

LogStats: Stats thread started at 0.306148

LogCsvProfiler: Display: Metadata set : systemresolution.resx="1280"

LogCsvProfiler: Display: Metadata set : systemresolution.resy="720"

LogICUInternationalization: ICU TimeZone Detection - Raw Offset: +5:30, Platform Override: "

LogInit: Session CrashGUID >=====

    Session CrashGUID > UECC-Windows-032FAA184141BDE15BA200B0052EB2DB

    Session CrashGUID >=====

LogConfig: No local boot hotfix file found at: [C:/Users/Admin/Documents/Unreal Projects/MyProject56/Saved/PersistentDownloadDir/HotfixForNextBoot.txt]

LogAudio: Display: Pre-Initializing Audio Device Manager...

LogAudio: Display: AudioInfo: 'OPUS' Registered

LogAudioDebug: Display: Lib vorbis DLL was dynamically loaded.

LogAudio: Display: AudioInfo: 'OGG' Registered

LogAudio: Display: AudioInfo: 'ADPCM' Registered

LogAudio: Display: AudioInfo: 'PCM' Registered

LogAudio: Display: AudioInfo: 'BINKA' Registered

LogAudio: Display: AudioInfo: 'RADA' Registered

LogAudio: Display: Audio Device Manager Pre-Initialized

LogPluginManager: Looking for build plugins target receipt

LogPluginManager: Unable to find target receipt in path: C:/Users/Admin/Documents/Unreal Projects/MyProject56/Binaries/Win64/\*.target

LogAssetRegistry: Warning: PlatformFileJournal is not available on volume 'H:'. AssetRegistry discovery of files on this volume will be uncached. Unavailability reason:

    NTFS Journal is not active for volume 'H:'. Launch cmd.exe as admin and run command 'fsutil usn createJournal H: m=<SizeInBytes>'. Recommended <SizeInBytes> is 0x40000000 (1GB).

LogConfig: Display: Loading VulkanPC ini files took 0.03 seconds

LogConfig: Display: Loading IOS ini files took 0.03 seconds

LogConfig: Display: Loading Android ini files took 0.03 seconds

LogConfig: Display: Loading Mac ini files took 0.03 seconds

LogConfig: Display: Loading Unix ini files took 0.04 seconds

LogConfig: Display: Loading VisionOS ini files took 0.04 seconds

LogConfig: Display: Loading Windows ini files took 0.04 seconds

LogConfig: Display: Loading TVOS ini files took 0.04 seconds

LogConfig: Display: Loading Linux ini files took 0.04 seconds

LogPluginManager: Found matching target receipt: ../../Engine/Binaries/Win64/UnrealEditor.target

LogPluginManager: Looking for enabled plugins target receipt

LogPluginManager: Unable to find target receipt in path: C:/Users/Admin/Documents/Unreal Projects/MyProject56/Binaries/Win64/\*.target

LogAssetRegistry: Display: Asset registry cache read as 84.9 MiB from C:/Users/Admin/Documents/Unreal Projects/MyProject56/Intermediate/CachedAssetRegistry\_0.bin.

LogPluginManager: Found matching target receipt: ../../Engine/Binaries/Win64/UnrealEditor.target

