

[2015.08.31-23.57.25:894][0]Log file open, 08/31/15 18:57:25
[2015.08.31-23.57.25:894][0]LogInit:Display: Running engine for game: Test49
[2015.08.31-23.57.25:894][0]LogInit:Display: RandInit(319551444) SRandInit(319553086).
[2015.08.31-23.57.25:894][0]LogTaskGraph: Started task graph with 4 named threads and 7 total threads.
[2015.08.31-23.57.25:894][0]LogStats: Stats thread started at 0.088453
[2015.08.31-23.57.25:894][0]LogInit: Version: 4.9.0-2672455+++depot+UE4-Releases+4.9
[2015.08.31-23.57.25:894][0]LogInit: API Version: 2672455
[2015.08.31-23.57.25:894][0]LogInit: Compiled (64-bit): Aug 28 2015 12:46:38
[2015.08.31-23.57.25:894][0]LogInit: Compiled with Clang: 6.0 (clang-600.0.56)
[2015.08.31-23.57.25:894][0]LogInit: Build Configuration: Development
[2015.08.31-23.57.25:894][0]LogInit: Branch Name: ++depot+UE4-Releases+4.9
[2015.08.31-23.57.25:894][0]LogInit: Command line:
[2015.08.31-23.57.25:894][0]LogInit: Base directory:
/Users/Shared/UnrealEngine/4.9/Engine/Binaries/Mac/
[2015.08.31-23.57.25:894][0]LogInit: Rocket: 1
[2015.08.31-23.57.25:916][0]LogInit: Presizing for 0 objects not considered by GC, pre-allocating 0 bytes.
[2015.08.31-23.57.25:924][0]LogInit: Object subsystem initialized
[2015.08.31-23.57.25:925][0]LogInit: Selected Device Profile: [Mac]
[2015.08.31-23.57.25:925][0]LogInit: Applying CVar settings loaded from the selected device profile: [Mac]
[2015.08.31-23.57.25:937][0]LogInit: Computer: Wills-MacBook-Pro.local
[2015.08.31-23.57.25:938][0]LogInit: User: Khorelis
[2015.08.31-23.57.25:938][0]LogInit: CPU Page size=4096, Cores=4
[2015.08.31-23.57.25:938][0]LogInit: High frequency timer resolution =1000.000000 MHz
[2015.08.31-23.57.25:938][0]LogInit: Power Source: AC Power
[2015.08.31-23.57.25:938][0]LogInit: Memory total: Physical=16.0GB (16GB approx) Pagefile=1.0GB Virtual=17.0GB
[2015.08.31-23.57.25:939][0]LogTextLocalizationManager: No specific translations for ('en-US') exist, so ('en') translations will be used.
[2015.08.31-23.57.26:429][0]LogRHI: Initializing OpenGL RHI
[2015.08.31-23.57.26:429][0]LogRHI: GL_VENDOR: NVIDIA Corporation
[2015.08.31-23.57.26:429][0]LogRHI: GL_RENDERER: NVIDIA GeForce GT 750M OpenGL Engine
[2015.08.31-23.57.26:429][0]LogRHI: GL_VERSION: 4.1 NVIDIA-8.26.28 310.40.55b01
[2015.08.31-23.57.26:429][0]LogRHI: GL_SHADING_LANGUAGE_VERSION: 4.10
[2015.08.31-23.57.26:429][0]LogRHI: OpenGL Extensions:
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_blend_func_extended
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_draw_buffers_blend
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_draw_indirect
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_ES2_compatibility
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_explicit_attrib_location

