

LogUObjectHash: Compacting FUObjectHashTables data took 0.69ms LogTurnkeySupport:
Selected target: ZEDSamples LogLauncherProfile: Unable to use promoted target - D:/zed
2/zed-UE5-main/Binaries/Win64/ZEDSamples.target does not exist. LogMonitoredProcess:
Running Serialized UAT: [cmd.exe /c ""C:\Program Files\Epic
Games\UE_5.4\Engine\Build\BatchFiles\RunUAT.bat" -ScriptsForProject="D:/zed
2/zed-UE5-main/ZEDSamples.uproject" Turnkey -command=VerifySdk -platform=Win64
-UpdateIfNeeded -EditorIO -EditorIOPort=52740 -project="D:/zed
2/zed-UE5-main/ZEDSamples.uproject" BuildCookRun -nop4 -utf8output -nocompileeditor
-skipbuildditor -cook -project="D:/zed 2/zed-UE5-main/ZEDSamples.uproject"
-target=ZEDSamples -unrealexe="C:\Program Files\Epic
Games\UE_5.4\Engine\Binaries\Win64\UnrealEditor-Cmd.exe" -platform=Win64 -installed -stage
-archive -package -build -pak -iostore -compressed -prereqs -archivedirectory="D:/zed
2/5.4package" -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="D:/zed
2/zed-UE5-main/ZEDSamples.uproject" Turnkey -command=VerifySdk -platform=Win64
-UpdateIfNeeded -EditorIO -EditorIOPort=52740 -project="D:/zed
2/zed-UE5-main/ZEDSamples.uproject" BuildCookRun -nop4 -utf8output -nocompileeditor
-skipbuildditor -cook -project="D:/zed 2/zed-UE5-main/ZEDSamples.uproject"
-target=ZEDSamples -unrealexe="C:\Program Files\Epic
Games\UE_5.4\Engine\Binaries\Win64\UnrealEditor-Cmd.exe" -platform=Win64 -installed -stage
-archive -package -build -pak -iostore -compressed -prereqs -archivedirec tory="D:/zed
2/5.4package" -clientconfig=Development -nocompile -nocompileuat UATHelper: Packaging
(Windows): Initializing script modules... UATHelper: Packaging (Windows): Total script module
initialization time: 0.21 s. UATHelper: Packaging (Windows): Using C:\Program Files\Microsoft
Visual Studio\2022\Community\MSBuild\Current\Bin\MSBuild.exe UATHelper: Packaging
(Windows): Executing commands... UATHelper: Packaging (Windows): Installed Sdk validity:
UATHelper: Packaging (Windows): Win64: (Status=Valid, MinAllowed_Sdk=10.0.18362.0,
MaxAllowed_Sdk=10.9.99999.0, Current_Sdk=10.0.19041.0, Allowed_AutoSdk=10.0.19041.0,
Current_AutoSdk=, Flags="InstalledSdk_ValidVersionExists, Sdk_HasBestVersion") UATHelper:
Packaging (Windows): Scanning for envvar changes... UATHelper: Packaging (Windows): ...
done! UATHelper: Packaging (Windows): Cleaning Temp Paths... UATHelper: Packaging
(Windows): BUILD SUCCESSFUL UATHelper: Packaging (Windows): Setting up ProjectParams for
D:\zed 2\zed-UE5-main\ZEDSamples.uproject UATHelper: Packaging (Windows): *****
BUILD COMMAND STARTED ***** UATHelper: Packaging (Windows): Running: C:\Program
Files\Epic Games\UE_5.4\Engine\Binaries\ThirdParty\DotNet\6.0.302\windows\dotnet.exe
"C:\Program Files\Epic
Games\UE_5.4\Engine\Binaries\DotNET\UnrealBuildTool\UnrealBuildTool.dll" ZEDSamples
Win64 Development -Project="D:\zed 2\zed-UE5-main\ZEDSamples.uproject" -Manifest="D:\zed
2\zed-UE5-main\Intermediate\Build\Manifest.xml" -remoteini="D:\zed 2\zed-UE5-main"
-skipdeploy -log="C:\Users\moeba\AppData\Roaming\Unreal
Engine\AutomationTool\Logs\C+Program+Files+Epic+Games+UE_5.4\UBA-ZEDSamples-Win64-
Development.txt" UATHelper: Packaging (Windows): Log file:
C:\Users\moeba\AppData\Roaming\Unreal
Engine\AutomationTool\Logs\C+Program+Files+Epic+Games+UE_5.4\UBA-ZEDSamples-Win64-
Development.txt UATHelper: Packaging (Windows): Creating makefile for ZEDSamples (manifest
'D:\zed 2\zed-UE5-main\Intermediate\Build\Manifest.xml' not found) UATHelper: Packaging

(Windows): Parsing headers for ZEDSamples UATHelper: Packaging (Windows): Running Internal UnrealHeaderTool "D:\zed 2\zed-UE5-main\ZEDSamples.uproject" "D:\zed 2\zed-UE5-main\Intermediate\Build\Win64\ZEDSamples\Development\ZEDSamples.uhtmanifest" -WarningsAsErrors -installed UATHelper: Packaging (Windows): Total of 60 written UATHelper: Packaging (Windows): Reflection code generated for ZEDSamples in 1.4679181 seconds UATHelper: Packaging (Windows): Writing manifest to D:\zed 2\zed-UE5-main\Intermediate\Build\Manifest.xml UATHelper: Packaging (Windows): Building ZEDSamples... UATHelper: Packaging (Windows): Using Visual Studio 2022 14.38.33135 toolchain (C:\Program Files\Microsoft Visual Studio\2022\Community\VC\Tools\MSVC\14.38.33130) and Windows 10.0.19041.0 SDK (C:\Program Files (x86)\Windows Kits\10). UATHelper: Packaging (Windows): [Adaptive Build] Excluded from Stereolabs unity file: Stereolabs.cpp, StereolabsBaseTypes.cpp, StereolabsCameraProxy.cpp, StereolabsCoreGlobals.cpp, StereolabsMesh.cpp, StereolabsTexture.cpp, StereolabsTextureBatch.cpp, StereolabsAIDetectionRunnable.cpp, StereolabsGrabRunnable.cpp, StereolabsMeasureRunnable.cpp, StereolabsRunnable.cpp, StereolabsFunctionLibrary.cpp, StereolabsViewportHelper.cpp UATHelper: Packaging (Windows): [Adaptive Build] Excluded from ZED unity file: ZED.cpp, AnimNode_ZEDPose.cpp, ZEDBaseTypes.cpp, ZEDCamera.cpp, ZEDCoreGlobals.cpp, ZEDInitializer.cpp, ZEDPawn.cpp, ZEDPlayerController.cpp, ZEDPointCloudRenderer.cpp, ZEDGameInstance.cpp, ZEDGameViewportClient.cpp, ZEDLocalPlayer.cpp, ZEDWidget.cpp, ZEDWidgetComponent.cpp, ZEDFunctionLibrary.cpp UATHelper: Packaging (Windows): [Adaptive Build] Excluded from SpatialMapping unity file: SpatialMapping.cpp, SpatialMappingCubemapManager.cpp, SpatialMappingManager.cpp, SpatialMappingCubemapRunnable.cpp, SpatialMappingRunnable.cpp UATHelper: Packaging (Windows): [Adaptive Build] Excluded from EnvironmentalLighting unity file: EnvironmentalLighting.cpp, EnvironmentalLightingManager.cpp UATHelper: Packaging (Windows): Determining max actions to execute in parallel (8 physical cores, 16 logical cores) UATHelper: Packaging (Windows): Executing up to 8 processes, one per physical core UATHelper: Packaging (Windows): Requested 1.5 GB memory per action, 7.56 GB available: limiting max parallel actions to 5 UATHelper: Packaging (Windows): Using XGE executor to run 49 action(s) UATHelper: Packaging (Windows): Distributing 49 actions to XGE UATHelper: Packaging (Windows): UnrealBuildTool Compile UATHelper: Packaging (Windows): -----Build System Warning----- UATHelper: Packaging (Windows): License not activated: UATHelper: Packaging (Windows): License is not activated. Please activate the license in the coordinator. UATHelper: Packaging (Windows): This build will run in standalone mode. UATHelper: Packaging (Windows): ----- UATHelper: Packaging (Windows): Build ID: {EDAA38B6-332B-413B-BC67-0592E99BFB2C} UATHelper: Packaging (Windows): -----Project: Default----- UATHelper: Packaging (Windows): [1/49] Compile [x64] PCH.ZED.cpp (0:07.21 at +0:00) UATHelper: Packaging (Windows): [2/49] Compile [x64] PCH.EnvironmentalLighting.cpp (0:07.40 at +0:00) UATHelper: Packaging (Windows): [3/49] Compile [x64] PCH.SpatialMapping.cpp (0:08.10 at +0:00) UATHelper: Packaging (Windows): [4/49] Compile [x64] PCH.Stereolabs.cpp (0:10.28 at +0:00) UATHelper: Packaging (Windows): [5/49] Compile [x64] Module.EnvironmentalLighting.cpp (0:56.17 at +0:10) UATHelper: Packaging (Windows): D:\zed 2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details. UATHelper: Packaging (Windows): [6/49] Compile [x64] AnimNode_ZEDPose.cpp (1:18.61 at

+0:07) UATHelper: Packaging (Windows): [7/49] Compile [x64] Module.ZED.2.cpp (2:36.57 at +0:07) UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
LogEOSSDK: LogEOS: Updating Product SDK Config, Time: 687.085449 LogEOSSDK: LogEOS: SDK Config Product Update Request Completed - No Change LogEOSSDK: LogEOS: ScheduleNextSDKConfigDataUpdate - Time: 687.225342, Update Interval: 340.260620
LogEOSSDK: Warning: LogAnalytics: EventCache either took too long to flush (1.115 ms) or had a very large payload (1.486 KB, 2 events). Listing events in the payload for investigation:
LogEOSSDK: Warning: LogAnalytics: EOSSDK.Heartbeat,795 LogEOSSDK: Warning: LogAnalytics: EOSSDK.HTTP.Complete,714 UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [8/49] Compile [x64] ZEDGameViewportClient.cpp (6:25.04 at +0:07) UATHelper: Packaging (Windows): [9/49] Compile [x64] ZEDCoreGlobals.cpp (6:25.31 at +0:07) UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [10/49] Compile [x64] ZEDBaseTypes.cpp (6:25.32 at +0:07) UATHelper: Packaging (Windows): [11/49] Compile [x64] ZED.cpp (8:32.37 at +0:07) UATHelper: Packaging (Windows): [12/49] Compile [x64] ZEDInitializer.cpp (8:38.09 at +0:07) UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

UATHelper: Packaging (Windows): [13/49] Compile [x64] ZEDCamera.cpp (8:40.95 at +0:07)
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [14/49] Compile [x64] Module.ZED.1.cpp (8:42.81 at +0:07)
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [15/49] Compile [x64] Module.SpatialMapping.cpp (7:51.87 at +1:06) UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
LogEOSSDK: LogEOS: Updating Product SDK Config, Time: 1031.765015 LogEOSSDK: LogEOS: SDK Config Product Update Request Completed - No Change LogEOSSDK: LogEOS: ScheduleNextSDKConfigDataUpdate - Time: 1031.903931, Update Interval: 313.134552
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [16/49] Compile [x64] SpatialMapping.cpp (9:45.04 at +1:25)
UATHelper: Packaging (Windows): [17/49] Compile [x64] SpatialMappingCubemapManager.cpp (8:46.51 at +2:43) UATHelper: Packaging (Windows): [18/49] Compile [x64] SpatialMappingCubemapRunnable.cpp (5:00.31 at +6:32) UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2

464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [19/49] Compile [x64] SpatialMappingRunnable.cpp (5:47.42 at +6:32) UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\SpatialMapping\Private\Threading\SpatialMappingCubemapRunnable.cpp(103): warning C4996: 'FTextureRenderTargetCubeResource::ReadPixels': Use FRenderTarget's ReadPixels, which is functionally equivalent Please update your code to the new API before upgrading to the next release, otherwise your project will no longer compile.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\SpatialMapping\Private\Threading\SpatialMappingCubemapRunnable.cpp(116): warning C4996: 'FTextureRenderTargetCubeResource::ReadPixels': Use FRenderTarget's ReadFloat16Pixels, which is functionally equivalent Please update your code to the new API before upgrading to the next release, otherwise your project will no longer compile. UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [20/49] Compile [x64] SpatialMappingManager.cpp (5:47.70 at +6:32) UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [21/49] Compile [x64] EnvironmentalLightingManager.cpp (13:08.40 at +0:08) UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [22/49] Compile [x64] EnvironmentalLighting.cpp (13:16.86 at

+0:07) UATHelper: Packaging (Windows): [23/49] Compile [x64] Module.Stereolabs.4.cpp
(4:49.92 at +8:50) UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2
464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s
instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2
481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s
instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2
463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s
instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [24/49] Compile [x64] Module.Stereolabs.1.cpp (5:01.04 at
+8:39) UATHelper: Packaging (Windows): [25/49] Compile [x64] Module.Stereolabs.2.cpp
(4:55.34 at +8:45) UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2
464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s
instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
LogEOSSDK: LogEOS: Updating Product SDK Config, Time: 1360.698486 LogEOSSDK: LogEOS:
SDK Config Product Update Request Completed - No Change LogEOSSDK: LogEOS:
ScheduleNextSDKConfigDataUpdate - Time: 1360.843018, Update Interval: 341.137726
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2
481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s
instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2
463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s
instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [26/49] Compile [x64] ZEDGameInstance.cpp (14:33.04 at
+0:07) UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2
464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s
instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2
481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s
instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2
463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s
instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [27/49] Compile [x64] ZEDLocalPlayer.cpp (14:41.23 at +0:07)
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2
464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s
instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [28/49] Compile [x64] ZEDPawn.cpp (14:44.32 at +0:07)
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [29/49] Compile [x64] StereolabsMeasureRunnable.cpp (1:34.42 at +13:24)
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.h(105): error C2061: syntax error: identifier 'ESIErrorCode' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(47): error C2660: 'FSIMeasureRunnable::GrabCallback': function does not take 1

arguments UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureR
unnable.h(105): note: see declaration of 'FSIMeasureRunnable::GrabCallback' UATHelper:
Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureR
unnable.cpp(47): note: while trying to match the argument list '(ESLErrorCode)' UATHelper:
Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureR
unnable.cpp(170): error C2511: 'void FSIMeasureRunnable::GrabCallback(ESLErrorCode)':
overloaded member function not found in 'FSIMeasureRunnable' UATHelper: Packaging
(Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureR
unnable.h(33): note: see declaration of 'FSIMeasureRunnable' PackagingResults: Error: identifier
'ESLErrorCode' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureR
unnable.cpp(174): error C2597: illegal reference to non-static member
'FSIMeasureRunnable::bDepthEnabled' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureR
unnable.h(109): note: see declaration of 'FSIMeasureRunnable::bDepthEnabled' UATHelper:
Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureR
unnable.cpp(174): error C2597: illegal reference to non-static member
'FSIMeasureRunnable::bNormalsEnabled' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureR
unnable.h(112): note: see declaration of 'FSIMeasureRunnable::bNormalsEnabled' UATHelper:
Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureR
unnable.cpp(180): error C2597: illegal reference to non-static member
'FSIMeasureRunnable::UpdateSection' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureR
unnable.h(121): note: see declaration of 'FSIMeasureRunnable::UpdateSection' UATHelper:
Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureR
unnable.cpp(180): error C2665: 'FScopeLock::FScopeLock': no overloaded function could convert
all the argument types UATHelper: Packaging (Windows): C:\Program Files\Epic
Games\UE_5.4\Engine\Source\Runtime\Core\Public\Misc\ScopeLock.h(63): note: could be
'FScopeLock::FScopeLock(const FScopeLock &)' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureR
unnable.cpp(180): note: 'FScopeLock::FScopeLock(const FScopeLock &)': cannot convert
argument 1 from 'FCriticalSection FSIMeasureRunnable::*' to 'const FScopeLock &' UATHelper:
Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureR
unnable.cpp(180): note: Reason: cannot convert from 'FCriticalSection FSIMeasureRunnable::*'
to 'const FScopeLock' UATHelper: Packaging (Windows): C:\Program Files\Epic
Games\UE_5.4\Engine\Source\Runtime\Core\Public\Misc\ScopeLock.h(35): note: or
'FScopeLock::FScopeLock(FCriticalSection *)' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureR
unnable.cpp(180): note: 'FScopeLock::FScopeLock(FCriticalSection *)': cannot convert argument

1 from 'FCriticalSection FSIMeasureRunnable::*' to 'FCriticalSection *' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(180): note: There is no context in which this conversion is possible UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(180): note: while trying to match the argument list '(FCriticalSection FSIMeasureRunnable::*)' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(181): error C2597: illegal reference to non-static member 'FSIMeasureRunnable::BuffersPool' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(181): note: see declaration of 'FSIMeasureRunnable::BuffersPool' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(181): error C3867: 'FSIMeasureRunnable::BuffersPool': non-standard syntax; use '&' to create a pointer to member UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(181): error C2568: '[': unable to resolve function overload UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(183): error C2597: illegal reference to non-static member 'FSIMeasureRunnable::bDepthEnabled' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(183): note: see declaration of 'FSIMeasureRunnable::bDepthEnabled' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(183): error C3867: 'FSIMeasureRunnable::bDepthEnabled': non-standard syntax; use '&' to create a pointer to member UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(183): error C2568: '=': unable to resolve function overload UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(184): error C2597: illegal reference to non-static member 'FSIMeasureRunnable::bNormalsEnabled' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(184): note: see declaration of 'FSIMeasureRunnable::bNormalsEnabled' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(184): error C3867: 'FSIMeasureRunnable::bNormalsEnabled': non-standard syntax; use '&' to create a pointer to member UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(184): error C2568: '=': unable to resolve function overload UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(204): error C2597: illegal reference to non-static member 'FSIMeasureRunnable::UpdateSection' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureR

unable.h(121): note: see declaration of 'FSIMeasureRunnable::UpdateSection' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(204): error C2665: 'FScopeLock::FScopeLock': no overloaded function could convert all the argument types UATHelper: Packaging (Windows): C:\Program Files\Epic Games\UE_5.4\Engine\Source\Runtime\Core\Public\Misc\ScopeLock.h(63): note: could be 'FScopeLock::FScopeLock(const FScopeLock &)' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(204): note: 'FScopeLock::FScopeLock(const FScopeLock &)': cannot convert argument 1 from 'FCriticalSection FSIMeasureRunnable::*' to 'const FScopeLock &' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(204): note: Reason: cannot convert from 'FCriticalSection FSIMeasureRunnable::*' to 'const FScopeLock' UATHelper: Packaging (Windows): C:\Program Files\Epic Games\UE_5.4\Engine\Source\Runtime\Core\Public\Misc\ScopeLock.h(35): note: or 'FScopeLock::FScopeLock(FCriticalSection *)' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(204): note: 'FScopeLock::FScopeLock(FCriticalSection *)': cannot convert argument 1 from 'FCriticalSection FSIMeasureRunnable::*' to 'FCriticalSection *' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(204): note: There is no context in which this conversion is possible UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsMeasureRunnable.cpp(204): note: while trying to match the argument list '(FCriticalSection FSIMeasureRunnable::*)' UATHelper: Packaging (Windows): Error executing C:\Program Files\Microsoft Visual Studio\2022\Community\VC\Tools\MSVC\14.38.33130\bin\Hostx64\x64\cl.exe (tool returned code: 2) UATHelper: Packaging (Windows): [30/49] Compile [x64]