LogPluginManager: Mounting Engine plugin Bridge

LogPluginManager: Mounting Engine plugin ChaosCloth

LogPluginManager: Mounting Engine plugin ChaosInsights

LogPluginManager: Mounting Engine plugin ChaosVD

LogPluginManager: Mounting Engine plugin CmdLinkServer

LogPluginManager: Mounting Engine plugin EnhancedInput

LogPluginManager: Mounting Engine plugin Fab

LogPluginManager: Mounting Engine plugin FastBuildController

LogPluginManager: Mounting Engine plugin IoStoreInsights

LogPluginManager: Mounting Engine plugin MassInsights

LogPluginManager: Mounting Engine plugin MeshPainting

LogPluginManager: Mounting Engine plugin RenderGraphInsights

LogPluginManager: Mounting Engine plugin TraceUtilities

LogPluginManager: Mounting Engine plugin UbaController

LogPluginManager: Mounting Engine plugin WorldMetrics

LogPluginManager: Mounting Engine plugin XGEController

LogPluginManager: Mounting Engine plugin AdvancedRenamer

LogPluginManager: Mounting Engine plugin AutomationUtils

LogPluginManager: Mounting Engine plugin BackChannel

LogPluginManager: Mounting Engine plugin ChaosCaching

LogPluginManager: Mounting Engine plugin ChaosEditor

LogPluginManager: Mounting Engine plugin ChaosSolverPlugin

LogPluginManager: Mounting Engine plugin ChaosUserDataPT

LogPluginManager: Mounting Engine plugin ChaosNiagara

LogPluginManager: Mounting Engine plugin CharacterAI

LogPluginManager: Mounting Engine plugin Dataflow

LogPluginManager: Mounting Engine plugin EditorDataStorage

LogPluginManager: Mounting Engine plugin EditorPerformance

LogPluginManager: Mounting Engine plugin EditorDataStorageFeatures

LogPluginManager: Mounting Engine plugin EditorTelemetry

LogPluginManager: Mounting Engine plugin Fracture

LogPluginManager: Mounting Engine plugin FullBodyIK

LogPluginManager: Mounting Engine plugin GeometryCollectionPlugin

LogPluginManager: Mounting Engine plugin GeometryDataflow

LogPluginManager: Mounting Engine plugin GeometryFlow

LogPluginManager: Mounting Engine plugin LevelSequenceNavigatorBridge

LogPluginManager: Mounting Engine plugin LiveLinkControlRig

LogPluginManager: Mounting Engine plugin LocalizableMessage

LogPluginManager: Mounting Engine plugin LowLevelNetTrace

LogPluginManager: Mounting Engine plugin MeshModelingToolsetExp

LogPluginManager: Mounting Engine plugin NFORDenoise

LogPluginManager: Mounting Engine plugin PlanarCut

LogPluginManager: Mounting Engine plugin PlatformCrypto

LogPluginManager: Mounting Engine plugin PythonScriptPlugin

LogPluginManager: Mounting Engine plugin RuntimeTelemetry

LogPluginManager: Mounting Engine plugin SequenceNavigator

LogPluginManager: Mounting Engine plugin SkeletalReduction

LogPluginManager: Mounting Engine plugin ToolPresets

LogPluginManager: Mounting Engine plugin AndroidMedia

LogPluginManager: Mounting Engine plugin ConvAI

LogPluginManager: Mounting Engine plugin AvfMedia

LogPluginManager: Mounting Engine plugin ImgMedia

LogPluginManager: Mounting Engine plugin MediaCompositing

LogPluginManager: Mounting Engine plugin MediaPlate

LogPluginManager: Mounting Engine plugin MediaPlayerEditor

LogPluginManager: Mounting Engine plugin WebMMedia

LogPluginManager: Mounting Engine plugin WmfMedia

LogPluginManager: Mounting Engine plugin MetaHumanSDK

LogPluginManager: Mounting Engine plugin NNEDenoiser

LogPluginManager: Mounting Engine plugin NNERuntimeORT

LogPluginManager: Mounting Engine plugin ActorLayerUtilities

LogPluginManager: Mounting Engine plugin AndroidDeviceProfileSelector

LogPluginManager: Mounting Engine plugin AndroidFileServer

LogPluginManager: Mounting Engine plugin AndroidMoviePlayer

LogPluginManager: Mounting Engine plugin AndroidPermission

LogPluginManager: Mounting Engine plugin AppleImageUtils

LogPluginManager: Mounting Engine plugin AppleMoviePlayer

LogPluginManager: Mounting Engine plugin ArchVisCharacter

LogPluginManager: Mounting Engine plugin AssetTags

LogPluginManager: Mounting Engine plugin AudioCapture

LogPluginManager: Mounting Engine plugin AudioSynesthesia

LogPluginManager: Mounting Engine plugin AudioWidgets

LogPluginManager: Mounting Engine plugin CableComponent

LogPluginManager: Mounting Engine plugin ChunkDownloader

LogPluginManager: Mounting Engine plugin ComputeFramework

LogPluginManager: Mounting Engine plugin ExampleDeviceProfileSelector

LogPluginManager: Mounting Engine plugin CustomMeshComponent

LogPluginManager: Mounting Engine plugin GeometryCache

LogPluginManager: Mounting Engine plugin GeometryProcessing

LogPluginManager: Mounting Engine plugin GoogleCloudMessaging

LogPluginManager: Mounting Engine plugin GooglePAD

LogPluginManager: Mounting Engine plugin HairStrands

LogPluginManager: Mounting Engine plugin InputDebugging

LogPluginManager: Mounting Engine plugin IOSDeviceProfileSelector

LogPluginManager: Mounting Engine plugin LinuxDeviceProfileSelector

LogPluginManager: Mounting Engine plugin LocationServicesBPLibrary

LogPluginManager: Mounting Engine plugin MeshModelingToolset

LogPluginManager: Mounting Engine plugin Metasound

LogPluginManager: Mounting Engine plugin MobilePatchingUtils

LogPluginManager: Mounting Engine plugin MsQuic

LogPluginManager: Mounting Engine plugin OpenXR

LogPluginManager: Mounting Engine plugin OpenXREyeTracker

LogPluginManager: Mounting Engine plugin OpenXRHandTracking

LogPluginManager: Mounting Engine plugin ProceduralMeshComponent

LogPluginManager: Mounting Engine plugin PropertyAccessEditor

LogPluginManager: Mounting Engine plugin PropertyBindingUtils