[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_gpu_shader_fp64
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_gpu_shader5
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_instanced_arrays
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_internalformat_query
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_occlusion_query2
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_sample_shading
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_sampler_objects
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_separate_shader_objects
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_shader_bit_encoding
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_shader_subroutine
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_shading_language_include
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_tessellation_shader
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_texture_buffer_object_rgb32
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_texture_cube_map_array
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_texture_gather
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_texture_query_lod
[2015.08.31-23.57.26:429][0]LogRHI: GL_ARB_texture_rgb10_a2ui
[2015.08.31-23.57.26:430][0]LogRHI: GL_ARB_texture_storage
[2015.08.31-23.57.26:430][0]LogRHI: GL_ARB_texture_swizzle
[2015.08.31-23.57.26:430][0]LogRHI: GL_ARB_timer_query
[2015.08.31-23.57.26:430][0]LogRHI: GL_ARB_transform_feedback2
[2015.08.31-23.57.26:430][0]LogRHI: GL_ARB_transform_feedback3
[2015.08.31-23.57.26:430][0]LogRHI: GL_ARB_vertex_attrib_64bit
[2015.08.31-23.57.26:430][0]LogRHI: GL_ARB_vertex_type_2_10_10_10_rev
[2015.08.31-23.57.26:430][0]LogRHI: GL_ARB_viewport_array
[2015.08.31-23.57.26:430][0]LogRHI: GL_EXT_debug_label
[2015.08.31-23.57.26:430][0]LogRHI: GL_EXT_debug_marker
[2015.08.31-23.57.26:430][0]LogRHI: GL_EXT_depth_bounds_test
[2015.08.31-23.57.26:430][0]LogRHI: GL_EXT_framebuffer_multisample_blit_scaled
[2015.08.31-23.57.26:430][0]LogRHI: GL_EXT_texture_compression_s3tc
[2015.08.31-23.57.26:430][0]LogRHI: GL_EXT_texture_filter_anisotropic
[2015.08.31-23.57.26:430][0]LogRHI: GL_EXT_texture_mirror_clamp
[2015.08.31-23.57.26:430][0]LogRHI: GL_EXT_texture_sRGB_decode
[2015.08.31-23.57.26:430][0]LogRHI: GL_APPLE_client_storage
[2015.08.31-23.57.26:430][0]LogRHI: GL_APPLE_container_object_shareable
[2015.08.31-23.57.26:430][0]LogRHI: GL_APPLE_flush_render
[2015.08.31-23.57.26:430][0]LogRHI: GL_APPLE_object_purgeable
[2015.08.31-23.57.26:430][0]LogRHI: GL_APPLE_rgb_422
[2015.08.31-23.57.26:430][0]LogRHI: GL_APPLE_row_bytes
[2015.08.31-23.57.26:430][0]LogRHI: GL_APPLE_texture_range
[2015.08.31-23.57.26:430][0]LogRHI: GL_ATI_texture_mirror_once
[2015.08.31-23.57.26:430][0]LogRHI: GL_NV_texture_barrier
[2015.08.31-23.57.26:435][0]LogRHI: GL_MAX_TEXTURE_SIZE: 16384

