

UNREAL BUILD LOG

```
LogUObjectHash: Compacting FUObjectHashTables data took 0.56ms
LogTurnkeySupport: Project requires temp target (OpenXR plugin is enabled)
LogLauncherProfile: Unable to use promoted target -
../../../../../../../../Users/wbrown1/Documents/GitHub/french75-demo/Binaries/Win64/UnrealGame.target does not exist.
LogMonitoredProcess: Running Serialized UAT: [ cmd.exe /c "C:/Program Files/Epic Games/UE_5.2/Engine/Build/BatchFiles/RunUAT.bat"
-ScriptsForProject="C:/Users/wbrown1/Documents/GitHub/french75-demo/F75_Environment.uproject" Turnkey -command=VerifySdk -platform=Win64
-UpdateIfNeeded -EditorIO -EditorIOPort=56564
-project="C:/Users/wbrown1/Documents/GitHub/french75-demo/F75_Environment.uproject" BuildCookRun -nop4 -utf8output -nocompileeditor -skipbuildditor
-cook
-project="C:/Users/wbrown1/Documents/GitHub/french75-demo/F75_Environment.uproject" -unrealexe="C:\Program Files\Epic Games\UE_5.2\Engine\Binaries\Win64\UnrealEditor-Cmd.exe" -platform=Win64 -installed
-stage -archive -package -build -pak -iostore -compressed -prereqs
-archivedirectory="C:/Users/wbrown1/Documents/GitHub/french75-demo/Builds"
-clientconfig=Development" -nocompile -nocompileuat ]
UATHelper: Packaging (Windows): Running AutomationTool...
UATHelper: Packaging (Windows): Using bundled DotNet SDK version: 6.0.302
UATHelper: Packaging (Windows): Starting AutomationTool...
UATHelper: Packaging (Windows): Parsing command line:
-ScriptsForProject=C:/Users/wbrown1/Documents/GitHub/french75-demo/F75_Environment.uproject Turnkey -command=VerifySdk -platform=Win64
-UpdateIfNeeded -EditorIO -EditorIOPort=56564
-project=C:/Users/wbrown1/Documents/GitHub/french75-demo/F75_Environment.uproject BuildCookRun -nop4 -utf8output -nocompileeditor -skipbuildditor
-cook
-project=C:/Users/wbrown1/Documents/GitHub/french75-demo/F75_Environment.uproject -unrealexe="C:\Program Files\Epic Games\UE_5.2\Engine\Binaries\Win64\UnrealEditor-Cmd.exe" -platform=Win64
-installed -stage -archive -package -build -pak -iostore -compressed -prereqs
-archivedirectory=C:/Users/wbrown1/Documents/GitHub/french75-demo/Builds
-clientconfig=Development -nocompile -nocompileuat
UATHelper: Packaging (Windows): Initializing script modules...
UATHelper: Packaging (Windows): Total script module initialization time: 0.22 s.
UATHelper: Packaging (Windows): Executing commands...
UATHelper: Packaging (Windows): Installed Sdk validity:
UATHelper: Packaging (Windows): Win64: (Status=Valid,
MinAllowed_Sdk=10.0.00000.0, MaxAllowed_Sdk=10.9.99999.0,
Current_Sdk=10.0.22000.0, Allowed_AutoSdk=10.0.18362.0, Current_AutoSdk=,
Flags="InstalledSdk_ValidVersionExists")
UATHelper: Packaging (Windows): Scanning for envvar changes...
UATHelper: Packaging (Windows): ... done!
```

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```
UATHelper: Packaging (Windows): Cleaning Temp Paths...
UATHelper: Packaging (Windows): BUILD SUCCESSFUL
UATHelper: Packaging (Windows): Setting up ProjectParams for
C:\Users\wbrown1\Documents\GitHub\french75-demo\F75_Environment.uproject
UATHelper: Packaging (Windows): F75_Environment.uproject requires a
temporary target.cs to be generated (OpenXR plugin is enabled)
UATHelper: Packaging (Windows): ***** BUILD COMMAND STARTED
*****
UATHelper: Packaging (Windows): Running: C:\Program Files\Epic
Games\UE_5.2\Engine\Binaries\ThirdParty\DotNet\6.0.302\windows\dotnet.exe
"C:\Program Files\Epic
Games\UE_5.2\Engine\Binaries\DotNET\UnrealBuildTool\UnrealBuildTool.dll"
F75_Environment Win64 Development
-Project=C:\Users\wbrown1\Documents\GitHub\french75-demo\F75_Environment.u
project
C:\Users\wbrown1\Documents\GitHub\french75-demo\F75_Environment.uproject
-NoUBTMakefiles
-remoteini="C:\Users\wbrown1\Documents\GitHub\french75-demo" -skipdeploy
-Manifest=C:\Users\wbrown1\Documents\GitHub\french75-demo\Intermediate\Bui
ld\Manifest
.xml -NoHotReload -log="C:\Users\wbrown1\AppData\Roaming\Unreal
Engine\AutomationTool\Logs\C+Program+Files+Epic+Games+UE_5.2\UBT-F75_Envir
onment-Win64-Development.txt"
UATHelper: Packaging (Windows): Log file:
C:\Users\wbrown1\AppData\Roaming\Unreal
Engine\AutomationTool\Logs\C+Program+Files+Epic+Games+UE_5.2\UBT-F75_Envir
onment-Win64-Development.txt
UATHelper: Packaging (Windows): Using 'git status' to determine working
set for adaptive non-unity build
(C:\Users\wbrown1\Documents\GitHub\french75-demo).
UATHelper: Packaging (Windows): Using Wwise SoundEngine 2022_1 interface
UATHelper: Packaging (Windows): Wwise SoundEngine is disabled: Using the
null SoundEngine.
UATHelper: Packaging (Windows): Parsing headers for F75_Environment
UATHelper: Packaging (Windows): Running Internal UnrealHeaderTool
C:\Users\wbrown1\Documents\GitHub\french75-demo\F75_Environment.uproject
C:\Users\wbrown1\Documents\GitHub\french75-demo\Intermediate\Build\Win64\F
75_Environment\Development\F75_Environment.uhtmanifest -WarningsAsErrors
-installed
UATHelper: Packaging (Windows): Total of 128 written
UATHelper: Packaging (Windows): Reflection code generated for
F75_Environment in 2.7853846 seconds
UATHelper: Packaging (Windows): Waiting for 'git status' command to
complete
UATHelper: Packaging (Windows): Terminating git child process due to
timeout
```

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```
UATHelper: Packaging (Windows): Writing manifest to
C:\Users\wbrown1\Documents\GitHub\french75-demo\Intermediate\Build\Manifest.xml
UATHelper: Packaging (Windows): Building F75_Environment...
UATHelper: Packaging (Windows): Using Visual Studio 2022 14.37.32822
toolchain (C:\Program Files\Microsoft Visual
Studio\2022\Community\VC\Tools\MSVC\14.37.32822) and Windows 10.0.22000.0
SDK (C:\Program Files (x86)\Windows Kits\10).
UATHelper: Packaging (Windows): [Upgrade]
UATHelper: Packaging (Windows): [Upgrade] Using backward-compatible
include order. The latest version of UE has changed the order of includes,
which may require code changes. The current setting is:
UATHelper: Packaging (Windows): [Upgrade] IncludeOrderVersion =
EngineIncludeOrderVersion.Unreal5_0
UATHelper: Packaging (Windows): [Upgrade] Suppress this message by setting
'IncludeOrderVersion = EngineIncludeOrderVersion.Unreal5_2;' in
F75_Environment.Target.cs.
UATHelper: Packaging (Windows): [Upgrade] Alternatively you can set this
to 'EngineIncludeOrderVersion.Latest' to always use the latest include
order. This will potentially cause compile errors when integrating new
versions of the engine.
UATHelper: Packaging (Windows): [Upgrade]
UATHelper: Packaging (Windows): [Adaptive Build] Excluded from
VRExpansionPlugin unity file: VREPhysicsConstraintComponent.gen.cpp,
VRExpansionPlugin.init.gen.cpp, VRGameViewportClient.gen.cpp,
VRVehiclePawn.gen.cpp, VRWheeledVehicle.gen.cpp
UATHelper: Packaging (Windows): [Adaptive Build] Excluded from
OpenXRExpansionPlugin unity file: OpenXRExpansionPlugin.init.gen.cpp,
OpenXRExpansionTypes.gen.cpp
UATHelper: Packaging (Windows): Determining max actions to execute in
parallel (6 physical cores, 12 logical cores)
UATHelper: Packaging (Windows): Executing up to 6 processes, one per
physical core
UATHelper: Packaging (Windows): Requested 1.5 GB free memory per action,
7.33 GB available: limiting max parallel actions to 4
UATHelper: Packaging (Windows): Building 15 actions with 4 processes...
UATHelper: Packaging (Windows): [1/15] Compile [x64]
Module.OpenXRExpansionPlugin.cpp
UATHelper: Packaging (Windows): [2/15] Compile [x64]
Module.VRExpansionPlugin.1_of_5.cpp
UATHelper: Packaging (Windows):
C:\Users\wbrown1\Documents\GitHub\french75-demo\Plugins\VRExpansionPlugin\
VRExpansionPlugin\Source\VRExpansionPlugin\Private\GripMotionControllerCom
ponent.cpp(4620): warning C4996:
'UMotionControllerComponent::bDisplayDeviceModel': bDisplayDeviceModel is
deprecated. Please use the XRDeviceVisualizationComponent for rendering
```

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instead. Please update your code to the new API before upgrading to the next release, otherwise your project will no longer compile.

UATHelper: Packaging (Windows):

C:\Users\wbrown1\Documents\GitHub\french75-demo\Plugins\VRExpansionPlugin\VRExpansionPlugin\Source\VRExpansionPlugin\Private\GripMotionControllerComponent.cpp(4646): warning C4996:

'UMotionControllerComponent::bDisplayDeviceModel': bDisplayDeviceModel is deprecated. Please use the XRDeviceVisualizationComponent for rendering instead. Please update your code to the new API before upgrading to the next release, otherwise your project will no longer compile.

UATHelper: Packaging (Windows): [3/15] Compile [x64]

Module.VRExpansionPlugin.5_of_5.cpp

UATHelper: Packaging (Windows): [4/15] Compile [x64]

VRExpansionPlugin.init.gen.cpp

UATHelper: Packaging (Windows): [5/15] Compile [x64]

OpenXRExpansionPlugin.init.gen.cpp

UATHelper: Packaging (Windows): [6/15] Compile [x64] VRVehiclePawn.gen.cpp

UATHelper: Packaging (Windows): [7/15] Compile [x64]

Module.VRExpansionPlugin.4_of_5.cpp

UATHelper: Packaging (Windows): [8/15] Compile [x64]

VRGameViewportClient.gen.cpp

UATHelper: Packaging (Windows): [9/15] Compile [x64]

VRWheeledVehicle.gen.cpp

UATHelper: Packaging (Windows): [10/15] Compile [x64]

OpenXRExpansionTypes.gen.cpp

UATHelper: Packaging (Windows): [11/15] Compile [x64]

Module.VRExpansionPlugin.3_of_5.cpp

UATHelper: Packaging (Windows): [12/15] Compile [x64]

VREPhysicsConstraintComponent.gen.cpp

UATHelper: Packaging (Windows): [13/15] Compile [x64]

Module.VRExpansionPlugin.2_of_5.cpp

UATHelper: Packaging (Windows): [14/15] Link [x64] F75_Environment.exe

UATHelper: Packaging (Windows): Creating library

C:\Users\wbrown1\Documents\GitHub\french75-demo\Binaries\Win64\F75_Environment.lib and object

C:\Users\wbrown1\Documents\GitHub\french75-demo\Binaries\Win64\F75_Environment.exp

UATHelper: Packaging (Windows): [15/15] WriteMetadata

F75_Environment.target

UATHelper: Packaging (Windows): Total time in Parallel executor: 74.40 seconds

UATHelper: Packaging (Windows): Total execution time: 109.60 seconds

UATHelper: Packaging (Windows): Took 110.0828799s to run dotnet.exe, ExitCode=0

UATHelper: Packaging (Windows): Build command time: 110.11 s

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

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```
UATHelper: Packaging (Windows): ***** COOK COMMAND STARTED *****
UATHelper: Packaging (Windows): Running UnrealEditor Cook for project
C:\Users\wbrown1\Documents\GitHub\french75-demo\F75_Environment.uproject
UATHelper: Packaging (Windows): Commandlet log file is C:\Program
Files\Epic
Games\UE_5.2\Engine\Programs\AutomationTool\Saved\Cook-2023.09.06-10.20.20
.txt
UATHelper: Packaging (Windows): Running: C:\Program Files\Epic
Games\UE_5.2\Engine\Binaries\Win64\UnrealEditor-Cmd.exe
C:\Users\wbrown1\Documents\GitHub\french75-demo\F75_Environment.uproject
-run=Cook -TargetPlatform=Windows -unversioned -fileopenlog
-abslog="C:\Program Files\Epic
Games\UE_5.2\Engine\Programs\AutomationTool\Saved\Cook-2023.09.06-10.20.20
.txt" -stdout -CrashForUAT -unattended -NoLogTimes -UTF8Output
UATHelper: Packaging (Windows): LogInit: Display: Running engine for game:
F75_Environment
UATHelper: Packaging (Windows): LogCore: Display: Requested channels:
'cpu,gpu,frame,log,bookmark,screenshot'
UATHelper: Packaging (Windows): LogCsvProfiler: Display: Metadata set :
platform="Windows"
UATHelper: Packaging (Windows): LogCsvProfiler: Display: Metadata set :
config="Development"
UATHelper: Packaging (Windows): LogCsvProfiler: Display: Metadata set :
buildversion="++UE5+Release-5.2-CL-26001984"
UATHelper: Packaging (Windows): LogCsvProfiler: Display: Metadata set :
engineversion="5.2.1-26001984++UE5+Release-5.2"
UATHelper: Packaging (Windows): LogCsvProfiler: Display: Metadata set :
os="Windows 10 (21H2) [10.0.19044.3324] "
UATHelper: Packaging (Windows): LogCsvProfiler: Display: Metadata set :
cpu="GenuineIntel|Intel(R) Core(TM) i7-8700K CPU @ 3.70GHz"
UATHelper: Packaging (Windows): LogCsvProfiler: Display: Metadata set :
pgoenabled="0"
UATHelper: Packaging (Windows): LogCsvProfiler: Display: Metadata set :
asan="0"
UATHelper: Packaging (Windows): LogCsvProfiler: Display: Metadata set :
commandline=""
C:\Users\wbrown1\Documents\GitHub\french75-demo\F75_Environment.uproject
-run=Cook -TargetPlatform=Windows -unversioned -fileopenlog
-abslog="C:\Program Files\Epic
Games\UE_5.2\Engine\Programs\AutomationTool\Saved\Cook-2023.09.06-10.20.20
.txt" -stdout -CrashForUAT -unattended -NoLogTimes -UTF8Output""
UATHelper: Packaging (Windows): LogCsvProfiler: Display: Metadata set :
loginid="3d9516e34a476fe703bfe88e5250dcfc"
UATHelper: Packaging (Windows): LogCsvProfiler: Display: Metadata set :
llm="0"
UATHelper: Packaging (Windows): LogConfig: Display: Loading HoloLens ini
files took 0.04 seconds
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UATHelper: Packaging (Windows): LogConfig: Display: Loading Mac ini files took 0.04 seconds
UATHelper: Packaging (Windows): LogConfig: Display: Loading Android ini files took 0.04 seconds
UATHelper: Packaging (Windows): LogConfig: Display: Loading IOS ini files took 0.04 seconds
UATHelper: Packaging (Windows): LogConfig: Display: Loading Unix ini files took 0.06 seconds
UATHelper: Packaging (Windows): LogConfig: Display: Loading TVOS ini files took 0.06 seconds
UATHelper: Packaging (Windows): LogConfig: Display: Loading LinuxArm64 ini files took 0.06 seconds
UATHelper: Packaging (Windows): LogConfig: Display: Loading Linux ini files took 0.07 seconds
UATHelper: Packaging (Windows): LogConfig: Display: Loading VulkanPC ini files took 0.03 seconds
UATHelper: Packaging (Windows): LogConfig: Display: Loading Windows ini files took 0.04 seconds
UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName: Mount point added: '../Plugins/Bridge/Content/' mounted to '/Bridge/'
UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName: Mount point added: '../Plugins/TraceUtilities/Content/' mounted to '/TraceUtilities/'
UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName: Mount point added: '../Plugins/Developer/AnimationSharing/Content/' mounted to '/AnimationSharing/'
UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName: Mount point added: '../Plugins/Interchange/Runtime/Content/' mounted to '/Interchange/'
UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName: Mount point added: '../Plugins/Runtime/AudioSynesthesia/Content/' mounted to '/AudioSynesthesia/'
UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName: Mount point added: '../Plugins/Runtime/AudioWidgets/Content/' mounted to '/AudioWidgets/'
UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName: Mount point added: '../Plugins/Runtime/GeometryProcessing/Content/' mounted to '/GeometryProcessing/'
UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName: Mount point added: '../Plugins/Runtime/MeshModelingToolset/Content/' mounted to '/MeshModelingToolset/'
UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName: Mount point added: '../Plugins/Runtime/OpenXR/Content/' mounted to '/OpenXR/'
UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName: Mount point added: '../Plugins/Runtime/ResonanceAudio/Content/' mounted to '/ResonanceAudio/'

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UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Runtime/Synthesis/Content/' mounted to
'/Synthesis/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Runtime/WaveTable/Content/' mounted to
'/WaveTable/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Runtime/Metasound/Content/' mounted to
'/Metasound/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Animation/ControlRigSpline/Content/'
mounted to '/ControlRigSpline/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Animation/IKRig/Content/' mounted to
'/IKRig/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Animation/ControlRig/Content/' mounted
to '/ControlRig/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Experimental/ChaosCaching/Content/'
mounted to '/ChaosCaching/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Experimental/ChaosNiagara/Content/'
mounted to '/ChaosNiagara/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added:
'../..../Plugins/Experimental/ChaosVehiclesPlugin/Content/' mounted to
'/ChaosVehiclesPlugin/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Experimental/ChaosSolverPlugin/Content/'
mounted to '/ChaosSolverPlugin/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Experimental/ChaosClothEditor/Content/'
mounted to '/ChaosClothEditor/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Experimental/Dataflow/Content/' mounted
to '/Dataflow/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Experimental/FullBodyIK/Content/'
mounted to '/FullBodyIK/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added:
'../..../Plugins/Experimental/GeometryCollectionPlugin/Content/' mounted to
'/GeometryCollectionPlugin/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Experimental/GeometryFlow/Content/'
mounted to '/GeometryFlow/'

UNREAL BUILD LOG

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Experimental/MeshLODToolset/Content/'
mounted to '/MeshLODToolset/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added:
 '../..../Plugins/Experimental/MeshModelingToolsetExp/Content/' mounted to
 '/MeshModelingToolsetExp/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added:
 '../..../Plugins/Experimental/PythonScriptPlugin/Content/' mounted to
 '/PythonScriptPlugin/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Experimental/UVEditor/Content/' mounted
 to '/UVEditor/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Enterprise/DatasmithContent/Content/'
 mounted to '/DatasmithContent/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Enterprise/GLTFExporter/Content/'
 mounted to '/GLTFExporter/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Media/MediaCompositing/Content/' mounted
 to '/MediaCompositing/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Media/MediaPlate/Content/' mounted to
 '/MediaPlate/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/FX/Niagara/Content/' mounted to
 '/Niagara/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/VirtualProduction/Takes/Content/'
 mounted to '/Takes/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/2D/Paper2D/Content/' mounted to
 '/Paper2D/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Editor/BlueprintHeaderView/Content/'
 mounted to '/BlueprintHeaderView/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Editor/GeometryMode/Content/' mounted to
 '/GeometryMode/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Editor/ModelingToolsEditorMode/Content/'
 mounted to '/ModelingToolsEditorMode/'

UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Editor/GLTFImporter/Content/' mounted to
 '/GLTFImporter/'

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UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/MovieScene/SequencerScripting/Content/'
mounted to '/SequencerScripting/'
UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Editor/SpeedTreeImporter/Content/'
mounted to '/SpeedTreeImporter/'
UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Editor/ObjectMixer/LightMixer/Content/'
mounted to '/LightMixer/'
UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added: '../..../Plugins/Editor/ObjectMixer/ObjectMixer/Content/'
mounted to '/ObjectMixer/'
UATHelper: Packaging (Windows): LogPackageName: Display: FPackageName:
Mount point added:
'../..../..../Users/wbrown1/Documents/GitHub/french75-demo/Plugins/Wwise/Content/'
mounted to '/Wwise/'
UATHelper: Packaging (Windows): RenderDocPlugin: Display: RenderDoc plugin
will not be loaded. Use '-AttachRenderDoc' on the cmd line or enable
'renderdoc.AutoAttach' in the plugin settings.
UATHelper: Packaging (Windows): LogHAL: Display: Platform has ~ 16 GB
[17110634496 / 17179869184 / 16], which maps to Larger [LargestMinGB=32,
LargerMinGB=12, DefaultMinGB=8, SmallerMinGB=6, SmallestMinGB=0)
UATHelper: Packaging (Windows): LogCsvProfiler: Display: Metadata set :
extradevelopmentmemorymb="0"
UATHelper: Packaging (Windows): LogTextureFormatManager: Display: Loaded
Base TextureFormat: TextureFormatASTC
UATHelper: Packaging (Windows): LogTextureFormatManager: Display: Loaded
Base TextureFormat: TextureFormatDXT
UATHelper: Packaging (Windows): LogTextureFormatManager: Display: Loaded
Base TextureFormat: TextureFormatETC2
UATHelper: Packaging (Windows): LogTextureFormatManager: Display: Loaded
Base TextureFormat: TextureFormatIntelISPCTexComp
UATHelper: Packaging (Windows): LogTextureFormatManager: Display: Loaded
Base TextureFormat: TextureFormatUncompressed
UATHelper: Packaging (Windows): LogTextureFormatOodle: Display: Oodle
Texture TFO init; latest sdk version = 2.9.8
UATHelper: Packaging (Windows): LogTextureFormatOodle: Display: Oodle
Texture loading DLL: oo2tex_win64_2.9.5.dll
UATHelper: Packaging (Windows): LogTextureFormatOodle: Display: Oodle
Texture loading DLL: oo2tex_win64_2.9.6.dll
UATHelper: Packaging (Windows): LogTextureFormatOodle: Display: Oodle
Texture loading DLL: oo2tex_win64_2.9.7.dll
UATHelper: Packaging (Windows): LogTextureFormatOodle: Display: Oodle
Texture loading DLL: oo2tex_win64_2.9.8.dll
UATHelper: Packaging (Windows): LogTextureFormatManager: Display: Loaded
Base TextureFormat: TextureFormatOodle
```

UNREAL BUILD LOG

UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'Android'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'Android_ASTC'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'Android_DXT'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'Android_ETC2'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'AndroidClient'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'Android_ASTCCClient'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'Android_DXTClient'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'Android_ETC2Client'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'Android_Multi'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'Android_MultiClient'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'HoloLens'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'HoloLensClient'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'IOS'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'IOSClient'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'Linux'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'LinuxEditor'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'LinuxServer'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'LinuxClient'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'LinuxArm64'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'LinuxArm64Server'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'LinuxArm64Client'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'TVOS'
UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded
TargetPlatform 'TVOSClient'

UNREAL BUILD LOG

UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded TargetPlatform 'Windows'

UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded TargetPlatform 'WindowsEditor'

UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded TargetPlatform 'WindowsServer'

UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Loaded TargetPlatform 'WindowsClient'

UATHelper: Packaging (Windows): LogTargetPlatformManager: Display: Building Assets For Windows

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

UATHelper: Packaging (Windows): LogDerivedDataCache: Display: ../../../../Engine/DerivedDataCache/Compressed.ddp: Opened pak cache for reading. (2145 MiB)

UATHelper: Packaging (Windows): LogDerivedDataCache: Display: Performance to C:/Users/wbrown1/AppData/Local/UnrealEngine/Common/DerivedDataCache: Latency=0.11ms. RandomReadSpeed=164.49MBs, RandomWriteSpeed=57.16MBs. Assigned SpeedClass 'Local'

UATHelper: Packaging (Windows): LogVirtualization: Display: VirtualizationSystem name found in ini file: None

UATHelper: Packaging (Windows): LogVirtualization: Display: FNullVirtualizationSystem mounted, virtualization will be disabled

UATHelper: Packaging (Windows): LogShaderCompilers: Display: Using Local Shader Compiler with 9 workers.

UATHelper: Packaging (Windows): LogShaderCompilers: Display: Compiling shader autogen file: ../../../../Users/wbrown1/Documents/GitHub/french75-demo/Intermediate/ShaderAutogen/PCD3D_SM5/AutogenShaderHeaders.ush

UATHelper: Packaging (Windows): LogShaderCompilers: Display: Autogen file is unchanged, skipping write.

UATHelper: Packaging (Windows): LogEditorDomain: Display: EditorDomain is Disabled

UATHelper: Packaging (Windows): LogCsvProfiler: Display: Metadata set : deviceprofile="WindowsEditor"

UATHelper: Packaging (Windows): LogShaderCompilers: Display: Compiling shader autogen file: ../../../../Users/wbrown1/Documents/GitHub/french75-demo/Intermediate/ShaderAutogen/PCD3D_SM6/AutogenShaderHeaders.ush

UATHelper: Packaging (Windows): LogShaderCompilers: Display: Autogen file is unchanged, skipping write.

UATHelper: Packaging (Windows): LogShaderCompilers: Display: Compiling shader autogen file: ../../../../Users/wbrown1/Documents/GitHub/french75-demo/Intermediate/ShaderAutogen/PCD3D_ES3_1/AutogenShaderHeaders.ush

UATHelper: Packaging (Windows): LogShaderCompilers: Display: Autogen file is unchanged, skipping write.

UNREAL BUILD LOG

UATHelper: Packaging (Windows): LogWwiseSoundEngine: Display: Loading
Wwise Sound Engine version 2022.1
UATHelper: Packaging (Windows): LogWwiseResourceLoader: Display:
Initializing default Resource Loader.
UATHelper: Packaging (Windows): LogWwiseConcurrency: Display: Initializing
default Concurrency.
UATHelper: Packaging (Windows): LogWwiseProjectDatabase: Display:
Initializing default Project Database.
UATHelper: Packaging (Windows): LogAkAudio: Display: Wwise SoundEngine is
disabled: Running a commandlet.
UATHelper: Packaging (Windows): LogAudio: Display: Registering Engine
Module Parameter Interfaces...
UATHelper: Packaging (Windows): LogAudioCaptureCore: Display: No Audio
Capture implementations found. Audio input will be silent.
UATHelper: Packaging (Windows): LogAudioCaptureCore: Display: No Audio
Capture implementations found. Audio input will be silent.
UATHelper: Packaging (Windows): LogWwiseReconcile: Display: Starting Wwise
Asset Sync Module
UATHelper: Packaging (Windows): LogCsvProfiler: Display: Metadata set :
largeworldcoordinates="1"
UATHelper: Packaging (Windows): LogCook: Display: CookProcessCount=1.
CookMultiprocess is disabled and the cooker is running as a single
process.
UATHelper: Packaging (Windows): LogCook: Display: CookSettings for Memory:
UATHelper: Packaging (Windows): MemoryMaxUsedVirtual 0MiB
UATHelper: Packaging (Windows): MemoryMaxUsedPhysical 0MiB
UATHelper: Packaging (Windows): MemoryMinFreeVirtual 2048MiB
UATHelper: Packaging (Windows): MemoryMinFreePhysical 2048MiB
UATHelper: Packaging (Windows): MemoryTriggerGCAtPressureLevel None
UATHelper: Packaging (Windows): UseSoftGC true (5/10)
UATHelper: Packaging (Windows): LogCook: Display: Waiting for Asset
Registry
UATHelper: Packaging (Windows): LogCook: Display: Clearing all cooked
content for platform Windows
UATHelper: Packaging (Windows): LogCook: Display: Sandbox cleanup took
0.057 seconds for platforms Windows
UATHelper: Packaging (Windows): LogCook: Display: Compiling global changed
shaders for platform 'Windows'
UATHelper: Packaging (Windows): LogShaderLibrary: Display:
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Shader Library
'Global' (PCD3D_SM6-PCD3D_SM6) Stats:
UATHelper: Packaging (Windows): LogShaderLibrary: Display:
=====

UATHelper: Packaging (Windows): LogShaderLibrary: Display: Assets: 1,
Unique Shadermaps: 273 (27300.00%)
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Total Shaders:
3204, Unique Shaders: 3204 (100.00%)

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```
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Total Shader
Size: 48.41mb, Unique Shaders Size: 48.41mb (100.00%)
UATHelper: Packaging (Windows): LogShaderLibrary: Display: === Extended
info:
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Minimum number
of shaders in shadermap: 1
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Median number
of shaders in shadermap: 3
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Maximum number
of shaders in shadermap: 300
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Number of
shadermaps referencing top 10 most shared shaders:
UATHelper: Packaging (Windows): LogShaderLibrary: Display:      1, 1, 1, 1,
1, 1, 1, 1, 1, 1
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Textual dump
saved to
'../../../../../../../../Users/wbrown1/Documents/GitHub/french75-demo/Saved/Shad
ers/PCD3D_SM6-PCD3D_SM6/ShaderDebug-Global-PCD3D_SM6-PCD3D_SM6/Dump.txt'
UATHelper: Packaging (Windows): LogShaderLibrary: Display:
=====
UATHelper: Packaging (Windows): LogShaderLibrary: Display:
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Shader Library
'Global' (PCD3D_SM5-PCD3D_SM5) Stats:
UATHelper: Packaging (Windows): LogShaderLibrary: Display:
=====
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Assets: 1,
Unique Shadermaps: 250 (25000.00%)
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Total Shaders:
2673, Unique Shaders: 2663 (99.63%)
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Total Shader
Size: 5.70mb, Unique Shaders Size: 5.70mb (99.94%)
UATHelper: Packaging (Windows): LogShaderLibrary: Display: === Extended
info:
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Minimum number
of shaders in shadermap: 1
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Median number
of shaders in shadermap: 3
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Maximum number
of shaders in shadermap: 300
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Number of
shadermaps referencing top 10 most shared shaders:
UATHelper: Packaging (Windows): LogShaderLibrary: Display:      3, 2, 2, 2,
2, 2, 2, 2, 2, 1
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Textual dump
saved to
'../../../../../../../../Users/wbrown1/Documents/GitHub/french75-demo/Saved/Shad
ers/PCD3D_SM5-PCD3D_SM5/ShaderDebug-Global-PCD3D_SM5-PCD3D_SM5/Dump.txt'
```

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UATHelper: Packaging (Windows): LogShaderLibrary: Display:

=====

UATHelper: Packaging (Windows): LogCook: Display: Discovering localized assets for cultures: en

UATHelper: Packaging (Windows): LogCook: Display: Cooked packages 0

Packages Remain 612 Total 612

UATHelper: Packaging (Windows): LogCook: Display: Cook Diagnostics:

OpenFileHandles=211, VirtualMemory=1215MiB

UATHelper: Packaging (Windows): LogCook: Display: Garbage collection triggered (Soft). Triggered by conditions:

UATHelper: Packaging (Windows): CookSettings.bUseSoftGC: Available physical memory 6955MiB is less than the current target for SoftGC 8158MiB.

UATHelper: Packaging (Windows): LogCookCommandlet: Display:

GarbageCollection... (Soft GC)

UATHelper: Packaging (Windows): LogCook: Display: GarbageCollection Results:

UATHelper: Packaging (Windows): Type: Soft

UATHelper: Packaging (Windows): NumObjects:

UATHelper: Packaging (Windows): Capacity: 25231360

UATHelper: Packaging (Windows): Before GC: 36678

UATHelper: Packaging (Windows): After GC: 36673

UATHelper: Packaging (Windows): Freed by GC: 5

UATHelper: Packaging (Windows): Virtual Memory:

UATHelper: Packaging (Windows): Before GC: 1276 MB

UATHelper: Packaging (Windows): After GC: 1278 MB

UATHelper: Packaging (Windows): Freed by GC: -1 MB

UATHelper: Packaging (Windows): LogTexture: Display: Texture Encode Speed: Final (cook).

UATHelper: Packaging (Windows): LogTexture: Display: Oodle Texture Encode Speed settings: Fast: RDO Off Lambda=0, Effort=Normal Final: RDO Off Lambda=0, Effort=Normal

UATHelper: Packaging (Windows): LogTexture: Display:

/Engine/EngineMaterials/Black_1x1_EXR_Texture_VT.Black_1x1_EXR_Texture_VT is marked for virtual streaming but virtual texture streaming is not available.

UATHelper: Packaging (Windows): LogTexture: Display:

/Engine/EngineMaterials/Black_1x1_EXR_Texture_VT.Black_1x1_EXR_Texture_VT is marked for virtual streaming but virtual texture streaming is not available.

UATHelper: Packaging (Windows): LogTexture: Display:

/Engine/EngineMaterials/BaseFlattenNormalMap_VT.BaseFlattenNormalMap_VT is marked for virtual streaming but virtual texture streaming is not available.

UATHelper: Packaging (Windows): LogTexture: Display:

/Engine/EngineMaterials/BaseFlattenNormalMap_VT.BaseFlattenNormalMap_VT is

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marked for virtual streaming but virtual texture streaming is not available.

UATHelper: Packaging (Windows): LogTexture: Display:
/Engine/EngineMaterials/BaseFlattenLinearColor_VT.BaseFlattenLinearColor_V
T is marked for virtual streaming but virtual texture streaming is not available.

UATHelper: Packaging (Windows): LogTexture: Display:
/Engine/EngineMaterials/BaseFlattenLinearColor_VT.BaseFlattenLinearColor_V
T is marked for virtual streaming but virtual texture streaming is not available.

UATHelper: Packaging (Windows): LogTexture: Display:
/Engine/EngineMaterials/BaseFlattenGrayscaleMap_VT.BaseFlattenGrayscaleMap_VT is marked for virtual streaming but virtual texture streaming is not available.

UATHelper: Packaging (Windows): LogTexture: Display:
/Engine/EngineMaterials/BaseFlattenGrayscaleMap_VT.BaseFlattenGrayscaleMap_VT is marked for virtual streaming but virtual texture streaming is not available.

UATHelper: Packaging (Windows): LogTexture: Display:
/Engine/EngineMaterials/BaseFlattenEmissiveMap_VT.BaseFlattenEmissiveMap_V
T is marked for virtual streaming but virtual texture streaming is not available.

UATHelper: Packaging (Windows): LogTexture: Display:
/Engine/EngineMaterials/BaseFlattenEmissiveMap_VT.BaseFlattenEmissiveMap_V
T is marked for virtual streaming but virtual texture streaming is not available.

UATHelper: Packaging (Windows): LogTexture: Display:
/Engine/EngineMaterials/BaseFlattenDiffuseMap_VT.BaseFlattenDiffuseMap_VT is marked for virtual streaming but virtual texture streaming is not available.

UATHelper: Packaging (Windows): LogTexture: Display:
/Engine/EngineMaterials/BaseFlattenDiffuseMap_VT.BaseFlattenDiffuseMap_VT is marked for virtual streaming but virtual texture streaming is not available.

UATHelper: Packaging (Windows): LogWwiseResourceCooker: Display:
Initializing default Resource Cooker.

UATHelper: Packaging (Windows): LogWwiseResourceCooker: Display: Starting cooking process for platform Windows (UE: Windows, Wwise: Windows)

UATHelper: Packaging (Windows): LogWwiseFileHandler: Display: Initializing default External Source Manager.

UATHelper: Packaging (Windows): LogWwiseResourceCooker: Display:
SetSandboxRootPath: Updating Sandbox Root Path:

C:/Users/wbrown1/Documents/GitHub/french75-demo/Saved/Cooked/Windows/F75_Environment/Content

UATHelper: Packaging (Windows): LogWwiseResourceCooker: Display: Adding file

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```
C:/Users/wbrown1/Documents/GitHub/french75-demo/Saved/Cooked/Windows/F75_Environment/Content/WwiseAudio/Init.bnk [1135 bytes]
UATHelper: Packaging (Windows): LogWwiseResourceCooker: Display: Adding file
C:/Users/wbrown1/Documents/GitHub/french75-demo/Saved/Cooked/Windows/F75_Environment/Content/WwiseAudio/French75_Level.bnk [8800171 bytes]
UATHelper: Packaging (Windows): LogWwiseResourceCooker: Display: Adding file
C:/Users/wbrown1/Documents/GitHub/french75-demo/Saved/Cooked/Windows/F75_Environment/Content/WwiseAudio/Intro_Level.bnk [99171047 bytes]
UATHelper: Packaging (Windows): LogMotionControllerComponent: Warning: bDisplayDeviceModel is deprecated. Please use
XrDeviceVisualizationComponent instead.
PackagingResults: Warning: bDisplayDeviceModel is deprecated. Please use
XrDeviceVisualizationComponent instead.
UATHelper: Packaging (Windows): LogMotionControllerComponent: Warning: bDisplayDeviceModel is deprecated. Please use
XrDeviceVisualizationComponent instead.
PackagingResults: Warning: bDisplayDeviceModel is deprecated. Please use
XrDeviceVisualizationComponent instead.
UATHelper: Packaging (Windows): LogCook: Display: Cooked packages 295
Packages Remain 939 Total 1234
UATHelper: Packaging (Windows): LogCook: Display: Cooked packages 544
Packages Remain 762 Total 1306
UATHelper: Packaging (Windows): LogMotionControllerComponent: Warning: bDisplayDeviceModel is deprecated. Please use
XrDeviceVisualizationComponent instead.
PackagingResults: Warning: bDisplayDeviceModel is deprecated. Please use
XrDeviceVisualizationComponent instead.
UATHelper: Packaging (Windows): LogMotionControllerComponent: Warning: bDisplayDeviceModel is deprecated. Please use
XrDeviceVisualizationComponent instead.
PackagingResults: Warning: bDisplayDeviceModel is deprecated. Please use
XrDeviceVisualizationComponent instead.
UATHelper: Packaging (Windows): LogCook: Display: Cooked packages 1000
Packages Remain 359 Total 1359
UATHelper: Packaging (Windows): LogUObjectGlobals: Warning: [AssetLog]
C:\Users\wbrown1\Documents\GitHub\french75-demo\Content\Blueprints\VRCharacter_BP.uasset: Failed to load '/Game/Sound/distant_cannon_4': Can't find file.
UATHelper: Packaging (Windows): LogLinker: Warning: [AssetLog]
C:\Users\wbrown1\Documents\GitHub\french75-demo\Content\Blueprints\VRCharacter_BP.uasset: VerifyImport: Failed to load package for import object
'Package /Game/Sound/distant_cannon_4'
UATHelper: Packaging (Windows): LogMotionControllerComponent: Warning: bDisplayDeviceModel is deprecated. Please use
XrDeviceVisualizationComponent instead.
```

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```
PackagingResults: Warning: [AssetLog]
C:\Users\wbrown1\Documents\GitHub\french75-demo\Content\Blueprints\VRCharacter_BP.uasset: Failed to load '/Game/Sound/distant_cannon_4': Can't find file.
PackagingResults: Warning: [AssetLog]
C:\Users\wbrown1\Documents\GitHub\french75-demo\Content\Blueprints\VRCharacter_BP.uasset: VerifyImport: Failed to load package for import object 'Package /Game/Sound/distant_cannon_4'
PackagingResults: Warning: bDisplayDeviceModel is deprecated. Please use XrDeviceVisualizationComponent instead.
UATHelper: Packaging (Windows): LogMotionControllerComponent: Warning: bDisplayDeviceModel is deprecated. Please use XrDeviceVisualizationComponent instead.
UATHelper: Packaging (Windows): LogCook: Display: Cooked packages 1363
Packages Remain 0 Total 1363
UATHelper: Packaging (Windows): LogCook: Display: Cook Diagnostics:
OpenFileHandles=1367, VirtualMemory=2376MiB
UATHelper: Packaging (Windows): LogCook: Display: Finishing up...
UATHelper: Packaging (Windows): LogAssetRegistryGenerator: Display: Saving asset registry v17.
UATHelper: Packaging (Windows): LogAssetRegistryGenerator: Display:
Generated development asset registry
C:/Users/wbrown1/Documents/GitHub/french75-demo/Saved/Cooked/Windows/F75_Environment/Metadata/DevelopmentAssetRegistry.bin num assets 1404, size is 1067.71kb
UATHelper: Packaging (Windows): LogAssetRegistryGenerator: Display:
Generated asset registry num assets 1332, size is 390.59kb
PackagingResults: Warning: bDisplayDeviceModel is deprecated. Please use XrDeviceVisualizationComponent instead.
UATHelper: Packaging (Windows): LogAssetRegistryGenerator: Display: Done saving asset registry. Took 0.1 seconds.
UATHelper: Packaging (Windows): LogShaderLibrary: Display:
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Shader Library 'F75_Environment' (PCD3D_SM6-PCD3D_SM6) Stats:
UATHelper: Packaging (Windows): LogShaderLibrary: Display:
=====
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Assets: 172,
Unique Shadermaps: 107 (62.21%)
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Total Shaders: 2250, Unique Shaders: 1786 (79.38%)
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Total Shader Size: 75.38mb, Unique Shaders Size: 62.73mb (83.23%)
UATHelper: Packaging (Windows): LogShaderLibrary: Display: === Extended info:
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Minimum number of shaders in shadermap: 2
```

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```
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Median number
of shaders in shadermap: 15
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Maximum number
of shaders in shadermap: 465
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Number of
shadermaps referencing top 10 most shared shaders:
UATHelper: Packaging (Windows): LogShaderLibrary: Display:      47, 21, 21,
20, 18, 14, 13, 13, 11, 10
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Textual dump
saved to
'../../../../../../../../Users/wbrown1/Documents/GitHub/french75-demo/Saved/Shad
ers/PCD3D_SM6-PCD3D_SM6/ShaderDebug-F75_Environment-PCD3D_SM6-PCD3D_SM6/Du
mp.txt'
UATHelper: Packaging (Windows): LogShaderLibrary: Display:
=====
UATHelper: Packaging (Windows): LogShaderLibrary: Display:
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Shader Library
'F75_Environment' (PCD3D_SM5-PCD3D_SM5) Stats:
UATHelper: Packaging (Windows): LogShaderLibrary: Display:
=====
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Assets: 172,
Unique Shadermaps: 106 (61.63%)
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Total Shaders:
2019, Unique Shaders: 1552 (76.87%)
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Total Shader
Size: 8.90mb, Unique Shaders Size: 7.71mb (86.66%)
UATHelper: Packaging (Windows): LogShaderLibrary: Display: == Extended
info:
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Minimum number
of shaders in shadermap: 2
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Median number
of shaders in shadermap: 15
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Maximum number
of shaders in shadermap: 355
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Number of
shadermaps referencing top 10 most shared shaders:
UATHelper: Packaging (Windows): LogShaderLibrary: Display:      47, 21, 21,
19, 18, 17, 17, 13, 13, 13
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Textual dump
saved to
'../../../../../../../../Users/wbrown1/Documents/GitHub/french75-demo/Saved/Shad
ers/PCD3D_SM5-PCD3D_SM5/ShaderDebug-F75_Environment-PCD3D_SM5-PCD3D_SM5/Du
mp.txt'
UATHelper: Packaging (Windows): LogShaderLibrary: Display:
=====
UATHelper: Packaging (Windows): LogCook: Display: Finalize package
store(s)...
```

UNREAL BUILD LOG

```
UATHelper: Packaging (Windows): LogCook: Display: Done finalizing package
store(s)
UATHelper: Packaging (Windows): LogCook: Display: Cook by the book total
time in tick 7.699281s total time 11.209706
UATHelper: Packaging (Windows): LogCook: Display: Peak Used virtual 2673
MiB Peak Used physical 2688 MiB
UATHelper: Packaging (Windows): LogCook: Display: Packages Cooked: 1363,
Packages Iteratively Skipped: 0, Total Packages: 1363
UATHelper: Packaging (Windows): LogCook: Display: Hierarchy Timer
Information:
UATHelper: Packaging (Windows): LogCook: Display:      Root: 0.000s (0)
UATHelper: Packaging (Windows): LogCook: Display:      CleanSandbox: 0.057s
(1)
UATHelper: Packaging (Windows): LogCook: Display:      CollectFilesToCook:
0.014s (1)
UATHelper: Packaging (Windows): LogCook: Display:
CookModificationDelegate: 0.001s (1)
UATHelper: Packaging (Windows): LogCook: Display:
GenerateLongPackageName: 0.001s (1)
UATHelper: Packaging (Windows): LogCook: Display:      TickMainCookLoop:
7.699s (2)
UATHelper: Packaging (Windows): LogCook: Display:      PumpPollables:
0.001s (3)
UATHelper: Packaging (Windows): LogCook: Display:      PumpRequests:
0.009s (44)
UATHelper: Packaging (Windows): LogCook: Display:      WaitForAsync:
0.494s (19924)
UATHelper: Packaging (Windows): LogCook: Display:
LoadPackageForCooking: 3.532s (1363)
UATHelper: Packaging (Windows): LogCook: Display:      SavingPackages:
3.580s (192)
UATHelper: Packaging (Windows): LogCook: Display:
PollPendingCookedPlatformDatas: 0.452s (19347)
UATHelper: Packaging (Windows): LogCook: Display:      PrepareSave:
0.368s (18097)
UATHelper: Packaging (Windows): LogCook: Display:
PrecachePlatformDataForNextPackage: 0.594s (1362)
UATHelper: Packaging (Windows): LogCook: Display:      PrepareSave:
0.594s (1612)
UATHelper: Packaging (Windows): LogCook: Display:
SaveCookedPackage: 1.984s (1363)
UATHelper: Packaging (Windows): LogCook: Display:
GEditorSavePackage: 1.800s (1363)
UATHelper: Packaging (Windows): LogCook: Display:
VerifyCanCookPackage: 0.007s (1291)
UATHelper: Packaging (Windows): LogCook: Display:
TargetDomainDependencies: 0.001s (1363)
```

UNREAL BUILD LOG

```
UATHelper: Packaging (Windows): LogCook: Display:
ClearAllCachedCookedPlatformData: 0.009s (1363)
UATHelper: Packaging (Windows): LogCook: Display:
PostLoadPackageFixup: 0.000s (3)
UATHelper: Packaging (Windows): LogCook: Display:
SavingCurrentIniSettings: 0.015s (1)
UATHelper: Packaging (Windows): LogCook: Display:
ProcessingAccessedStrings: 0.002s (1)
UATHelper: Packaging (Windows): LogCook: Display:      SavingAssetRegistry:
0.292s (1)
UATHelper: Packaging (Windows): LogCook: Display:
BuildChunkManifest: 0.031s (1)
UATHelper: Packaging (Windows): LogCook: Display:      SaveManifests:
0.000s (1)
UATHelper: Packaging (Windows): LogCook: Display:
SaveRealAssetRegistry: 0.052s (1)
UATHelper: Packaging (Windows): LogCook: Display:
WriteCookerOpenOrder: 0.072s (1)
UATHelper: Packaging (Windows): LogCook: Display:
FinalizePackageStore: 0.017s (1)
UATHelper: Packaging (Windows): LogCook: Display: Done!
UATHelper: Packaging (Windows): LogSavePackage: Display: Took 0.001302s to
verify the EDL loading graph.
UATHelper: Packaging (Windows): LogCook: Display: Misc Cook Stats
UATHelper: Packaging (Windows): LogCook: Display: =====
UATHelper: Packaging (Windows): LogCook: Display: NiagaraShader.Misc
UATHelper: Packaging (Windows): LogCook: Display:      ShadersCompiled=0
UATHelper: Packaging (Windows): LogCook: Display: ShaderCompiler
UATHelper: Packaging (Windows): LogCook: Display:
BlockingTimeSec=0.000106
UATHelper: Packaging (Windows): LogCook: Display:
AsyncCompileTimeSec=0.000000
UATHelper: Packaging (Windows): LogCook: Display:
GlobalBeginCompileShaderTimeSec=0.000000
UATHelper: Packaging (Windows): LogCook: Display:
GlobalBeginCompileShaderCalls=0
UATHelper: Packaging (Windows): LogCook: Display:
ProcessAsyncResultsTimeSec=0.000178
UATHelper: Packaging (Windows): LogCook: Display: GlobalShader.Misc
UATHelper: Packaging (Windows): LogCook: Display:      ShadersCompiled=0
UATHelper: Packaging (Windows): LogCook: Display: MeshMaterial.Misc
UATHelper: Packaging (Windows): LogCook: Display:      ShadersCompiled=0
UATHelper: Packaging (Windows): LogCook: Display: MaterialShader.Misc
UATHelper: Packaging (Windows): LogCook: Display:      ShadersCompiled=0
UATHelper: Packaging (Windows): LogCook: Display: MaterialInstance
UATHelper: Packaging (Windows): LogCook: Display:
UpdateCachedExpressionDataSec=0.002220
```

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UATHelper: Packaging (Windows): LogCook: Display: Material
UATHelper: Packaging (Windows): LogCook: Display:
UpdateCachedExpressionDataSec=0.008913
UATHelper: Packaging (Windows): LogCook: Display: Package.Load
UATHelper: Packaging (Windows): LogCook: Display: NumInlineLoads=130
UATHelper: Packaging (Windows): LogCook: Display:
NumPreloadedDependencies=829
UATHelper: Packaging (Windows): LogCook: Display:
NumPackagesLoaded=1391
UATHelper: Packaging (Windows): LogCook: Display:
LoadPackageTimeSec=3.981186
UATHelper: Packaging (Windows): LogCook: Display: Package.Save
UATHelper: Packaging (Windows): LogCook: Display:
NumPackagesIterativelySkipped=0
UATHelper: Packaging (Windows): LogCook: Display:
NumPackagesSaved=1363
UATHelper: Packaging (Windows): LogCook: Display:
SavePackageTimeSec=1.715417
UATHelper: Packaging (Windows): LogCook: Display:
TagPackageExportsPresaveTimeSec=0.000000
UATHelper: Packaging (Windows): LogCook: Display:
TagPackageExportsTimeSec=0.000000
UATHelper: Packaging (Windows): LogCook: Display:
FullyLoadLoadersTimeSec=0.000000
UATHelper: Packaging (Windows): LogCook: Display:
ResetLoadersTimeSec=0.000000
UATHelper: Packaging (Windows): LogCook: Display:
TagPackageExportsGetObjectsWithOuter=0.000000
UATHelper: Packaging (Windows): LogCook: Display:
TagPackageExportsGetObjectsWithMarks=0.000000
UATHelper: Packaging (Windows): LogCook: Display:
SerializeImportsTimeSec=0.000000
UATHelper: Packaging (Windows): LogCook: Display:
SortExportsSeekfreeInnerTimeSec=0.000000
UATHelper: Packaging (Windows): LogCook: Display:
SerializeExportsTimeSec=0.000000
UATHelper: Packaging (Windows): LogCook: Display:
SerializeBulkDataTimeSec=0.008055
UATHelper: Packaging (Windows): LogCook: Display:
AsyncWriteTimeSec=0.000000
UATHelper: Packaging (Windows): LogCook: Display: MBWritten=0.000000
UATHelper: Packaging (Windows): LogCook: Display: CookOnTheFlyServer
UATHelper: Packaging (Windows): LogCook: Display:
PeakRequestQueueSize=1234
UATHelper: Packaging (Windows): LogCook: Display:
PeakLoadQueueSize=1234

UNREAL BUILD LOG

```
UATHelper: Packaging (Windows): LogCook: Display:
PeakSaveQueueSize=399
UATHelper: Packaging (Windows): LogCook: Display:
Package.DifferentPackagesSizeMBPerAsset
UATHelper: Packaging (Windows): LogCook: Display:
Package.NumberOfDifferencesInPackagesPerAsset
UATHelper: Packaging (Windows): LogCook: Display:
Package.PackageDifferencesSizeMBPerAsset
UATHelper: Packaging (Windows): LogCook: Display: Package.DiffTotal
UATHelper: Packaging (Windows): LogCook: Display:
NumberOfDifferentPackages=0
UATHelper: Packaging (Windows): LogCook: Display:
DifferentPackagesSizeMB=0.000000
UATHelper: Packaging (Windows): LogCook: Display:
NumberOfDifferencesInPackages=0
UATHelper: Packaging (Windows): LogCook: Display:
PackageDifferencesSizeMB=0.000000
UATHelper: Packaging (Windows): LogCook: Display: UnversionedProperties
UATHelper: Packaging (Windows): LogCook: Display:         SavedStructs=0
UATHelper: Packaging (Windows): LogCook: Display:         SavedMB=0
UATHelper: Packaging (Windows): LogCook: Display:         EquivalentTaggedMB=0
UATHelper: Packaging (Windows): LogCook: Display:
CompressionRatio=-nan(ind)
UATHelper: Packaging (Windows): LogCook: Display:         BitfieldWasteKB=0
UATHelper: Packaging (Windows): LogCook: Display:
UATHelper: Packaging (Windows): LogCook: Display: Cook Profile
UATHelper: Packaging (Windows): LogCook: Display: =====
UATHelper: Packaging (Windows): LogCook: Display:
0.CookWallTimeSec=17.607396
UATHelper: Packaging (Windows): LogCook: Display: 0.
0.StartupWallTimeSec=6.383830
UATHelper: Packaging (Windows): LogCook: Display: 0.
1.CookByTheBookTimeSec=11.218175
UATHelper: Packaging (Windows): LogCook: Display: 0. 1.
0.StartCookByTheBookTimeSec=3.162351
UATHelper: Packaging (Windows): LogCook: Display: 0. 1. 0.
0.BlockOnAssetRegistryTimeSec=0.022871
UATHelper: Packaging (Windows): LogCook: Display: 0. 1. 0.
1.GameCookModificationDelegateTimeSec=0.000873
UATHelper: Packaging (Windows): LogCook: Display: 0. 1.
1.TickCookOnTheSideTimeSec=8.027865
UATHelper: Packaging (Windows): LogCook: Display: 0. 1. 1.
0.TickCookOnTheSideLoadPackagesTimeSec=3.533020
UATHelper: Packaging (Windows): LogCook: Display: 0. 1. 1.
1.TickCookOnTheSideSaveCookedPackageTimeSec=1.984072
UATHelper: Packaging (Windows): LogCook: Display: 0. 1. 1. 1.
0.TickCookOnTheSideResolveRedirectorsTimeSec=0.000000
```

UNREAL BUILD LOG

```
UATHelper: Packaging (Windows): LogCook: Display: 0. 1. 1.
2.TickCookOnTheSidePrepareSaveTimeSec=0.962863
UATHelper: Packaging (Windows): LogCook: Display: 0. 1.
2.TickLoopGCTimeSec=0.020179
UATHelper: Packaging (Windows): LogCook: Display: 0. 1.
3.TickLoopRecompileShaderRequestsTimeSec=0.000000
UATHelper: Packaging (Windows): LogCook: Display: 0. 1.
4.TickLoopShaderProcessAsyncResultsTimeSec=0.000004
UATHelper: Packaging (Windows): LogCook: Display: 0. 1.
5.TickLoopProcessDeferredCommandsTimeSec=0.000002
UATHelper: Packaging (Windows): LogCook: Display: 0. 1.
6.TickLoopTickCommandletStatsTimeSec=0.000001
UATHelper: Packaging (Windows): LogCook: Display: 0. 1.
7.TickLoopFlushRenderingCommandsTimeSec=0.001144
UATHelper: Packaging (Windows): LogCook: Display: 0. 1.
8.TargetPlatforms=Windows
UATHelper: Packaging (Windows): LogCook: Display: 0. 1.
9.CookProject=F75_Environment
UATHelper: Packaging (Windows): LogCook: Display: 0. 1. 10.CookCultures=
UATHelper: Packaging (Windows): LogCook: Display: 0. 1.
11.IsCookAll=false
UATHelper: Packaging (Windows): LogCook: Display: 0. 1.
12.IsCookOnTheFly=false
UATHelper: Packaging (Windows): LogCook: Display: 0. 1.
13.IsIterativeCook=false
UATHelper: Packaging (Windows): LogCook: Display: 0. 1.
14.IsUnversioned=true
UATHelper: Packaging (Windows): LogCook: Display: 0. 1. 15.CookLabel=
UATHelper: Packaging (Windows): LogCook: Display: 0. 1.
16.IsFastCook=false
UATHelper: Packaging (Windows): LogCook: Display:
UATHelper: Packaging (Windows): LogCook: Display: DDC Summary Stats
UATHelper: Packaging (Windows): LogCook: Display: =====
UATHelper: Packaging (Windows): LogCook: Display: BackEnd
=InstalledDerivedDataBackendGraph
UATHelper: Packaging (Windows): LogCook: Display: HasLocalCache =
true
UATHelper: Packaging (Windows): LogCook: Display: HasSharedCache =
false
UATHelper: Packaging (Windows): LogCook: Display: HasCloudCache =
false
UATHelper: Packaging (Windows): LogCook: Display: HasZenCache =
false
UATHelper: Packaging (Windows): LogCook: Display: TotalGetHits =
5990
UATHelper: Packaging (Windows): LogCook: Display: TotalGetMisses =
0
```

UNREAL BUILD LOG

```
UATHelper: Packaging (Windows): LogCook: Display: TotalGets      =
5990
UATHelper: Packaging (Windows): LogCook: Display: TotalGetHitPct  =
1.000000
UATHelper: Packaging (Windows): LogCook: Display: GetMissPct      =
0.000000
UATHelper: Packaging (Windows): LogCook: Display: TotalPutHits    =
0
UATHelper: Packaging (Windows): LogCook: Display: TotalPutMisses  =
0
UATHelper: Packaging (Windows): LogCook: Display: TotalPuts       =
0
UATHelper: Packaging (Windows): LogCook: Display: TotalPutHitPct  =
0.000000
UATHelper: Packaging (Windows): LogCook: Display: PutMissPct      =
0.000000
UATHelper: Packaging (Windows): LogCook: Display: LocalGetHits    =
5301
UATHelper: Packaging (Windows): LogCook: Display: LocalGetTotal    =
5301
UATHelper: Packaging (Windows): LogCook: Display: LocalGetHitPct  =
1.000000
UATHelper: Packaging (Windows): LogCook: Display: SharedGetHits   =
0
UATHelper: Packaging (Windows): LogCook: Display: SharedGetTotal   =
0
UATHelper: Packaging (Windows): LogCook: Display: SharedGetHitPct =
0.000000
UATHelper: Packaging (Windows): LogCook: Display: CloudGetHits    =
0
UATHelper: Packaging (Windows): LogCook: Display: CloudGetTotal   =
0
UATHelper: Packaging (Windows): LogCook: Display: CloudGetHitPct  =
0.000000
UATHelper: Packaging (Windows): LogCook: Display: LocalLatency    =
0.107350
UATHelper: Packaging (Windows): LogCook: Display: LocalReadSpeed  =
=164.494055
UATHelper: Packaging (Windows): LogCook: Display: LocalWriteSpeed =
57.163345
UATHelper: Packaging (Windows): LogCook: Display: SharedLatency   =
0.000000
UATHelper: Packaging (Windows): LogCook: Display: SharedReadSpeed =
0.000000
UATHelper: Packaging (Windows): LogCook: Display: SharedWriteSpeed=
0.000000
```

UNREAL BUILD LOG

```
UATHelper: Packaging (Windows): LogCook: Display: CloudLatency      =
0.000000
UATHelper: Packaging (Windows): LogCook: Display: CloudReadSpeed    =
0.000000
UATHelper: Packaging (Windows): LogCook: Display: CloudWriteSpeed   =
0.000000
UATHelper: Packaging (Windows): LogCook: Display:
UATHelper: Packaging (Windows): LogCook: Display: DDC Resource Stats
UATHelper: Packaging (Windows): LogCook: Display:
=====
=====
UATHelper: Packaging (Windows): LogCook: Display: Asset Type
Total Time (Sec)  GameThread Time (Sec)  Assets Built  MB Processed
UATHelper: Packaging (Windows): LogCook: Display:
-----
-----
UATHelper: Packaging (Windows): LogCook: Display: Texture (Streaming)
12.95              0.00              0              1442.80
UATHelper: Packaging (Windows): LogCook: Display: StaticMesh
1.26               0.01              0              174.10
UATHelper: Packaging (Windows): LogCook: Display: DistanceField
1.12              0.00              0              6.23
UATHelper: Packaging (Windows): LogCook: Display: GlobalShader
1.12              1.12              0              60.29
UATHelper: Packaging (Windows): LogCook: Display: BodySetup
0.92              0.36              0              172.17
UATHelper: Packaging (Windows): LogCook: Display: CardRepresentation
0.54              0.00              0              0.06
UATHelper: Packaging (Windows): LogCook: Display: NavCollision
0.40              0.00              0              0.14
UATHelper: Packaging (Windows): LogCook: Display: MaterialShader
0.30              0.30              0              146.19
UATHelper: Packaging (Windows): LogCook: Display: NiagaraScript
0.02              0.02              0              0.00
UATHelper: Packaging (Windows): LogCook: Display: Texture (Inline)
0.01              0.01              0              100.78
UATHelper: Packaging (Windows): LogCook: Display: Audio (Streaming)
0.01              0.00              0              0.11
UATHelper: Packaging (Windows): LogCook: Display: Audio (Inline)
0.00              0.00              0              0.00
UATHelper: Packaging (Windows): LogPackageBuildDependencyTracker: Display:
Package Accesses (634 referencing packages with a total of 6565 unique
accesses)
UATHelper: Packaging (Windows): LogInit: Display:
UATHelper: Packaging (Windows): LogInit: Display: Warning/Error Summary
(Unique only)
```

UNREAL BUILD LOG

```
UATHelper: Packaging (Windows): LogInit: Display:
-----
UATHelper: Packaging (Windows): LogInit: Display:
LogMotionControllerComponent: Warning: bDisplayDeviceModel is deprecated.
Please use XrDeviceVisualizationComponent instead.
UATHelper: Packaging (Windows): LogInit: Display: LogUObjectGlobals:
Warning: [AssetLog]
C:\Users\wbrown1\Documents\GitHub\french75-demo\Content\Blueprints\VRCharacter_BP.uasset: Failed to load '/Game/Sound/distant_cannon_4': Can't find
file.
UATHelper: Packaging (Windows): LogInit: Display: LogLinker: Warning:
[AssetLog]
C:\Users\wbrown1\Documents\GitHub\french75-demo\Content\Blueprints\VRCharacter_BP.uasset: VerifyImport: Failed to load package for import object
'Package /Game/Sound/distant_cannon_4'
UATHelper: Packaging (Windows): LogInit: Display:
UATHelper: Packaging (Windows): LogInit: Display: Success - 0 error(s), 8
warning(s)
UATHelper: Packaging (Windows): LogInit: Display:
UATHelper: Packaging (Windows): Execution of commandlet took: 11.23
seconds
UATHelper: Packaging (Windows): LogShaderCompilers: Display:
=====
UATHelper: Packaging (Windows): LogShaderCompilers: Display: ===
FShaderJobCache stats ===
UATHelper: Packaging (Windows): LogShaderCompilers: Display: Total job
queries 0, among them cache hits 0 (0.00%)
UATHelper: Packaging (Windows): LogShaderCompilers: Display: Tracking 0
distinct input hashes that result in 0 distinct outputs (0.00%)
UATHelper: Packaging (Windows): LogShaderCompilers: Display: RAM used:
240.00 B of 819.20 MiB budget. Usage: 0.00%
UATHelper: Packaging (Windows): LogShaderCompilers: Display: === Shader
Compilation stats ===
UATHelper: Packaging (Windows): LogShaderCompilers: Display: Shaders
Compiled: 0
UATHelper: Packaging (Windows): LogShaderCompilers: Display: Jobs assigned
0, completed 0 (0.00%)
UATHelper: Packaging (Windows): LogShaderCompilers: Display: Time at least
one job was in flight (either pending or executed): 0.00 s
UATHelper: Packaging (Windows): LogShaderCompilers: Display:
=====
UATHelper: Packaging (Windows): LogWwiseReconcile: Display: Shutting down
Wwise Asset Sync Module
UATHelper: Packaging (Windows): LogWwiseFileHandler: Display: Shutting
down External Source Manager.
UATHelper: Packaging (Windows): LogWwiseProjectDatabase: Display: Shutting
down default Project Database.
```

UNREAL BUILD LOG