LogPluginManager: Mounting Engine plugin RigVM

LogPluginManager: Mounting Engine plugin ResonanceAudio

LogPluginManager: Mounting Engine plugin SignificanceManager

LogPluginManager: Mounting Engine plugin SoundFields

LogPluginManager: Mounting Engine plugin StateTree

LogPluginManager: Mounting Engine plugin Synthesis

LogPluginManager: Mounting Engine plugin WaveTable

LogPluginManager: Mounting Engine plugin WebMMoviePlayer

LogPluginManager: Mounting Engine plugin WindowsDeviceProfileSelector

LogPluginManager: Mounting Engine plugin WindowsMoviePlayer

LogPluginManager: Mounting Engine plugin XRBase

LogPluginManager: Mounting Engine plugin CameraCalibrationCore

LogPluginManager: Mounting Engine plugin Takes

LogPluginManager: Mounting Engine plugin Paper2D

LogPluginManager: Mounting Engine plugin EnvironmentQueryEditor

LogPluginManager: Mounting Engine plugin AISupport

LogPluginManager: Mounting Engine plugin AnimationModifierLibrary

LogPluginManager: Mounting Engine plugin AnimationData

LogPluginManager: Mounting Engine plugin BlendSpaceMotionAnalysis

LogPluginManager: Mounting Engine plugin ControlRigModules

LogPluginManager: Mounting Engine plugin ControlRig

LogPluginManager: Mounting Engine plugin ControlRigSpline

LogPluginManager: Mounting Engine plugin DeformerGraph

LogPluginManager: Mounting Engine plugin GameplayInsights

LogPluginManager: Mounting Engine plugin IKRig

LogPluginManager: Mounting Engine plugin LiveLink

LogPluginManager: Mounting Engine plugin RigLogic

LogPluginManager: Mounting Engine plugin SkeletalMeshModelingTools

LogPluginManager: Mounting Engine plugin TweeningUtils

LogPluginManager: Mounting Engine plugin CameraShakePreviewer

LogPluginManager: Mounting Engine plugin EngineCameras

LogPluginManager: Mounting Engine plugin GameplayCameras

LogPluginManager: Mounting Engine plugin OodleNetwork

LogPluginManager: Mounting Engine plugin AnimationSharing

LogPluginManager: Mounting Engine plugin CLionSourceCodeAccess

LogPluginManager: Mounting Engine plugin CodeLiteSourceCodeAccess

LogPluginManager: Mounting Engine plugin ACLPlugin

LogPluginManager: Mounting Engine plugin DumpGPUServices

LogPluginManager: Mounting Engine plugin GitSourceControl

LogPluginManager: Mounting Engine plugin KDevelopSourceCodeAccess

LogPluginManager: Mounting Engine plugin NullSourceCodeAccess

LogPluginManager: Mounting Engine plugin N10XSourceCodeAccess

LogPluginManager: Mounting Engine plugin PerforceSourceControl

LogPluginManager: Mounting Engine plugin PixWinPlugin

LogPluginManager: Mounting Engine plugin PluginUtils

LogPluginManager: Mounting Engine plugin NamingTokens

LogPluginManager: Mounting Engine plugin ProjectLauncher

LogPluginManager: Mounting Engine plugin PropertyAccessNode

LogPluginManager: Mounting Engine plugin RenderDocPlugin  
LogPluginManager: Mounting Engine plugin RiderSourceCodeAccess  
LogPluginManager: Mounting Engine plugin SubversionSourceControl  
LogPluginManager: Mounting Engine plugin TextureFormatOodle  
LogPluginManager: Mounting Engine plugin UObjectPlugin  
LogPluginManager: Mounting Engine plugin PlasticSourceControl  
LogPluginManager: Mounting Engine plugin VisualStudioCodeSourceCodeAccess  
LogPluginManager: Mounting Engine plugin VisualStudioSourceCodeAccess  
LogPluginManager: Mounting Engine plugin XCodeSourceCodeAccess  
LogPluginManager: Mounting Engine plugin AssetManagerEditor  
LogPluginManager: Mounting Engine plugin BlueprintHeaderView  
LogPluginManager: Mounting Engine plugin ChangelistReview  
LogPluginManager: Mounting Engine plugin ColorGrading  
LogPluginManager: Mounting Engine plugin CryptoKeys  
LogPluginManager: Mounting Engine plugin CurveEditorTools  
LogPluginManager: Mounting Engine plugin DataValidation  
LogPluginManager: Mounting Engine plugin EditorDebugTools  
LogPluginManager: Mounting Engine plugin EditorScriptingUtilities  
LogPluginManager: Mounting Engine plugin EngineAssetDefinitions  
LogPluginManager: Mounting Engine plugin FacialAnimation  
LogPluginManager: Mounting Engine plugin GameplayTagsEditor  
LogPluginManager: Mounting Engine plugin MacGraphicsSwitching  
LogPluginManager: Mounting Engine plugin MaterialAnalyzer  
LogPluginManager: Mounting Engine plugin MobileLauncherProfileWizard  
LogPluginManager: Mounting Engine plugin MeshLODToolset  
LogPluginManager: Mounting Engine plugin ModelingToolsEditorMode  
LogPluginManager: Mounting Engine plugin PluginBrowser  
LogPluginManager: Mounting Engine plugin ProxyLODPlugin  
LogPluginManager: Mounting Engine plugin SequencerAnimTools  
LogPluginManager: Mounting Engine plugin GeometryMode  
LogPluginManager: Mounting Engine plugin SpeedTreeImporter  
LogPluginManager: Mounting Engine plugin StylusInput  
LogPluginManager: Mounting Engine plugin UMGWidgetPreview  
LogPluginManager: Mounting Engine plugin UVEditor  
LogPluginManager: Mounting Engine plugin WorldPartitionHLODUtilities  
LogPluginManager: Mounting Engine plugin DatasmithContent  
LogPluginManager: Mounting Engine plugin GLTFExporter  
LogPluginManager: Mounting Engine plugin VariantManagerContent  
LogPluginManager: Mounting Engine plugin Cascade  
LogPluginManager: Mounting Engine plugin VariantManager  
LogPluginManager: Mounting Engine plugin AlembicImporter  
LogPluginManager: Mounting Engine plugin NiagaraSimCaching  
LogPluginManager: Mounting Engine plugin Niagara  
LogPluginManager: Mounting Engine plugin InterchangeEditor  
LogPluginManager: Mounting Engine plugin InterchangeAssets