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[2015.08.31-23.57.26:435][ 0]LogRHI: GL_MAX_CUBE_MAP_TEXTURE_SIZE: 16384
[2015.08.31-23.57.26:435][ 0]LogRHI: GL_MAX_ARRAY_TEXTURE_LAYERS: 2048
[2015.08.31-23.57.26:435][ 0]LogRHI: GL_MAX_3D_TEXTURE_SIZE: 2048
[2015.08.31-23.57.26:435][ 0]LogRHI: GL_MAX_RENDERBUFFER_SIZE: 16384
[2015.08.31-23.57.26:435][ 0]LogRHI: GL_MAX_TEXTURE_IMAGE_UNITS: 16
[2015.08.31-23.57.26:435][ 0]LogRHI: GL_MAX_DRAW_BUFFERS: 8
[2015.08.31-23.57.26:435][ 0]LogRHI: GL_MAX_COLOR_ATTACHMENTS: 8
[2015.08.31-23.57.26:435][ 0]LogRHI: GL_MAX_SAMPLES: 8
[2015.08.31-23.57.26:435][ 0]LogRHI: GL_MAX_COLOR_TEXTURE_SAMPLES: 8
[2015.08.31-23.57.26:435][ 0]LogRHI: GL_MAX_DEPTH_TEXTURE_SAMPLES: 8
[2015.08.31-23.57.26:435][ 0]LogRHI: GL_MAX_INTEGER_SAMPLES: 1
[2015.08.31-23.57.26:435][ 0]LogRHI: GL_MAX_COMBINED_TEXTURE_IMAGE_UNITS: 80
[2015.08.31-23.57.26:435][ 0]LogRHI: GL_MAX_VERTEX_ATTRIBS: 16
[2015.08.31-23.57.26:435][ 0]LogRHI: GL_MAX_TEXTURE_MAX_ANISOTROPY_EXT: 16
[2015.08.31-23.57.26:435][ 0]LogRHI: OpenGL MajorVersion = 4, MinorVersion = 1,
ShaderPlatform = GLSL_150_MAC, FeatureLevel = SM4
[2015.08.31-23.57.26:443][ 0]LogShaderCompilers: Guid format shader working directory is 15
characters bigger than the processId version (.././.././../Kholelis/Documents/Unreal
Projects/Test49/Intermediate/Shaders/WorkingDirectory/2155/).
[2015.08.31-23.57.26:443][ 0]LogShaderCompilers: Cleaned the shader compiler working
directory '.././.././.././Kholelis/Documents/Unreal
Projects/Test49/Intermediate/Shaders/tmp/DE36A4339945418DBE95CC85EA902C44/'.
[2015.08.31-23.57.26:443][ 0]LogShaderCompilers:Display: Using Local Shader Compiler.
[2015.08.31-23.57.27:875][ 0]LogTemp:Display: Loaded TP AllDesktopTargetPlatform
[2015.08.31-23.57.27:891][ 0]LogTemp:Display: Loaded TP MacClientTargetPlatform
[2015.08.31-23.57.27:907][ 0]LogTemp:Display: Loaded TP MacNoEditorTargetPlatform
[2015.08.31-23.57.27:923][ 0]LogTemp:Display: Loaded TP MacServerTargetPlatform
[2015.08.31-23.57.27:939][ 0]LogTemp:Display: Loaded TP MacTargetPlatform
[2015.08.31-23.57.27:953][ 0]LogTemp:Display: Loaded TP Android_ASTCTargetPlatform
[2015.08.31-23.57.27:968][ 0]LogTemp:Display: Loaded TP Android_ATCTargetPlatform
[2015.08.31-23.57.27:982][ 0]LogTemp:Display: Loaded TP Android_DXTTargetPlatform
[2015.08.31-23.57.27:996][ 0]LogTemp:Display: Loaded TP Android_ETC1TargetPlatform
[2015.08.31-23.57.28:011][ 0]LogTemp:Display: Loaded TP Android_ETC2TargetPlatform
[2015.08.31-23.57.28:026][ 0]LogTemp:Display: Loaded TP Android_PVRTCTargetPlatform
[2015.08.31-23.57.28:041][ 0]LogTemp:Display: Loaded TP AndroidTargetPlatform
[2015.08.31-23.57.28:053][ 0]LogTemp:Display: Loaded TP HTML5TargetPlatform
[2015.08.31-23.57.28:071][ 0]LogTemp:Display: Loaded TP IOSTargetPlatform
[2015.08.31-23.57.28:071][ 0]LogTargetPlatformManager:Display: Building Assets For Mac
[2015.08.31-23.57.28:247][ 0]LogDerivedDataCache:Display: Max Cache Size: 512 MB
[2015.08.31-23.57.28:319][ 0]LogDerivedDataCache: Loaded boot cache 0.07s 78MB
/Users/Kholelis/Library/Application Support/Epic/UnrealEngine/4.9/DerivedDataCache/Boot.ddc.
[2015.08.31-23.57.28:319][ 0]LogDerivedDataCache:Display: Loaded Boot cache:
/Users/Kholelis/Library/Application Support/Epic/UnrealEngine/4.9/DerivedDataCache/Boot.ddc
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[2015.08.31-23.57.28:319][0]LogDerivedDataCache: FDerivedDataBackendGraph: Pak pak cache file ../../../../Khorelis/Documents/Unreal Projects/Test49/DerivedDataCache/DDC.ddp not found, will not use a pak cache.

[2015.08.31-23.57.28:319][0]LogDerivedDataCache: Unable to find inner node Pak for hierarchical cache Hierarchy.

[2015.08.31-23.57.28:319][0]LogDerivedDataCache: FDerivedDataBackendGraph: CompressedPak pak cache file ../../../../Khorelis/Documents/Unreal Projects/Test49/DerivedDataCache/Compressed.ddp not found, will not use a pak cache.

[2015.08.31-23.57.28:319][0]LogDerivedDataCache: Unable to find inner node CompressedPak for hierarchical cache Hierarchy.

[2015.08.31-23.57.28:367][0]LogDerivedDataCache:Display: Pak cache opened for reading ../../Engine/DerivedDataCache/Compressed.ddp.

[2015.08.31-23.57.28:368][0]LogDerivedDataCache: Using Local data cache path /Users/Khorelis/Library/Application Support/Epic/UnrealEngine/Common/DerivedDataCache: Writable

[2015.08.31-23.57.28:536][0]LogInit: Selected Device Profile: [Mac]

[2015.08.31-23.57.28:536][0]LogContentStreaming: Texture pool size is 0.000000MB

[2015.08.31-23.57.28:611][0]LogMeshUtilities: No automatic mesh reduction module available

[2015.08.31-23.57.28:611][0]LogMeshUtilities: No automatic mesh merging module available

[2015.08.31-23.57.29:055][0]LogStats: UGameplayTagsManager::ConstructGameplayTagTree: Construct from data asset - 0.000 s

[2015.08.31-23.57.29:055][0]LogStats: UGameplayTagsManager::ConstructGameplayTagTree: GameplayTagTreeChangedEvent.Broadcast - 0.000 s

[2015.08.31-23.57.29:431][0]LogMoviePlayer: FAVMoviePlayer ctor...

[2015.08.31-23.57.29:505][0]UdpMessaging: Initializing bridge on interface 0.0.0.0:0 to multicast group 230.0.0.1:6666.

[2015.08.31-23.57.29:544][0]LogAssetRegistry: FAssetRegistry took 0.0004 seconds to start up

[2015.08.31-23.57.29:742][0]SourceControl: Info Source control is disabled

[2015.08.31-23.57.29:806][0]SourceControl: Info Source control is disabled

[2015.08.31-23.57.29:833][0]SourceControl: Info Source control is disabled

[2015.08.31-23.57.29:857][0]SourceControl: Info Source control is disabled

[2015.08.31-23.57.30:170][0]LogObj: 29866 objects as part of root set at end of initial load.

[2015.08.31-23.57.30:170][0]LogUObjectAllocator: 6049696 out of 0 bytes used by permanent object pool.

[2015.08.31-23.57.30:241][0]LogEngine: Initializing Engine...

[2015.08.31-23.57.30:383][0]LogAIModule: Creating AISystem for world NewWorld

[2015.08.31-23.57.30:446][0]LogInit: FAudioDevice initialized.

[2015.08.31-23.57.30:565][0]LogDerivedDataCache: Saved boot cache 0.12s 78MB /Users/Khorelis/Library/Application Support/Epic/UnrealEngine/4.9/DerivedDataCache/Boot.ddc.

[2015.08.31-23.57.30:613][0]LogInit: Texture streaming: Enabled

[2015.08.31-23.57.30:650][0]LogMac: LaunchURL com.epicgames.launcher:

[2015.08.31-23.57.30:660][0]LogInit: Transaction tracking system initialized

[2015.08.31-23.57.30:750][0]BlueprintLog: New page: Editor Load

[2015.08.31-23.57.31:010][0]LocalizationService: Info Localization service is disabled

[2015.08.31-23.57.31:192][0]LogLinker:Warning: Can't find file '/Engine/Transient'

[2015.08.31-23.57.31:192][0]LogUObjectGlobals:Warning: Failed to find object 'Class /Engine/Transient.REINST_TopDownOverview_C_78'

[2015.08.31-23.57.31:201][0]LogConsoleResponse:Display:

[2015.08.31-23.57.31:311][0]LogCook:Display: Done creating registry. It took 0.00s.

[2015.08.31-23.57.31:439][0]LogFileCache: Scanning file cache for directory '/Users/Khorelis/Documents/Unreal Projects/Test49/Content/' took 0.00s

[2015.08.31-23.57.31:439][0]SourceControl: Info Source control is disabled

[2015.08.31-23.57.31:439][0]Cmd: MAP LOAD FILE="..\..\..\..\Khorelis/Documents/Unreal Projects/Test49/Content/ThirdPersonBP/Maps/ThirdPersonExampleMap.umap" TEMPLATE=0 SHOWPROGRESS=1 FEATURELEVEL=2

[2015.08.31-23.57.31:440][0]LightingResults: New page: Lighting Build

[2015.08.31-23.57.31:442][0]MapCheck: New page: Map Check

[2015.08.31-23.57.31:442][0]LightingResults: New page: Lighting Build

[2015.08.31-23.57.31:534][0]LogParticles: Destroying 0 GPU particle simulations for FXSystem 0x0x7fa3ac421d50

[2015.08.31-23.57.31:537][0]LogLinker:Warning: Asset '..\..\..\..\Khorelis/Documents/Unreal Projects/Test49/Content/ThirdPersonBP/Blueprints/ThirdPersonCharacter.uasset' has been saved with empty engine version. The asset will be loaded but may be incompatible.

[2015.08.31-23.57.31:538][0]LogLinker:Warning: Asset '..\..\..\..\Khorelis/Documents/Unreal Projects/Test49/Content/Mannequin/Animations/ThirdPerson_AnimBP.uasset' has been saved with empty engine version. The asset will be loaded but may be incompatible.

[2015.08.31-23.57.31:540][0]LogLinker:Warning: Asset '..\..\..\..\Khorelis/Documents/Unreal Projects/Test49/Content/Mannequin/Animations/ThirdPerson_Jump.uasset' has been saved with empty engine version. The asset will be loaded but may be incompatible.

[2015.08.31-23.57.31:541][0]LogLinker:Warning: Asset '..\..\..\..\Khorelis/Documents/Unreal Projects/Test49/Content/Mannequin/Animations/ThirdPersonJump_Loop.uasset' has been saved with empty engine version. The asset will be loaded but may be incompatible.

[2015.08.31-23.57.31:542][0]LogLinker:Warning: Asset '..\..\..\..\Khorelis/Documents/Unreal Projects/Test49/Content/Mannequin/Animations/ThirdPersonJump_Start.uasset' has been saved with empty engine version. The asset will be loaded but may be incompatible.

[2015.08.31-23.57.31:543][0]LogLinker:Warning: Asset '..\..\..\..\Khorelis/Documents/Unreal Projects/Test49/Content/Mannequin/Animations/ThirdPerson_IdleRun_2D.uasset' has been saved with empty engine version. The asset will be loaded but may be incompatible.

[2015.08.31-23.57.31:544][0]LogLinker:Warning: Asset '..\..\..\..\Khorelis/Documents/Unreal Projects/Test49/Content/Mannequin/Animations/ThirdPersonIdle.uasset' has been saved with empty engine version. The asset will be loaded but may be incompatible.

[2015.08.31-23.57.31:545][0]LogLinker:Warning: Asset '..\..\..\..\Khorelis/Documents/Unreal Projects/Test49/Content/Mannequin/Animations/ThirdPersonRun.uasset' has been saved with empty engine version. The asset will be loaded but may be incompatible.

[2015.08.31-23.57.31:546][0]LogLinker:Warning: Asset '../../../../../Khorelis/Documents/Unreal Projects/Test49/Content/Mannequin/Animations/ThirdPersonWalk.uasset' has been saved with empty engine version. The asset will be loaded but may be incompatible.

[2015.08.31-23.57.32:159][0]LogAIModule: Creating AISystem for world ThirdPersonExampleMap

[2015.08.31-23.57.32:166][0]LogEditorServer: Finished looking for orphan Actors (0.000 secs)

[2015.08.31-23.57.32:167][0]Cmd: MAP CHECKDEP NOCLEARLOG

[2015.08.31-23.57.32:194][0]MapCheck: Info Map check complete: 0 Error(s), 0 Warning(s), took 27.531ms to complete.

[2015.08.31-23.57.32:194][0]LogFileHelpers: Loading map 'ThirdPersonExampleMap' took 0.756

[2015.08.31-23.57.32:360][0]LogCollectionManager: Loaded 0 collections in 0.000960 seconds

[2015.08.31-23.57.32:373][0]LogFileCache: Scanning file cache for directory '/Users/Khorelis/Documents/Unreal Projects/Test49/Saved/Collections/' took 0.00s

[2015.08.31-23.57.32:373][0]LogFileCache: Scanning file cache for directory '/Users/Khorelis/Documents/Unreal Projects/Test49/Content/Developers/Khorelis/Collections/' took 0.00s

[2015.08.31-23.57.32:374][0]LogFileCache: Scanning file cache for directory '/Users/Khorelis/Documents/Unreal Projects/Test49/Content/Collections/' took 0.00s

[2015.08.31-23.57.32:374][0]LogContentBrowser: Native class hierarchy populated in 0.0107 seconds. Added 1923 classes and 334 folders.

[2015.08.31-23.57.32:374][0]LogCollectionManager: Rebuilt the GUID cache for 0 collections in 0.000004 seconds

[2015.08.31-23.57.32:383][0]LogContentBrowser: Native class hierarchy updated for 'WidgetCarousel' in 0.0004 seconds. Added 0 classes and 0 folders.

[2015.08.31-23.57.32:426][0]LogContentBrowser: Native class hierarchy updated for 'AddContentDialog' in 0.0004 seconds. Added 0 classes and 0 folders.

[2015.08.31-23.57.32:430][0]LogContentBrowser: Native class hierarchy updated for 'SceneOutliner' in 0.0004 seconds. Added 1 classes and 0 folders.

[2015.08.31-23.57.32:495][0]LogCrashTracker: Crashtracker disabled due to settings.

[2015.08.31-23.57.32:521][0]LogUObjectGlobals:Warning: Failed to find object 'Class None.'

[2015.08.31-23.57.32:526][0]LogLoad: Full Startup: 7.33 seconds (BP compile: 0.09 seconds)

[2015.08.31-23.57.32:975][0]LogContentStreaming: Texture pool size now 1000 MB

[2015.08.31-23.57.33:193][1]LogRenderer: Reallocating scene render targets to support 1112x528 (Frame:2).

[2015.08.31-23.57.34:944][5]LogAssetRegistry: Asset discovery search completed in 5.4008 seconds

[2015.08.31-23.57.34:944][5]LogCollectionManager: Rebuilt the object cache for 0 collections in 0.000000 seconds (found 0 objects)

[2015.08.31-23.57.34:944][5]LogCollectionManager: Fixed up redirectors for 0 collections in 0.000023 seconds (updated 0 objects)

[2015.08.31-23.57.39:680][72]LogMaterial: Missing cached shader map for material Test, compiling.

[2015.08.31-23.57.40:027][72]LogMaterial: Missing cached shader map for material Test, compiling.

[2015.08.31-23.57.40:031][72]LogMaterial: 0.000102 seconds spent updating 1 materials, 1 interfaces, 0 instances, 0 with static permutations.

[2015.08.31-23.57.41:148][95]MaterialEditorStats: Info Texture samplers: 0/16

[2015.08.31-23.57.49:241][409]LogMaterial: Missing cached shader map for material Material_1, compiling.

[2015.08.31-23.57.49:245][409]LogMaterial: 0.000063 seconds spent updating 1 materials, 1 interfaces, 0 instances, 0 with static permutations.

[2015.08.31-23.57.49:246][409]LogMaterial: Missing cached shader map for material Material_1, compiling.

[2015.08.31-23.57.49:249][409]LogMaterial: 0.000062 seconds spent updating 1 materials, 1 interfaces, 0 instances, 0 with static permutations.

[2015.08.31-23.57.49:252][409]LogMaterial: Missing cached shader map for material Material_1, compiling.

[2015.08.31-23.57.49:255][409]LogMaterial: 0.000075 seconds spent updating 1 materials, 1 interfaces, 0 instances, 0 with static permutations.

[2015.08.31-23.57.49:257][409]LogMaterial: Missing cached shader map for material Material_1, compiling.

[2015.08.31-23.57.49:260][409]LogMaterial: 0.000065 seconds spent updating 1 materials, 1 interfaces, 0 instances, 0 with static permutations.

[2015.08.31-23.57.49:263][409]LogMaterial: Missing cached shader map for material Material_1, compiling.

[2015.08.31-23.57.49:266][409]LogMaterial: 0.000106 seconds spent updating 1 materials, 1 interfaces, 0 instances, 0 with static permutations.

[2015.08.31-23.57.49:268][409]LogMaterial: Missing cached shader map for material Material_1, compiling.

[2015.08.31-23.57.49:271][409]LogMaterial: 0.000066 seconds spent updating 1 materials, 1 interfaces, 0 instances, 0 with static permutations.

[2015.08.31-23.57.49:278][409]LogMaterial: Missing cached shader map for material Material_1, compiling.

[2015.08.31-23.57.49:281][409]LogMaterial: 0.000094 seconds spent updating 1 materials, 1 interfaces, 0 instances, 0 with static permutations.

[2015.08.31-23.57.49:290][409]LogMaterial: Missing cached shader map for material FMatExpressionPreview MaterialExpressionFunctionOutput_5