Content/Materials/OculusMR_WhiteMaterial.uasset

UATHelper: Packaging (HTML5): LogCook: Display: Excluding /OculusVR/Materials/OculusMR_ChromaKey -> D:/proyectos unreal engine/NASAV2/Saved/Cooked/HTML5/Engine/Plugins/Runtime/Oculus/OculusVR/Content/Materials/OculusMR_ChromaKey.uasset

UATHelper: Packaging (HTML5): LogCook: Display: Excluding /OculusVR/Materials/OculusMR_ChromaKey_Lit -> D:/proyectos unreal engine/NASAV2/Saved/Cooked/HTML5/Engine/Plugins/Runtime/Oculus/OculusVR/Content/Materials/OculusMR_ChromaKey_Lit.uasset

UATHelper: Packaging (HTML5): LogCook: Display: Excluding /OculusVR/Materials/OculusMR_OpaqueColoredMaterial -> D:/proyectos unreal engine/NASAV2/Saved/Cooked/HTML5/Engine/Plugins/Runtime/Oculus/OculusVR/Content/Materials/OculusMR_OpaqueColoredMaterial.uasset

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 192 Packages Remain
182 Total 374

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
EditorBrushMaterial, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
PreviewShadowIndicatorMaterial, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
DebugEditorMaterial, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
ClothMaterial_WF, compiling.

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures:
PreviewShadowIndicator (G8, 512X512)

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 197 Packages Remain
181 Total 378

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
ClothMaterial, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
BoneWeightMaterial, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
GeomMaterial, compiling.

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 197 Packages Remain 41
Total 238

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures:
T_Castle_ThumbstickOuter (RGBA8, 128X128)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures:
T_Castle_ThumbstickInner (RGBA8, 64X64)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: HeatmapGradient
(RGBA8, 512X1)

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 215 Packages Remain 40
Total 255

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
BasicShapeMaterial, compiling.

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: HQ_Lightmap0_2
(AutoDXT, 64X64)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: HQ_Lightmap1_1
(AutoDXT, 128X128)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: LQ_Lightmap_0_2
(DXT1, 64X64)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: LQ_Lightmap_1_1
(DXT1, 128X128)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures:
ShadowMapTexture2D_1 (G8, 64X64)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures:
ShadowMapTexture2D_2 (G8, 32X32)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: SkyOcclusion0_2
(AutoDXT, 64X32)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: SkyOcclusion1_1
(AutoDXT, 128X64)

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material
M_Sky_Panning_Clouds2, compiling.

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 228 Packages Remain 43
Total 271

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_Sky_Clouds_M (G8, 2048X1024)

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material dot_M, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material third_test_black_hole1, compiling.

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: gradient_test (RGBA8, 158X161)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: tiling_noise_texture (RGBA8, 225X225)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: snow_texture (RGBA8, 225X225)

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material ice, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material Black_hole_outer_disc, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material CABLE_M, compiling.

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_Detail_Rocky_N (DXT5, 1024X1024)

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material M_ChromeBall, compiling.

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_Pipe01_N (DXT5, 2048X2048)

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material dot_M, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material M_Metal_Chrome, compiling.

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_Stairs01_N (DXT5, 2048X2048)

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material sun_M, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material M_smoke_subUV, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material M_Glass, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material trail_test_M, compiling.

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_Barrel01_N (DXT5, 2048X2048)

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 278 Packages Remain 163 Total 441

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material lightning_M, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material Engine_MainMetal, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material CubeMaterial, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material door_unlock_MV2, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material M_Wall01, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material M_Heat_Distortion, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material M_Spark, compiling.

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: sun_material (RGBA8, 225X225)

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material M_Fire_SubUV, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material conveyor_M, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material Floor_M, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Warning: D:\proyectos unreal engine\NASAV2\Content\NASA\materials\Floor_M.uasset: Failed to compile Material for platform GLSL_ES2_WEBGL, Default Material will be used in game.

UATHelper: Packaging (HTML5): LogMaterial: Display: (Node TextureSampleParameter2D) Param2D> Found NULL, requires Texture2D

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material ice_diamond_M, compiling.

UATHelper: Packaging (HTML5): LogMaterial: Display: Missing cached shader map for material M_Rock, compiling.

PackagingResults: Warning: D:\proyectos unreal engine\NASAV2\Content\NASA\materials\Floor_M.uasset: Failed to compile Material for platform GLSL_ES2_WEBGL, Default Material will be used in game.