LogPluginManager: Mounting Engine plugin Interchange

LogPluginManager: Mounting Engine plugin UdpMessaging

LogPluginManager: Mounting Engine plugin ActorSequence

LogPluginManager: Mounting Engine plugin TcpMessaging

LogPluginManager: Mounting Engine plugin LevelSequenceEditor

LogPluginManager: Mounting Engine plugin SequencerScripting

LogPluginManager: Mounting Engine plugin TemplateSequence

LogPluginManager: Mounting Engine plugin EOSShared

LogPluginManager: Mounting Engine plugin OnlineBase

LogPluginManager: Mounting Engine plugin OnlineServices

LogPluginManager: Mounting Engine plugin OnlineSubsystem

LogPluginManager: Mounting Engine plugin OnlineSubsystemNull

LogPluginManager: Mounting Engine plugin OnlineSubsystemUtils

LogPluginManager: Mounting Engine plugin LauncherChunkInstaller

LogPluginManager: Mounting Engine plugin InterchangeTests

LogPluginManager: Mounting Engine plugin CompositeCore

LogPluginManager: Mounting Engine plugin ARUtilities

LogPluginManager: Mounting Engine plugin ContentBrowserAssetDataSource

LogPluginManager: Mounting Engine plugin ContentBrowserClassDataSource

LogPluginManager: Mounting Engine plugin ContentBrowserFileDataSource

LogPluginManager: Mounting Engine plugin LightMixer

LogPluginManager: Mounting Engine plugin ObjectMixer

LogPluginManager: Mounting Engine plugin PortableObjectFileDataSource

LogPluginManager: Mounting Engine plugin OnlineSubsystemGooglePlay

LogPluginManager: Mounting Engine plugin OnlineSubsystemIOS

LogPluginManager: Mounting Engine plugin BaseCharacterFXEditor

LogPluginManager: Mounting Engine plugin XInputDevice

LogPluginManager: Mounting Engine plugin AppleARKitFaceSupport

LogPluginManager: Mounting Engine plugin AppleARKit

SourceControl: Revision control is disabled

SourceControl: Revision control is disabled

SourceControl: Revision control is disabled

LogStudioTelemetry: Started StudioTelemetry Session

LogNFORDenoise: NFORDenoise function starting up

LogWindows: Failed to load 'WinPixGpuCapturer.dll' (GetLastError=126)

LogWindows: File 'WinPixGpuCapturer.dll' does not exist

PixWinPlugin: PIX capture plugin failed to initialize! Check that the process is launched from PIX.

LogConfig: Applying CVar settings from Section [/Script/RenderDocPlugin.RenderDocPluginSettings] File [Engine]

RenderDocPlugin: Display: RenderDoc plugin will not be loaded. Use '-AttachRenderDoc' on the cmd line or enable 'renderdoc.AutoAttach' in the plugin settings.

LogEOSShared: Loaded "H:/Epic Games/UE\_5.6/Engine/Binaries/Win64/EOSSDK-Win64-Shipping.dll"

LogEOSShared: FEOSSDKManager::Initialize Initializing EOSSDK Version:1.17.0-41373641

LogInit: Using libcurl 8.12.1

LogInit: - built for Windows

LogInit: - supports SSL with OpenSSL/1.1.1t

LogInit: - supports HTTP deflate (compression) using libz 1.3

LogInit: - other features:

LogInit: CURL\_VERSION\_SSL

LogInit: CURL\_VERSION\_LIBZ

LogInit: CURL\_VERSION\_IPV6

LogInit: CURL\_VERSION\_ASYNC DNS

LogInit: CURL\_VERSION\_LARGEFILE

LogInit: CURL\_VERSION\_TLSAUTH\_SRP

LogInit: CURL\_VERSION\_HTTP2

LogInit: CurlRequestOptions (configurable via config and command line):

LogInit: -bVerifyPeer = true - Libcurl will verify peer certificate

LogInit: -bUseHttpProxy = false - Libcurl will NOT use HTTP proxy

LogInit: -bDontReuseConnections = false - Libcurl will reuse connections

LogInit: -MaxHostConnections = 16 - Libcurl will limit the number of connections to a host

LogInit: -LocalHostAddr = Default

LogInit: -BufferSize = 65536

LogInit: CreateHttpThread using FCurlMultiPollEventLoopHttpThread

LogInit: Creating http thread with maximum 256 concurrent requests

LogInit: WinSock: version 1.1 (2.2), MaxSocks=32767, MaxUdp=65467

LogOnline: OSS: Created online subsystem instance for: NULL

LogOnline: OSS: TryLoadSubsystemAndSetDefault: Loaded subsystem for type [NULL]

LogConfig: Applying CVar settings from Section [/Script/CompositeCore.CompositeCorePluginSettings] File [Engine]

LogInit: ExecutableName: UnrealEditor.exe

LogInit: Build: ++UE5+Release-5.6-CL-44394996

LogInit: Platform=WindowsEditor

LogInit: MachineId=12d9f8094d9ef8d9be64729dd6e69833

LogInit: DeviceId=

LogInit: Engine Version: 5.6.1-44394996+++UE5+Release-5.6

LogInit: Compatible Engine Version: 5.6.0-43139311+++UE5+Release-5.6

LogInit: Net CL: 43139311

LogInit: OS: Windows 11 (23H2) [10.0.22631.6199] (), CPU: Intel(R) Core(TM) i7-14700F, GPU: NVIDIA GeForce RTX 3050

LogInit: Compiled (64-bit): Jul 28 2025 20:53:34

LogInit: Architecture: x64

LogInit: Compiled with Visual C++: 19.38.33130.00

LogInit: Build Configuration: Development

LogInit: Branch Name: ++UE5+Release-5.6

LogInit: Command Line:

LogInit: Base Directory: H:/Epic Games/UE\_5.6/Engine/Binaries/Win64/

LogInit: Allocator: Mimalloc

LogInit: Installed Engine Build: 1

LogInit: This binary is optimized with LTO: no, PGO: no, instrumented for PGO data collection: no

LogDevObjectVersion: Number of dev versions registered: 37

LogDevObjectVersion: Dev-Blueprints (B0D832E4-1F89-4F0D-ACCF-7EB736FD4AA2): 10

LogDevObjectVersion: Dev-Build (E1C64328-A22C-4D53-A36C-8E866417BD8C): 0

LogDevObjectVersion: Dev-Core (375EC13C-06E4-48FB-B500-84F0262A717E): 4

LogDevObjectVersion: Dev-Editor (E4B068ED-F494-42E9-A231-DA0B2E46BB41): 40

LogDevObjectVersion: Dev-Framework (CFFC743F-43B0-4480-9391-14DF171D2073): 37

LogDevObjectVersion: Dev-Mobile (B02B49B5-BB20-44E9-A304-32B752E40360): 3

LogDevObjectVersion: Dev-Networking (A4E4105C-59A1-49B5-A7C5-40C4547EDFEE): 0

LogDevObjectVersion: Dev-Online (39C831C9-5AE6-47DC-9A44-9C173E1C8E7C): 0

LogDevObjectVersion: Dev-Physics (78F01B33-EBEA-4F98-B9B4-84EACCB95AA2): 20

LogDevObjectVersion: Dev-Platform (6631380F-2D4D-43E0-8009-CF276956A95A): 0

LogDevObjectVersion: Dev-Rendering (12F88B9F-8875-4AFC-A67C-D90C383ABD29): 49

LogDevObjectVersion: Dev-Sequencer (7B5AE74C-D270-4C10-A958-57980B212A5A): 13

LogDevObjectVersion: Dev-VR (D7296918-1DD6-4BDD-9DE2-64A83CC13884): 3

LogDevObjectVersion: Dev-LoadTimes (C2A15278-BFE7-4AFE-6C17-90FF531DF755): 1

LogDevObjectVersion: Private-Geometry (6EACA3D4-40EC-4CC1-B786-8BED09428FC5): 3

LogDevObjectVersion: Dev-AnimPhys (29E575DD-E0A3-4627-9D10-D276232CDCEA): 17

LogDevObjectVersion: Dev-Anim (AF43A65D-7FD3-4947-9873-3E8ED9C1BB05): 15

LogDevObjectVersion: Dev-ReflectionCapture (6B266CEC-1EC7-4B8F-A30B-E4D90942FC07): 1

LogDevObjectVersion: Dev-Automation (0DF73D61-A23F-47EA-B727-89E90C41499A): 1

LogDevObjectVersion: FortniteMain (601D1886-AC64-4F84-AA16-D3DE0DEAC7D6): 207

LogDevObjectVersion: FortniteValkyrie (8DBC2C5B-54A7-43E0-A768-FCBB7DA29060): 8

LogDevObjectVersion: FortniteSeason (5B4C06B7-2463-4AF8-805B-BF70CDF5D0DD): 13

LogDevObjectVersion: FortniteRelease (E7086368-6B23-4C58-8439-1B7016265E91): 17

LogDevObjectVersion: Dev-Enterprise (9DFFBCD6-494F-0158-E221-12823C92A888): 11

LogDevObjectVersion: Dev-Niagara (F2AED0AC-9AFE-416F-8664-AA7FFA26D6FC): 1

LogDevObjectVersion: Dev-Destruction (174F1F0B-B4C6-45A5-B13F-2EE8D0FB917D): 10

LogDevObjectVersion: Dev-Physics-Ext (35F94A83-E258-406C-A318-09F59610247C): 41

LogDevObjectVersion: Dev-PhysicsMaterial-Chaos (B68FC16E-8B1B-42E2-B453-215C058844FE): 1

LogDevObjectVersion: Dev-CineCamera (B2E18506-4273-CFC2-A54E-F4BB758BBA07): 1

LogDevObjectVersion: Dev-VirtualProduction (64F58936-FD1B-42BA-BA96-7289D5D0FA4E): 1

LogDevObjectVersion: UE5-Main (697DD581-E64F-41AB-AA4A-51ECBEB7B628): 121

LogDevObjectVersion: UE5-Release (D89B5E42-24BD-4D46-8412-ACA8DF641779): 56

LogDevObjectVersion: UE5-SpecialProject (59DA5D52-1232-4948-B878-597870B8E98B): 9

LogDevObjectVersion: Dev-MediaFramework (6F0ED827-A609-4895-9C91-998D90180EA4): 2

LogDevObjectVersion: Dev-NaniteResearch (30D58BE3-95EA-4282-A6E3-B159D8EBB06A): 1

LogDevObjectVersion: Dev-ComputeFramework (6304A3E7-0059-4F59-8CFC-21BD7721FD4E): 0

LogDevObjectVersion: LensFileVersion (8652A554-966A-466C-9FD7-1C6DD61B1ADB): 1

LogInit: Presizing for max 25165824 objects, including 0 objects not considered by GC.

LogInit: Object subsystem initialized

LogConfig: Set CVar [[con.DebugEarlyDefault:1]]

LogConfig: CVar [[con.DebugLateDefault:1]] deferred - dummy variable created

LogConfig: CVar [[con.DebugLateCheat:1]] deferred - dummy variable created

LogConfig: CVar [[LogNamedEventFilters:Frame \*]] deferred - dummy variable created

LogConfig: Set CVar [[r.setres:1280x720]]

LogConfig: CVar [[framepro.ScopeMinTimeMicroseconds:10]] deferred - dummy variable created

LogConfig: Set CVar [[fx.NiagaraAllowRuntimeScalabilityChanges:1]]

LogConfig: CVar [[QualityLevelMapping:high]] deferred - dummy variable created

LogConfig: CVar [[r.Occlusion.SingleRHIThreadStall:1]] deferred - dummy variable created

LogConfig: Set CVar [[r.Nanite.Streaming.ReservedResources:1]]

LogConfig: CVar [[D3D12.Bindless.ResourceDescriptorHeapSize:32768]] deferred - dummy variable created

LogConfig: CVar [[D3D12.Bindless.SamplerDescriptorHeapSize:2048]] deferred - dummy variable created

LogConfig: Set CVar [[r.PSOPrecache.GlobalShaders:1]]

LogConfig: Set CVar [[r.VRS.EnableSoftware:1]]

LogConfig: Set CVar [[r.VRS.ContrastAdaptiveShading:1]]

LogConfig: Set CVar [[r.VSync:0]]

LogConfig: Applying CVar settings from Section [/Script/Engine.RendererSettings] File [Engine]

LogConfig: CVar [[VisualizeCalibrationColorMaterialPath:/Engine/EngineMaterials/PPM\_DefaultCalibrationColor.PPM\_DefaultCalibrationColor]] deferred - dummy variable created

LogConfig: CVar [[VisualizeCalibrationGrayscaleMaterialPath:/Engine/EngineMaterials/PPM\_DefaultCalibrationGrayscale.PPM\_DefaultCalibrationGrayscale]] deferred - dummy variable created

LogConfig: Set CVar [[r.GPUCrashDebugging:0]]

LogConfig: CVar [[MaxSkinBones:(Default=65536,PerPlatform=(("Mobile", 256)))] deferred - dummy variable created

LogConfig: Set CVar [[r.Shaders.RemoveUnusedInterpolators:1]]

LogConfig: Set CVar [[r.Shadow.DetectVertexShaderLayerAtRuntime:1]]

LogConfig: Set CVar [[r.ForwardShading:1]]

LogConfig: Set CVar [[r.MobileHDR:0]]

LogConfig: Set CVar [[vr.MobileMultiView:1]]

LogConfig: Set CVar [[vr.InstancedStereo:1]]

LogConfig: Set CVar [[r.DefaultFeature.AutoExposure:0]]

LogConfig: Set CVar [[r.DefaultFeature.AmbientOcclusion:0]]

LogConfig: Set CVar [[r.DefaultFeature.AmbientOcclusionStaticFraction:0]]

LogConfig: Set CVar [[r.DefaultFeature.MotionBlur:0]]

LogConfig: Set CVar [[r.Mobile.UseHWsRGBEncoding:1]]

LogConfig: Set CVar [[r.Shadow.Virtual.Enable:1]]

LogConfig: Set CVar [[r.DefaultFeature.AutoExposure.ExtendDefaultLuminanceRange:1]]

LogConfig: Set CVar [[r.DefaultFeature.LocalExposure.HighlightContrastScale:0.8]]

LogConfig: Set CVar [[r.DefaultFeature.LocalExposure.ShadowContrastScale:0.8]]

LogConfig: Set CVar [[r.GenerateMeshDistanceFields:1]]

LogConfig: Set CVar [[r.DynamicGlobalIlluminationMethod:1]]

LogConfig: Set CVar [[r.ReflectionMethod:1]]

LogConfig: Set CVar [[r.Mobile.AntiAliasing:3]]

LogConfig: Set CVar [[r.AntiAliasingMethod:3]]

LogConfig: Set CVar [[r.AllowStaticLighting:1]]

LogConfig: Set CVar [[r.SkinCache.CompileShaders:1]]

LogConfig: Set CVar [[r.RayTracing:1]]

LogConfig: Set CVar [[r.RayTracing.RayTracingProxies.ProjectEnabled:1]]

LogConfig: Set CVar [[r.GPUSkin.Support16BitBoneIndex:1]]

LogConfig: Set CVar [[r.GPUSkin.UnlimitedBoneInfluences:1]]

LogConfig: CVar [[SkeletalMesh.UseExperimentalChunking:1]] deferred - dummy variable created

LogConfig: Applying CVar settings from Section [/Script/Engine.RendererOverrideSettings] File [Engine]

LogConfig: Applying CVar settings from Section [/Script/Engine.StreamingSettings] File [Engine]

LogConfig: Set CVar [[s.MinBulkDataSizeForAsyncLoading:131072]]

LogConfig: Set CVar [[s.AsyncLoadingThreadEnabled:1]]

LogConfig: Set CVar [[s.EventDrivenLoaderEnabled:1]]

LogConfig: Set CVar [[s.WarnIfTimeLimitExceeded:0]]

LogConfig: Set CVar [[s.TimeLimitExceededMultiplier:1.5]]

LogConfig: Set CVar [[s.TimeLimitExceededMinTime:0.005]]

LogConfig: Set CVar [[s.UseBackgroundLevelStreaming:1]]

LogConfig: Set CVar [[s.PriorityAsyncLoadingExtraTime:15.0]]

LogConfig: Set CVar [[s.LevelStreamingActorsUpdateTimeLimit:5.0]]

LogConfig: Set CVar [[s.PriorityLevelStreamingActorsUpdateExtraTime:5.0]]

LogConfig: Set CVar [[s.LevelStreamingComponentsRegistrationGranularity:10]]

LogConfig: Set CVar [[s.UnregisterComponentsTimeLimit:1.0]]

LogConfig: Set CVar [[s.LevelStreamingComponentsUnregistrationGranularity:5]]

LogConfig: CVar [[s.MaxPackageSummarySize:16384]] deferred - dummy variable created

LogConfig: Set CVar [[s.FlushStreamingOnExit:1]]

LogConfig: CVar [[FixedBootOrder:/Script/Engine/Default\_\_SoundBase]] deferred - dummy variable created

LogConfig: CVar [[FixedBootOrder:/Script/Engine/Default\_\_MaterialInterface]] deferred - dummy variable created

LogConfig: CVar [[FixedBootOrder:/Script/Engine/Default\_\_DeviceProfileManager]] deferred - dummy variable created

LogConfig: Applying CVar settings from Section [/Script/Engine.GarbageCollectionSettings] File [Engine]

LogConfig: Set CVar [[gc.MaxObjectsNotConsideredByGC:1]]

LogConfig: Set CVar [[gc.FlushStreamingOnGC:0]]

LogConfig: Set CVar [[gc.NumRetriesBeforeForcingGC:10]]

LogConfig: Set CVar [[gc.AllowParallelGC:1]]

LogConfig: Set CVar [[gc.TimeBetweenPurgingPendingKillObjects:61.1]]

LogConfig: Set CVar [[gc.MaxObjectsInEditor:25165824]]

LogConfig: Set CVar [[gc.IncrementalBeginDestroyEnabled:1]]

LogConfig: Set CVar [[gc.CreateGCClusters:1]]

LogConfig: Set CVar [[gc.MinGCClusterSize:5]]

LogConfig: Set CVar [[gc.AssetClusteringEnabled:0]]

LogConfig: Set CVar [[gc.ActorClusteringEnabled:0]]

LogConfig: Set CVar [[gc.VerifyUObjectsAreNotFGCObjects:0]]