```
UATHelper: Packaging (Windows): LogWwiseConcurrency: Display: Shutting
down default Concurrency.
UATHelper: Packaging (Windows): LogWwiseResourceLoader: Display: Shutting
down default Resource Loader.
UATHelper: Packaging (Windows): LogWwiseResourceCooker: Display: Shutting
down default Resource Cooker.
UATHelper: Packaging (Windows): Took 20.0852773s to run
UnrealEditor-Cmd.exe, ExitCode=0
UATHelper: Packaging (Windows): Cook command time: 20.12 s
UATHelper: Packaging (Windows): ***** COOK COMMAND COMPLETED
*****
UATHelper: Packaging (Windows): ***** STAGE COMMAND STARTED
*****
UATHelper: Packaging (Windows): Creating Staging Manifest...
UATHelper: Packaging (Windows): Excluding config file C:\Program
Files\Epic Games\UE_5.2\Engine\Config\BaseEditor.ini
UATHelper: Packaging (Windows): Excluding config file C:\Program
Files\Epic Games\UE_5.2\Engine\Config\BaseEditorKeyBindings.ini
UATHelper: Packaging (Windows): Excluding config file C:\Program
Files\Epic Games\UE_5.2\Engine\Config\BaseEditorPerProjectUserSettings.ini
UATHelper: Packaging (Windows): Excluding config file C:\Program
Files\Epic Games\UE_5.2\Engine\Config\BaseEditorSettings.ini
UATHelper: Packaging (Windows): Excluding config file C:\Program
Files\Epic Games\UE_5.2\Engine\Config\BaseLightmass.ini
UATHelper: Packaging (Windows): Excluding config file C:\Program
Files\Epic Games\UE_5.2\Engine\Config\BasePakFileRules.ini
UATHelper: Packaging (Windows): Excluding config file C:\Program
Files\Epic Games\UE_5.2\Engine\Config\Localization\Category.ini
UATHelper: Packaging (Windows): Excluding config file C:\Program
Files\Epic Games\UE_5.2\Engine\Config\Localization\Editor.ini
UATHelper: Packaging (Windows): Excluding config file C:\Program
Files\Epic Games\UE_5.2\Engine\Config\Localization\EditorTutorials.ini
UATHelper: Packaging (Windows): Excluding config file C:\Program
Files\Epic Games\UE_5.2\Engine\Config\Localization\Engine.ini
UATHelper: Packaging (Windows): Excluding config file C:\Program
Files\Epic Games\UE_5.2\Engine\Config\Localization\Keywords.ini
UATHelper: Packaging (Windows): Excluding config file C:\Program
Files\Epic
Games\UE_5.2\Engine\Config\Localization\PortableObjectExport.ini
UATHelper: Packaging (Windows): Excluding config file C:\Program
Files\Epic
Games\UE_5.2\Engine\Config\Localization\PortableObjectImport.ini
UATHelper: Packaging (Windows): Excluding config file C:\Program
Files\Epic Games\UE_5.2\Engine\Config\Localization\PropertyNames.ini
UATHelper: Packaging (Windows): Excluding config file C:\Program
Files\Epic Games\UE_5.2\Engine\Config\Localization\RepairData.ini
```

UNREAL BUILD LOG

UATHelper: Packaging (Windows): Excluding config file C:\Program Files\Epic Games\UE_5.2\Engine\Config\Localization\ToolTips.ini
UATHelper: Packaging (Windows): Excluding config file C:\Program Files\Epic Games\UE_5.2\Engine\Config\Localization\WordCount.ini
UATHelper: Packaging (Windows): Excluding config file C:\Program Files\Epic Games\UE_5.2\Engine\Config\Windows\WindowsEditorPerProjectUserSettings.ini
UATHelper: Packaging (Windows): Excluding config file C:\Users\wbrown1\Documents\GitHub\french75-demo\Config\DefaultEditor.ini
UATHelper: Packaging (Windows): Cleaning Stage Directory: C:\Users\wbrown1\Documents\GitHub\french75-demo\Saved\StagedBuilds\Windows
UATHelper: Packaging (Windows): Creating pak using staging manifest.
UATHelper: Packaging (Windows): No matching platform for PakFileRules for Section ExcludeContentForMobile : Windows
UATHelper: Packaging (Windows): Using 0 pak order files:
UATHelper: Packaging (Windows): Running: C:\Program Files\Epic Games\UE_5.2\Engine\Binaries\Win64\UnrealPak.exe C:\Users\wbrown1\Documents\GitHub\french75-demo\F75_Environment.uproject -cryptokeys=C:\Users\wbrown1\Documents\GitHub\french75-demo\Saved\Cooked\Windows\F75_Environment\Metadata\Crypto.json -patchpaddingalign=2048 -compressionformats=Oodle -compressmethod=Kraken -compresslevel=4 -platform=Windows -CreateMultiple="C:\Users\wbrown1\AppData\Roaming\Unreal Engine\AutomationTool\Logs\C+Program+Files+Epic+Games+UE_5.2\PakCommands.txt"
UATHelper: Packaging (Windows): LogPakFile: Display: Parsing crypto keys from a crypto key cache file
UATHelper: Packaging (Windows): LogPakFile: Display: CompressionFormats in priority order: Oodle, Zlib
UATHelper: Packaging (Windows): LogPakFile: Display: Oodle enabled on 'NoPluginCompression' files
UATHelper: Packaging (Windows): LogPakFile: Display: Loading response file C:\Program Files\Epic Games\UE_5.2\Engine\Programs\AutomationTool\Saved\ResponseFiles\PakList_F75_Environment-Windows.txt
UATHelper: Packaging (Windows): LogPakFile: Display: Added 1507 entries to add to pak file.
UATHelper: Packaging (Windows): LogPakFile: Display: Collecting files to add to pak file...
UATHelper: Packaging (Windows): LogPakFile: Display: Collected 1507 files in 0.01s.
UATHelper: Packaging (Windows): LogPakFile: Display: Creating pak C:\Users\wbrown1\Documents\GitHub\french75-demo\Saved\StagedBuilds\Windows\F75_Environment\Content\Paks\F75_Environment-Windows.pak.
UATHelper: Packaging (Windows): OodleDataCompression: Display: Oodle v2.9.8 format for pak/iostore with method=Kraken, level=4=Normal

UNREAL BUILD LOG

UATHelper: Packaging (Windows): LogPakFile: Display: Created pak file:
C:\Users\wbrown1\Documents\GitHub\french75-demo\Saved\StagedBuilds\Windows
\F75_Environment\Content\Paks\F75_Environment-Windows.pak

UATHelper: Packaging (Windows): LogPakFile: Display: CompressionFormat 0
[Oodle] : 309 files, 131604354 -> 85058789 bytes

UATHelper: Packaging (Windows): LogPakFile: Display: CompressionFormat 1
[Zlib] : 0 files, 0 -> 0 bytes

UATHelper: Packaging (Windows): LogPakFile: Display: CompressionFormat 2
[None] : 1198 files, 1115279 -> 1115279 bytes

UATHelper: Packaging (Windows): LogPakFile: Display: Added 1507 files,
86925973 bytes total

UATHelper: Packaging (Windows): LogPakFile: Display: PrimaryIndex size:
27390 bytes

UATHelper: Packaging (Windows): LogPakFile: Display: PathHashIndex size:
44021 bytes

UATHelper: Packaging (Windows): LogPakFile: Display: FullDirectoryIndex
size: 47189 bytes

UATHelper: Packaging (Windows): LogPakFile: Display: Compression summary:
64.63% of original size. Compressed Size 85058789 bytes, Original Size
131604354 bytes.

UATHelper: Packaging (Windows): LogPakFile: Display: Encryption - DISABLED

UATHelper: Packaging (Windows): LogPakFile: Display:

UATHelper: Packaging (Windows): LogPakFile: Display: Writer and
Compression Threads exited.

UATHelper: Packaging (Windows): LogPakFile: Display: UnrealPak executed in
0.954781 seconds

UATHelper: Packaging (Windows): Took 1.5129347s to run UnrealPak.exe,
ExitCode=0

UATHelper: Packaging (Windows): Running UnrealPak with arguments:
-CreateGlobalContainer=C:\Users\wbrown1\Documents\GitHub\french75-demo\Sav
ed\StagedBuilds\Windows\F75_Environment\Content\Paks\global.utoc
-CookedDirectory=C:\Users\wbrown1\Documents\GitHub\french75-demo\Saved\Coo
ked\Windows
-PackageStoreManifest=C:\Users\wbrown1\Documents\GitHub\french75-demo\Save
d\Cooked\Windows\F75_Environment\Metadata\packagestore.manifest
-Commands="C:\Users\wbrown1\AppData\Roaming\Unreal
Engine\AutomationTool\Logs\C+Program+Files+Epic+Games+UE_5.2\IoStoreComman
ds.txt" -ScriptObjects=C:\Users\wbrown1\Docume
nts\GitHub\french75-demo\Saved\Cooked\Windows\F75_Environment\Metadata\scr
iptobjects.bin -patchpaddingalign=2048 -compressionformats=Oodle
-compressmethod=Kraken -compresslevel=4
-cryptokeys=C:\Users\wbrown1\Documents\GitHub\french75-demo\Saved\Cooked\W
indows\F75_Environment\Metadata\Crypto.json -compressionMinBytesSaved=1024
-compressionMinPercentSaved=5 -WriteBackMetadataToAssetRegistry=Disabled

UATHelper: Packaging (Windows): Running: C:\Program Files\Epic
Games\UE_5.2\Engine\Binaries\Win64\UnrealPak.exe
-CreateGlobalContainer=C:\Users\wbrown1\Documents\GitHub\french75-demo\Sav

UNREAL BUILD LOG

```
ed\StagedBuilds\Windows\F75_Environment\Content\Paks\global.utoc
-CookedDirectory=C:\Users\wbrown1\Documents\GitHub\french75-demo\Saved\Cooked\Windows
-PackageStoreManifest=C:\Users\wbrown1\Documents\GitHub\french75-demo\Saved\Cooked\Windows\F75_Environment\Metadata\packagestore.manifest
-Commands="C:\Users\wbrown1\AppData\Roaming\Unreal
Engine\AutomationTool\Logs\C+Program+Files+Epic+Games+UE_5.2\IoStoreCommands.txt"
-ScriptObjects=C:\Users\wbrown1\Documents\GitHub\french75-demo\Saved\Cooked\Windows\F75_Environment\Metadata\scriptobjects.bin
-patchpaddingalign=2048 -compressionformats=Oodle -compressmethod=Kraken
-compresslevel=4
-cryptokeys=C:\Users\wbrown1\Documents\GitHub\french75-demo\Saved\Cooked\Windows\F75_Environment\Metadata\Crypto.json -compressionMinBytesSaved=1024
-compressionMinPercentSaved=5 -WriteBackMetadataToAssetRegistry=Disabled
UATHelper: Packaging (Windows): LogIoStore: Display: =====
IoStore Utils =====
UATHelper: Packaging (Windows): LogIoStore: Display: Parsing crypto keys
from a crypto key cache file
'C:\Users\wbrown1\Documents\GitHub\french75-demo\Saved\Cooked\Windows\F75_Environment\Metadata\Crypto.json'
UATHelper: Packaging (Windows): LogIoStore: Display: Container signing -
DISABLED
UATHelper: Packaging (Windows): LogIoStore: Display: Directory index -
ENABLED
UATHelper: Packaging (Windows): LogIoStore: Display: Using compression
format 'Oodle'
UATHelper: Packaging (Windows): LogIoStore: Display: Using memory mapping
alignment '16384'
UATHelper: Packaging (Windows): LogIoStore: Display: Using compression
block size '65536'
UATHelper: Packaging (Windows): LogIoStore: Display: Using compression
block alignment '2048'
UATHelper: Packaging (Windows): LogIoStore: Display: Using compression min
bytes saved '1024'
UATHelper: Packaging (Windows): LogIoStore: Display: Using compression min
percent saved '5'
UATHelper: Packaging (Windows): LogIoStore: Display: Using max partition
size '0'
UATHelper: Packaging (Windows): LogIoStore: Display: Not using DDC for
compression
UATHelper: Packaging (Windows): LogIoStore: Display: Using command list
file: 'C:\Users\wbrown1\AppData\Roaming\Unreal
Engine\AutomationTool\Logs\C+Program+Files+Epic+Games+UE_5.2\IoStoreCommands.txt'
```

UNREAL BUILD LOG

UATHelper: Packaging (Windows): LogIoStore: Display: Searching for cooked assets in folder
'C:\Users\wbrown1\Documents\GitHub\french75-demo\Saved\Cooked\Windows'
UATHelper: Packaging (Windows): LogIoStore: Display: Found '3277' files
UATHelper: Packaging (Windows): LogIoStore: Display: Using input asset registry:
C:\Users\wbrown1\Documents\GitHub\french75-demo\Saved\Cooked\Windows\F75_Environment\Metadata\DevelopmentAssetRegistry.bin
UATHelper: Packaging (Windows): LogIoStore: Display: Added 687 hashes to the hash database, init took 0.000095 seconds
UATHelper: Packaging (Windows): LogIoStore: Display: Creating container targets...
UATHelper: Packaging (Windows): LogDerivedDataCache: Display:/..../Engine/DerivedDataCache/Compressed.ddp: Opened pak cache for reading. (2145 MiB)
UATHelper: Packaging (Windows): LogDerivedDataCache: Display: Performance to C:/Users/wbrown1/AppData/Local/UnrealEngine/Common/DerivedDataCache: Latency=0.00ms. RandomReadSpeed=999.00MBs, RandomWriteSpeed=999.00MBs. Assigned SpeedClass 'Local'
UATHelper: Packaging (Windows): OodleDataCompression: Display: Oodle v2.9.8 format for pak/iostore with method=Kraken, level=4=Normal
UATHelper: Packaging (Windows): LogIoStore: Display: Parsing packages...
UATHelper: Packaging (Windows): LogIoStore: Display: Reading package assets...
UATHelper: Packaging (Windows): LogIoStore: Display: Reading 1000/1291: 'C:/Users/wbrown1/Documents/GitHub/french75-demo/Saved/Cooked/Windows/Engine/Plugins/FX/Niagara/Content/Enums/Wind/ENiagaraWindTurbulenceFrequencyMode.uasset'
UATHelper: Packaging (Windows): LogIoStore: Display: Processing shader libraries...
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Created IoStoreShaderArchive header: shaders grouped in 162 groups (50 of them didn't need new indices), average uncompressed size 216214 bytes, min 436 bytes, max 995035 bytes (r.ShaderCodeLibrary.MaxShaderGroupSize=1048576)
UATHelper: Packaging (Windows): LogIoStore: Display: F75_Environment-PCD3D_SM5(PCD3D_SM5): Recompressed 1552 shaders as 162 groups. Library size changed from 7897 KB (4.33 : 1 ratio) to 2306 KB (14.83 : 1 ratio), 29.20% of previous.
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Created IoStoreShaderArchive header: shaders grouped in 230 groups (55 of them didn't need new indices), average uncompressed size 524041 bytes, min 4086 bytes, max 1028435 bytes (r.ShaderCodeLibrary.MaxShaderGroupSize=1048576)
UATHelper: Packaging (Windows): LogIoStore: Display: F75_Environment-PCD3D_SM6(PCD3D_SM6): Recompressed 1786 shaders as 230 groups. Library size changed from 64240 KB (1.83 : 1 ratio) to 43046 KB (2.73 : 1 ratio), 67.01% of previous.

UNREAL BUILD LOG

```
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Created
IoStoreShaderArchive header: shaders grouped in 268 groups (110 of them
didn't need new indices), average uncompressed size 102900 bytes, min 172
bytes, max 1022396 bytes (r.ShaderCodeLibrary.MaxShaderGroupSize=1048576)
UATHelper: Packaging (Windows): LogIoStore: Display:
Global-PCD3D_SM5(PCD3D_SM5): Recompressed 2663 shaders as 268 groups.
Library size changed from 5835 KB (4.61 : 1 ratio) to 1735 KB (15.52 : 1
ratio), 29.74% of previous.
UATHelper: Packaging (Windows): LogShaderLibrary: Display: Created
IoStoreShaderArchive header: shaders grouped in 325 groups (115 of them
didn't need new indices), average uncompressed size 253811 bytes, min 2166
bytes, max 1056590 bytes (r.ShaderCodeLibrary.MaxShaderGroupSize=1048576)
UATHelper: Packaging (Windows): LogIoStore: Display:
Global-PCD3D_SM6(PCD3D_SM6): Recompressed 3204 shaders as 325 groups.
Library size changed from 49572 KB (1.63 : 1 ratio) to 25003 KB (3.22 : 1
ratio), 50.44% of previous.
UATHelper: Packaging (Windows): LogIoStore: Display: Processing
redirects...
UATHelper: Packaging (Windows): LogIoStore: Display: Optimizing
packages...
UATHelper: Packaging (Windows): LogIoStore: Display: Finalizing
packages...
UATHelper: Packaging (Windows): LogIoStore: Display: Creating disk
layout...
UATHelper: Packaging (Windows): LogIoStore: Display: Ordered 1291 packages
using fallback bundle order
UATHelper: Packaging (Windows): LogIoStore: Display: Serializing
container(s)...
UATHelper: Packaging (Windows): LogIoStore: Display: Writing chunks
(1179/2967)... [1144 compressed] [262 compression tasks scheduled]
UATHelper: Packaging (Windows): LogIoStore: Display: Writing chunks
(2444/2967)... [1508 compressed] [11327 compression tasks scheduled]
UATHelper: Packaging (Windows): LogIoStore: Display: Writing chunks
(2472/2967)... [1825 compressed] [178 compression tasks scheduled]
UATHelper: Packaging (Windows): LogIoStore: Display: global: Found perfect
hashmap for 1 items.
UATHelper: Packaging (Windows): LogIoStore: Display:
F75_Environment-Windows: Found perfect hashmap for 2966 items.
UATHelper: Packaging (Windows): LogIoStore: Display: Finalize took 0.0
seconds for 2 writers
UATHelper: Packaging (Windows): LogIoStore: Display: Calculating stats...
UATHelper: Packaging (Windows): LogIoStore: Display:
----- IoDispatcher
-----
UATHelper: Packaging (Windows): LogIoStore: Display:
```

UNREAL BUILD LOG

```
UATHelper: Packaging (Windows): LogIoStore: Display: Container
Flags   TOC Size (KB)      TOC Entries      Size (MB)      Compressed
(MB)
UATHelper: Packaging (Windows): LogIoStore: Display:
-----
-----
UATHelper: Packaging (Windows): LogIoStore: Display: global
-/-/-/-          0.57          1          1.95
-
UATHelper: Packaging (Windows): LogIoStore: Display:
F75_Environment-Windows      C/-/-/I          644.22          2966
1854.26      847.99 (54.27% Oodle)
UATHelper: Packaging (Windows): LogIoStore: Display: TOTAL
644.79          2967          1856.21          -
UATHelper: Packaging (Windows): LogIoStore: Display:
UATHelper: Packaging (Windows): LogIoStore: Display: ** Flags:
(C)ompressed / (E)ncrypted / (S)igned) / (I)ndexed) **
UATHelper: Packaging (Windows): LogIoStore: Display:
UATHelper: Packaging (Windows): LogIoStore: Display: Compression block
padding:      2.14 MB
UATHelper: Packaging (Windows): LogIoStore: Display:
UATHelper: Packaging (Windows): LogIoStore: Display:
----- Container Directory Index
-----
UATHelper: Packaging (Windows): LogIoStore: Display: Container
Size (KB)
UATHelper: Packaging (Windows): LogIoStore: Display: global
0.00
UATHelper: Packaging (Windows): LogIoStore: Display:
F75_Environment-Windows          105.63
UATHelper: Packaging (Windows): LogIoStore: Display:
UATHelper: Packaging (Windows): LogIoStore: Display:
----- Container Patch Report
-----
UATHelper: Packaging (Windows): LogIoStore: Display: Container
Total (count) Modified (count)      Added (count)      Modified (MB)
Added (MB)
UATHelper: Packaging (Windows): LogIoStore: Display: global
1          0          0          0.00          0.00
UATHelper: Packaging (Windows): LogIoStore: Display:
F75_Environment-Windows          2966          0
2966          0.00          845.85
UATHelper: Packaging (Windows): LogIoStore: Display:
UATHelper: Packaging (Windows): LogIoStore: Display:
UATHelper: Packaging (Windows): LogIoStore: Display:
----- PackageStore (KB)
-----
```

UNREAL BUILD LOG

```
UATHelper: Packaging (Windows): LogIoStore: Display:
UATHelper: Packaging (Windows): LogIoStore: Display: Container
Store Size          Packages          Localized
UATHelper: Packaging (Windows): LogIoStore: Display:
-----
-----
UATHelper: Packaging (Windows): LogIoStore: Display:
F75_Environment-Windows          49          1291
0
UATHelper: Packaging (Windows): LogIoStore: Display: TOTAL
49          1291          0
UATHelper: Packaging (Windows): LogIoStore: Display:
UATHelper: Packaging (Windows): LogIoStore: Display:
UATHelper: Packaging (Windows): LogIoStore: Display:
----- PackageHeader (KB)
-----
UATHelper: Packaging (Windows): LogIoStore: Display:
UATHelper: Packaging (Windows): LogIoStore: Display: Container
Header          Graph ExportBundleEntries          ImportMap          ExportMap
NameMap
UATHelper: Packaging (Windows): LogIoStore: Display:
-----
-----
UATHelper: Packaging (Windows): LogIoStore: Display:
F75_Environment-Windows          1063          46          55
75          247          353
UATHelper: Packaging (Windows): LogIoStore: Display: TOTAL
1063          46          55          75          247          353
UATHelper: Packaging (Windows): LogIoStore: Display:
UATHelper: Packaging (Windows): LogIoStore: Display:
UATHelper: Packaging (Windows): LogIoStore: Display: Input:          333.85 MB
UExp
UATHelper: Packaging (Windows): LogIoStore: Display: Input:          1.99 MB
UAsset
UATHelper: Packaging (Windows): LogIoStore: Display: Input:          1291
Packages
UATHelper: Packaging (Windows): LogIoStore: Display: Input:          26.11 MB
for 593 Global shaders
UATHelper: Packaging (Windows): LogIoStore: Display: Input:          8.65 MB
for 150 Shared shaders
UATHelper: Packaging (Windows): LogIoStore: Display: Input:          0.00 MB
for 0 Unique shaders
UATHelper: Packaging (Windows): LogIoStore: Display: Input:          35.63 MB
for 240 Inline shaders
UATHelper: Packaging (Windows): LogIoStore: Display:
UATHelper: Packaging (Windows): LogIoStore: Display: Output:          7028
Export bundle entries
```

UNREAL BUILD LOG

```
UATHelper: Packaging (Windows): LogIoStore: Display: Output:      1297
Export bundles
UATHelper: Packaging (Windows): LogIoStore: Display: Output:      24
Internal export bundle arcs
UATHelper: Packaging (Windows): LogIoStore: Display: Output:      1694
External export bundle arcs
UATHelper: Packaging (Windows): LogIoStore: Display: Output:      9904 Name
map entries
UATHelper: Packaging (Windows): LogIoStore: Display: Output:      1484
Imported package entries
UATHelper: Packaging (Windows): LogIoStore: Display: Output:      790
Packages without imports
UATHelper: Packaging (Windows): LogIoStore: Display: Output:        0
Public runtime script objects
UATHelper: Packaging (Windows): LogIoStore: Display: Output:      1.95 MB
InitialLoadData
UATHelper: Packaging (Windows): LogPakFile: Display: UnrealPak executed in
16.227095 seconds
UATHelper: Packaging (Windows): Took 16.6196830000000002s to run
UnrealPak.exe, ExitCode=0
UATHelper: Packaging (Windows): Copying NonUFSFiles to staging directory:
C:\Users\wbrown1\Documents\GitHub\french75-demo\Saved\StagedBuilds\Windows
UATHelper: Packaging (Windows): Copying DebugFiles to staging directory:
C:\Users\wbrown1\Documents\GitHub\french75-demo\Saved\StagedBuilds\Windows
UATHelper: Packaging (Windows): Stage command time: 20.20 s
UATHelper: Packaging (Windows): ***** STAGE COMMAND COMPLETED
*****
UATHelper: Packaging (Windows): ***** PACKAGE COMMAND STARTED
*****
UATHelper: Packaging (Windows): Package command time: 0.00 s
UATHelper: Packaging (Windows): ***** PACKAGE COMMAND COMPLETED
*****
UATHelper: Packaging (Windows): ***** ARCHIVE COMMAND STARTED
*****
UATHelper: Packaging (Windows): Archiving to
C:/Users/wbrown1/Documents/GitHub/french75-demo/Builds
UATHelper: Packaging (Windows): Archive command time: 1.24 s
UATHelper: Packaging (Windows): ***** ARCHIVE COMMAND COMPLETED
*****
UATHelper: Packaging (Windows): BuildCookRun time: 153.80 s
UATHelper: Packaging (Windows): BUILD SUCCESSFUL
UATHelper: Packaging (Windows): AutomationTool executed for 0h 2m 34s
UATHelper: Packaging (Windows): AutomationTool exiting with ExitCode=0
(Success)
```