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[{"Name": "The execution result in the commandlet is empty, but it can work normally in the UE editor", "Link": "https://github.com//Allar/ue4-style-guide/issues/56"}, {"Name": "Where to put Static Meshes?", "Link": "https://github.com//Allar/ue4-style-guide/issues/55"}, {"Name": "Animation Sequence and Sound Wave prefix conflict", "Link": "https://github.com//Allar/ue4-style-guide/issues/54"}, {"Name": "Location of functional testing assets", "Link": "https://github.com//Allar/ue4-style-guide/issues/53"}, {"Name": "Missing editor utility widget prefix", "Link": "https://github.com//Allar/ue4-style-guide/issues/50"}, {"Name": "Auto-opening a saved report in the browser is missing the protocol", "Link": "https://github.com//Allar/ue4-style-guide/issues/48"}, {"Name": "What about displacement maps?", "Link": "https://github.com//Allar/ue4-style-guide/issues/47"}, {"Name": "No Linux Plugin", "Link": "https://github.com//Allar/ue4-style-guide/issues/46"}, {"Name": "Sound Concurrency uses _SC as a prefix instead of suffix", "Link": "https://github.com//Allar/ue4-style-guide/issues/44"}, {"Name": "More Detailed Folder Structure?", "Link": "https://github.com//Allar/ue4-style-guide/issues/43"}, {"Name": "Runtime Virtual Textures", "Link": "https://github.com//Allar/ue4-style-guide/issues/38"}, {"Name": "Niagara prefixes", "Link": "https://github.com//Allar/ue4-style-guide/issues/31"}, {"Name": "Texture Suffix", "Link": "https://github.com//Allar/ue4-style-guide/issues/25"}]
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