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_Door01_N (DXT5, 2048X2048)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: trail_test (RGBA8, 706X549)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_Floor01_N (DXT5, 2048X2048)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: S_LightError (RGBA8, 256X256)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: EmptyActor (RGBA8, 256X256)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_Rails_N (DXT5, 2048X2048)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_Wall01_N (DXT5, 2048X1024)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_Water_N (DXT5, 2048X2048)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: ShadowMapTexture2D_2 (G8, 1024X1024)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: ShadowMapTexture2D_3 (G8, 512X64)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_Wallfabric01_N (DXT5, 2048X2048)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: RD-180-2_Engine_MainMetal_Normal (DXT5, 4096X4096)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_Wall_A_N_Normals_2 (DXT5, 4096X4096)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_Hangarwall01_N (DXT5, 4096X4096)

UATHelper: Packaging (HTML5): LogTexture: Display: Building textures: T_RockMesh_N (DXT5, 2048X2048)

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 328 Packages Remain 124 Total 452

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 378 Packages Remain 121 Total 499

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 378 Packages Remain 104 Total 482

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 378 Packages Remain 95 Total 473

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 378 Packages Remain 91 Total 469

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 378 Packages Remain 85 Total 463

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 378 Packages Remain 80 Total 458

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 378 Packages Remain 79 Total 457

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 378 Packages Remain 77 Total 455

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 378 Packages Remain 75 Total 453

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 378 Packages Remain 71 Total 449

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 403 Packages Remain 62 Total 465

UATHelper: Packaging (HTML5): LogCook: Display: Cooked packages 403 Packages Remain 0 Total 403

UATHelper: Packaging (HTML5): LogCook: Display: Finishing up...

UATHelper: Packaging (HTML5): LogBlueprintCodeGen: Display: Nativization Summary - AnimBP:

UATHelper: Packaging (HTML5): LogBlueprintCodeGen: Display: Name, Children, Non-empty Functions (Empty Functions), Variables, FunctionUsage, VariableUsage

UATHelper: Packaging (HTML5): LogBlueprintCodeGen: Display: Nativization Summary - Shared Variables From Graph: 0

UATHelper: Packaging (HTML5): LogAssetRegistryGenerator: Display: Saving asset registry.

UATHelper: Packaging (HTML5): LogAssetRegistryGenerator: Display: Generated asset registry num assets 396, size is 213.78kb

UATHelper: Packaging (HTML5): LogAssetRegistryGenerator: Display: Done saving asset registry.

UATHelper: Packaging (HTML5): LogCook: Display: Cook by the book total time in tick 260.646422s total time 296.481079

UATHelper: Packaging (HTML5): LogCook: Display: Peak Used virtual 4036MB Peak Used physical 3942MB

UATHelper: Packaging (HTML5): LogCook: Display: Hierarchy Timer Information:

UATHelper: Packaging (HTML5): LogCook: Display: Root: 0.000s (0)

UATHelper: Packaging (HTML5): LogCook: Display: StartCookByTheBookTime: 35.628s (1)

UATHelper: Packaging (HTML5): LogCook: Display: GenerateAssetRegistryTime: 21.675s (1)

UATHelper: Packaging (HTML5): LogCook: Display: CleanSandboxTime: 0.031s (1)

UATHelper: Packaging (HTML5): LogCook: Display: ProcessingAccessedStrings: 0.004s (1)

UATHelper: Packaging (HTML5): LogCook: Display: CollectFilesToCook: 0.074s (1)

UATHelper: Packaging (HTML5): LogCook: Display: CookModificationDelegate: 0.000s (1)
UATHelper: Packaging (HTML5): LogCook: Display: GeneratePackageNames: 0.000s (1)
UATHelper: Packaging (HTML5): LogCook: Display: GenerateLongPackageName: 0.000s (1)
UATHelper: Packaging (HTML5): LogCook: Display: TickCookOnTheSide: 260.615s (43)
UATHelper: Packaging (HTML5): LogCook: Display: LoadPackage: 2.231s (30)
UATHelper: Packaging (HTML5): LogCook: Display:
CallBeginCacheForCookedPlatformData: 1.250s (43)
UATHelper: Packaging (HTML5): LogCook: Display: PostLoadPackageFixup: 0.000s (43)
UATHelper: Packaging (HTML5): LogCook: Display: SavingPackages: 257.083s (11)
UATHelper: Packaging (HTML5): LogCook: Display:
PrecachePlatformDataForNextPackage: 0.001s (674)
UATHelper: Packaging (HTML5): LogCook: Display:
PrecachePlatformDataForNextNextPackage: 78.007s (670)
UATHelper: Packaging (HTML5): LogCook: Display: SaveCookedPackage: 178.918s (403)
UATHelper: Packaging (HTML5): LogCook: Display: LoadPackage: 0.001s (398)
UATHelper: Packaging (HTML5): LogCook: Display: GEditorSavePackage: 178.894s
(398)
UATHelper: Packaging (HTML5): LogCook: Display: ConvertingBlueprints: 0.046s (398)
UATHelper: Packaging (HTML5): LogCook: