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[{"Name": "Bravely Default 2 uses ZSTD for compression ", "Link": "https://github.com//gildor2/UEViewer/issues/203"}, {"Name": "The Bourne Conspiracy: some sound files exported incorrectly", "Link": "https://github.com//gildor2/UEViewer/issues/194"}, {"Name": "Package merge functionality", "Link": "https://github.com//gildor2/UEViewer/issues/185"}, {"Name": "using on mac as command line exporter utility", "Link": "https://github.com//gildor2/UEViewer/issues/183"}, {"Name": "UEViewer don't support 2d texture array.", "Link": "https://github.com//gildor2/UEViewer/issues/165"}, {"Name": "Just confirming the discord message (fake \"gildor\" at discord)", "Link": "https://github.com//gildor2/UEViewer/issues/134"}, {"Name": "Nintendo Switch UI textures don't seem to be unswizzled properly", "Link": "https://github.com//gildor2/UEViewer/issues/122"}, {"Name": "Additive animation support", "Link": "https://github.com//gildor2/UEViewer/issues/120"}, {"Name": "How to Initialize Material Channel and Set Values", "Link": "https://github.com//gildor2/UEViewer/issues/118"}, {"Name": "Please read this before submitting an issue!", "Link": "https://github.com//gildor2/UEViewer/issues/113"}, {"Name": "Opus sound files?", "Link": "https://github.com//gildor2/UEViewer/issues/43"}, {"Name": "Contrast Static Meshes", "Link": "https://github.com//gildor2/UEViewer/issues/37"}]
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