StereolabsAIDetectionRunnable.cpp (3:47.79 at +11:11) UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.h(20): error C2061: syntax error: identifier 'ESIErrorCode' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.h(27): error C3646: 'ObjectDetectionModel': unknown override specifier UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.h(27): error C4430: missing type specifier - int assumed. Note: C++ does not support default-int UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.h(40): error C2061: syntax error: identifier 'ESIErrorCode' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.h(48): error C3646: 'BodyTrackingModel': unknown override specifier UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.h(48): error C4430: missing type specifier - int assumed. Note: C++ does not support

default-int UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(18): error C2065: 'ObjectDetectionModel': undeclared identifier UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(54): error C2065: 'ObjectDetectionModel': undeclared identifier UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(58): error C2660: 'FSIObjectDetectionRunnable::RetrieveObjects': function does not take 2 arguments UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.h(20): note: see declaration of 'FSIObjectDetectionRunnable::RetrieveObjects'
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(58): note: while trying to match the argument list '(ESLErrorCode, const FSITimestamp)' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(65): error C2511: 'void FSIObjectDetectionRunnable::RetrieveObjects(ESLErrorCode, const FSITimestamp &)': overloaded member function not found in 'FSIObjectDetectionRunnable' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.h(11): note: see declaration of 'FSIObjectDetectionRunnable' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(67): error C4551: function call missing argument list UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(67): error C2597: illegal reference to non-static member 'FSIRunnable::bIsRunning' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(67): note: see declaration of 'FSIRunnable::bIsRunning' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(67): error C3867: 'FSIRunnable::bIsRunning': non-standard syntax; use '&' to create a pointer to member UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(67): error C2568: '&': unable to resolve function overload UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(74): error C3536: 'ObjectDetectionTime': cannot be used before it is initialized UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(76): error C2597: illegal reference to non-static member 'FSIObjectDetectionRunnable::Fps' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(76): note: see declaration of 'FSIObjectDetectionRunnable::Fps' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(76): error C3867: 'FSIObjectDetectionRunnable::Fps': non-standard syntax; use '&' to create a pointer to member UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(76): error C2568: '+': unable to resolve function overload UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(77): error C2597: illegal reference to non-static member 'FSIObjectDetectionRunnable::PreviousTS' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.h(26): note: see declaration of 'FSIObjectDetectionRunnable::PreviousTS' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(95): error C2065: 'BodyTrackingModel': undeclared identifier UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(130): error C2065: 'BodyTrackingModel': undeclared identifier UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(135): error C2660: 'FSIBodyTrackingRunnable::RetrieveBodies': function does not take 2 arguments UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.h(40): note: see declaration of 'FSIBodyTrackingRunnable::RetrieveBodies' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(135): note: while trying to match the argument list '(ESLErrorCode, const FSITimestamp)' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(142): error C2511: 'void FSIBodyTrackingRunnable::RetrieveBodies(ESLErrorCode, const FSITimestamp &)': overloaded member function not found in 'FSIBodyTrackingRunnable' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.h(31): note: see declaration of 'FSIBodyTrackingRunnable' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.h(31): note: see declaration of 'FSIBodyTrackingRunnable' UATHelper: Packaging (Windows): D:\zed

