

LogStaticLightingSystem: Warning: No importance volume found, so the scene bounding box was used. You can optimize your scene's quality and lighting build times by adding importance volumes.

MapCheck: Error: WorldSettings Maps need lighting rebuilt

PackagingResults: Error: Unhandled exception: System.IO.FileLoadException: Could not load file or assembly 'file:///C:\Users\mark7\OneDrive\Documents\Unreal

Projects\project001maze\Intermediate\Build\BuildRules\project001mazeModuleRules.dll' or one of its dependencies. Operation is not supported. (Exception from HRESULT: 0x80131515)

PackagingResults: Error: Unknown Error

LogStaticLightingSystem: Warning: No importance volume found, so the scene bounding box was used. You can optimize your scene's quality and lighting build times by adding importance volumes.

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LogScript: Warning: Accessed None trying to read property var1

Won_C /Game/Menus/UEDPIE_0_Won.Won:PersistentLevel.Won_C_1

Function /Game/Menus/Won.Won_C:ExecuteUbergraph_Won:0022

PIE: Error: Blueprint Runtime Error: "Accessed None trying to read property var1". Blueprint:

Won Function: Execute Ubergraph Won Graph: EventGraph Node: Add to Viewport

LogNet: Warning: Travel Failure: [InvalidURL]: Invalid URL: /Game/Menus/StartMenu

LogNet: Warning: TravelFailure: InvalidURL, Reason for Failure: 'Invalid URL: /Game/Menus/StartMenu'. Shutting down PIE.

PIE: Warning: TravelFailure: InvalidURL, Reason for Failure: 'Invalid URL: /Game/Menus/StartMenu'. Shutting down PIE.

LogNet: Warning: Travel Failure: [ClientTravelFailure]: Invalid URL: /Game/Menus/StartMenu

LogNet: Warning: TravelFailure: ClientTravelFailure, Reason for Failure: 'Invalid URL: /Game/Menus/StartMenu'. Shutting down PIE.

PIE: Warning: TravelFailure: ClientTravelFailure, Reason for Failure: 'Invalid URL: /Game/Menus/StartMenu'. Shutting down PIE.

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MapCheck: Error: WorldSettings_1 Maps need lighting rebuilt

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MapCheck: Error: WorldSettings Maps need lighting rebuilt

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MapCheck: Error: WorldSettings Maps need lighting rebuilt

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PackagingResults: Error: Unknown Error

LogPhysics: Warning: UBodySetup::GetCookInfo: Triangle data from '/Game/Maps/Maze1.Maze1:PersistentLevel.ModelComponent_6' invalid (24 verts, 0 indices).

LogPhysics: Warning: Attempt to build physics data for /Game/Maps/Maze1.Maze1:PersistentLevel.ModelComponent_6.BodySetup_0 when we are unable to.

LogPhysics: Warning: UBodySetup::GetCookInfo: Triangle data from '/Game/Maps/Maze1.Maze1:PersistentLevel.ModelComponent_7' invalid (24 verts, 0 indices).

LogPhysics: Warning: Attempt to build physics data for /Game/Maps/Maze1.Maze1:PersistentLevel.ModelComponent_7.BodySetup_0 when we are unable to.

LogPhysics: Warning: UBodySetup::GetCookInfo: Triangle data from '/Game/Maps/Maze1.Maze1:PersistentLevel.ModelComponent_8' invalid (24 verts, 0 indices).

LogPhysics: Warning: Attempt to build physics data for /Game/Maps/Maze1.Maze1:PersistentLevel.ModelComponent_8.BodySetup_0 when we are unable to.

PackagingResults: Error: Unhandled exception: System.IO.FileLoadException: Could not load file or assembly 'file:///C:\Users\mark7\OneDrive\Documents\Unreal Projects\project001maze\Intermediate\Build\BuildRules\project001mazeModuleRules.dll' or one of its dependencies. Operation is not supported. (Exception from HRESULT: 0x80131515)

PackagingResults: Error: Unknown Error