nRunnable.cpp(144): error C4551: function call missing argument list PackagingResults: Error: identifier 'ESIErrorCode' PackagingResults: Error: identifier 'ESIErrorCode' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(144): error C2597: illegal reference to non-static member 'FSIRunnable::blsRunning' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(144): note: see declaration of 'FSIRunnable::blsRunning' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(144): error C3867: 'FSIRunnable::blsRunning': non-standard syntax; use '&' to create a pointer to member UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(144): error C2568: '&&': unable to resolve function overload UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(151): error C3536: 'ObjectDetectionTime': cannot be used before it is initialized UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(153): error C2597: illegal reference to non-static member 'FSIBodyTrackingRunnable::Fps' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(153): note: see declaration of 'FSIBodyTrackingRunnable::Fps' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(153): error C3867: 'FSIBodyTrackingRunnable::Fps': non-standard syntax; use '&' to create a pointer to member UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(153): error C2568: '+': unable to resolve function overload UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.cpp(154): error C2597: illegal reference to non-static member 'FSIBodyTrackingRunnable::PreviousTS' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Threading\StereolabsAIDetectionRunnable.h(46): note: see declaration of 'FSIBodyTrackingRunnable::PreviousTS' UATHelper: Packaging (Windows): Error executing C:\Program Files\Microsoft Visual Studio\2022\Community\VC\Tools\MSVC\14.38.33130\bin\Hostx64\x64\cl.exe (tool returned code: 2) UATHelper: Packaging (Windows): [31/49] Compile [x64] ZEDFunctionLibrary.cpp (14:54.79 at +0:07) UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details. UATHelper: Packaging (Windows): [32/49] Compile [x64] StereolabsCameraProxy.cpp (7:05.40 at +11:32) UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details. UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details. UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details. UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details. UATHelper: Packaging (Windows): [33/49] Compile [x64] StereolabsGrabRunnable.cpp (5:24.73 at +13:16) UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details. UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Core\StereolabsCameraProxy.cpp(1816): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details. UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details. UATHelper: Packaging (Windows): [34/49] Compile [x64] Stereolabs.cpp (9:55.64 at +8:58) UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details. UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details. UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(15): warning C5103: pasting '*' and 'Core' does not result in a valid preprocessing token UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(10): note: in expansion of macro 'SL_HANDLE_DEFINE' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(16): warning C5103: pasting '*' and 'Zed' does not result in a valid preprocessing token UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(10): note: in expansion of macro 'SL_HANDLE_DEFINE' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(17): warning C5103: pasting '*' and 'Nvd3dumx' does not result in a valid preprocessing token UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(10): note: in

expansion of macro 'SL_HANDLE_DEFINE' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(18): warning
C5103: pasting '*' and 'MRCORE' does not result in a valid preprocessing token UATHelper:
Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(10): note: in
expansion of macro 'SL_HANDLE_DEFINE' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(19): warning
C5103: pasting '*' and 'ZedCApi' does not result in a valid preprocessing token UATHelper:
Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(10): note: in
expansion of macro 'SL_HANDLE_DEFINE' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(28): warning
C5103: pasting '{' and 'Zed' does not result in a valid preprocessing token UATHelper: Packaging
(Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(11): note: in
expansion of macro 'SL_IMPORT' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(29): warning
C5103: pasting '{' and 'Nvd3dumx' does not result in a valid preprocessing token UATHelper:
Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(11): note: in
expansion of macro 'SL_IMPORT' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(40): warning
C5103: pasting '{' and 'MRCORE' does not result in a valid preprocessing token UATHelper:
Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(12): note: in
expansion of macro 'SL_IMPORT_STRING' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(42): warning
C5103: pasting '{' and 'ZedCApi' does not result in a valid preprocessing token UATHelper:
Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(12): note: in
expansion of macro 'SL_IMPORT_STRING' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(51): warning
C5103: pasting '(' and 'Core' does not result in a valid preprocessing token UATHelper: Packaging
(Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(13): note: in
expansion of macro 'SL_FREE' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(52): warning
C5103: pasting '(' and 'Zed' does not result in a valid preprocessing token UATHelper: Packaging
(Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(13): note: in
expansion of macro 'SL_FREE' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(53): warning
C5103: pasting '(' and 'Nvd3dumx' does not result in a valid preprocessing token UATHelper:
Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(13): note: in
expansion of macro 'SL_FREE' UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(54): warning
C5103: pasting '(' and 'MRCORE' does not result in a valid preprocessing token UATHelper:

Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(13): note: in expansion of macro 'SL_FREE' UATHelper: Packaging (Windows): [35/49] Compile [x64]

StereolabsBaseTypes.cpp (7:27.06 at +11:30) UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(55): warning C5103: pasting '(' and 'ZedCApi' does not result in a valid preprocessing token UATHelper:

Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Private\Stereolabs.cpp(13): note: in expansion of macro 'SL_FREE' UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

UATHelper: Packaging (Windows): [36/49] Compile [x64] StereolabsCoreGlobals.cpp (6:41.17 at +12:20) UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

UATHelper: Packaging (Windows): [37/49] Compile [x64] StereolabsFunctionLibrary.cpp (6:43.29 at +12:20) UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

UATHelper: Packaging (Windows): [38/49] Compile [x64] Module.Stereolabs.3.cpp (10:17.51 at +8:48) UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [39/49] Compile [x64] StereolabsRunnable.cpp (5:36.92 at +13:40) UATHelper: Packaging (Windows): [40/49] Compile [x64] StereolabsMesh.cpp (5:38.57 at +13:40) UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [41/49] Compile [x64] StereolabsTexture.cpp (5:39.10 at +13:41) UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [42/49] Compile [x64] ZEDPointCloudRenderer.cpp (4:29.36 at +14:58) UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [43/49] Compile [x64] StereolabsViewportHelper.cpp (5:10.28 at +14:48) UATHelper: Packaging (Windows): D:\zed

2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [44/49] Compile [x64] StereolabsTextureBatch.cpp (5:18.82 at +14:40) UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [45/49] Compile [x64] ZEDWidget.cpp (5:02.01 at +14:59)
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [46/49] Compile [x64] ZEDWidgetComponent.cpp (5:00.20 at +15:02) UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): [47/49] Compile [x64] ZEDPlayerController.cpp (5:26.01 at +14:51) UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\ZED\Private\HUD\ZEDWidgetComponent.cpp(30): warning C4996: 'UTextBlock::Font': Direct access to Font is deprecated. Please use the getter or setter. Please update your code to the new API before upgrading to the next release, otherwise

your project will no longer compile. UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2
463): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s
instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2
464): warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s
instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): D:\zed
2\zed-UE5-main\Plugins\Stereolabs\Source\Stereolabs\Public\Core\StereolabsCoreGlobals.h(2
481): warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s
instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
UATHelper: Packaging (Windows): ----- Done ----- UATHelper: Packaging
(Windows): Rebuild All: 0 succeeded, 1 failed, 0 skipped UATHelper: Packaging (Windows): 1
build system warning(s): UATHelper: Packaging (Windows): - License not activated UATHelper:
Packaging (Windows): Total time in XGE executor: 1218.19 seconds UATHelper: Packaging
(Windows): Total execution time: 1224.53 seconds UATHelper: Packaging (Windows): Took
1,224.86s to run dotnet.exe, ExitCode=6 UATHelper: Packaging (Windows): UnrealBuildTool
failed. See log for more details. (C:\Users\moeba\AppData\Roaming\Unreal
Engine\AutomationTool\Logs\C+Program+Files+Epic+Games+UE_5.4\UBA-ZEDSamples-Win64-
Development.txt) UATHelper: Packaging (Windows): AutomationTool executed for 0h 20m 27s
UATHelper: Packaging (Windows): AutomationTool exiting with ExitCode=6 (6) UATHelper:
Packaging (Windows): BUILD FAILED PackagingResults: Error: Unknown Error