LogConfig: Set CVar [[gc.GarbageEliminationEnabled:1]]

LogConfig: Applying CVar settings from Section [/Script/Engine.NetworkSettings] File [Engine]

LogConfig: CVar [[NetworkEmulationProfiles:(ProfileName="Average",ToolTip="Simulates average internet conditions")]] deferred - dummy variable created

LogConfig: CVar [[NetworkEmulationProfiles:(ProfileName="Bad",ToolTip="Simulates laggy internet conditions")]] deferred - dummy variable created

LogConfig: Applying CVar settings from Section [/Script/UnrealEd.CookerSettings] File [Engine]

LogConfig: CVar [[DefaultASTCQualityBySpeed:2]] deferred - dummy variable created

LogConfig: CVar [[DefaultASTCQualityBySize:3]] deferred - dummy variable created

LogConfig: CVar [[DefaultASTCQualityBySizeHQ:4]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:WidgetBlueprint]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:GroupActor]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:MetaData]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:ObjectRedirector]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:NavMeshRenderingComponent]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:ReflectionCaptureComponent]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:TextRenderComponent]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:Font]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:InterpCurveEdSetup]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:MaterialExpression]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:NiagaraEmitter]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:NiagaraScript]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:ParticleEmitter]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:ParticleLODLevel]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:ParticleModule]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:SubUVAnimation]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:SoundNode]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:GameplayEffectUIData]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedServer:AmbientSound]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedClient:WidgetBlueprint]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedClient:GroupActor]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedClient:MetaData]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedClient:ObjectRedirector]] deferred - dummy variable created

LogConfig: CVar [[ClassesExcludedOnDedicatedClient:InterpCurveEdSetup]] deferred - dummy variable created

LogConfig: CVar [[VersionedIntRValues:r.AllowStaticLighting]] deferred - dummy variable created

LogConfig: CVar [[VersionedIntRValues:r.MaterialEditor.LWCTruncateMode]] deferred - dummy variable created

LogConfig: CVar [[VersionedIntRValues:r.GBuffer]] deferred - dummy variable created

LogConfig: CVar [[VersionedIntRValues:r.VelocityOutputPass]] deferred - dummy variable created

LogConfig: CVar [[VersionedIntRValues:r.SelectiveBasePassOutputs]] deferred - dummy variable created

LogConfig: CVar [[VersionedIntRValues:r.DBuffer]] deferred - dummy variable created

LogConfig: CVar [[VersionedIntRValues:r.Mobile.DBuffer]] deferred - dummy variable created

LogConfig: CVar [[VersionedIntRValues:r.Shaders.Symbols]] deferred - dummy variable created

LogConfig: CVar [[VersionedIntRValues:r.Shaders.GenerateSymbols]] deferred - dummy variable created

LogConfig: CVar [[VersionedIntRValues:r.Shaders.WriteSymbols]] deferred - dummy variable created

LogConfig: CVar [[VersionedIntRValues:r.Shaders.AllowUniqueSymbols]] deferred - dummy variable created

LogConfig: CVar [[VersionedIntRValues:r.Shaders.ExtraData]] deferred - dummy variable created

LogConfig: CVar [[VersionedIntRValues:r.Shaders.Optimize]] deferred - dummy variable created

LogConfig: CVar [[VersionedIntRValues:r.CompileShadersForDevelopment]] deferred - dummy variable created

LogConfig: CVar [[VersionedIntRValues:r.MobileHDR]] deferred - dummy variable created

LogConfig: CVar [[VersionedIntRValues:r.UsePreExposure]] deferred - dummy variable created

LogCsvProfiler: Display: Metadata set : systemresolution.resx="1920"

LogCsvProfiler: Display: Metadata set : systemresolution.resy="1080"

LogConfig: Applying CVar settings from Section [ViewDistanceQuality@3] File [Scalability]

LogConfig: Set CVar [[r.SkeletalMeshLODBias:0]]

LogConfig: Set CVar [[r.ViewDistanceScale:1.0]]

LogConfig: Applying CVar settings from Section [AntiAliasingQuality@3] File [Scalability]

LogConfig: Set CVar [[r.FXAA.Quality:4]]

LogConfig: Set CVar [[r.TemporalAA.Quality:2]]

LogConfig: Set CVar [[r.TSR.History.R11G11B10:1]]

LogConfig: Set CVar [[r.TSR.History.ScreenPercentage:200]]

LogConfig: Set CVar [[r.TSR.History.UpdateQuality:3]]

LogConfig: Set CVar [[r.TSR.ShadingRejection.Flickering:1]]

LogConfig: Set CVar [[r.TSR.RejectionAntiAliasingQuality:2]]

LogConfig: Set CVar [[r.TSR.ReprojectionField:1]]

LogConfig: Set CVar [[r.TSR.Resurrection:1]]

LogConfig: Applying CVar settings from Section [ShadowQuality@3] File [Scalability]

LogConfig: Set CVar [[r.LightFunctionQuality:1]]

LogConfig: Set CVar [[r.ShadowQuality:5]]

LogConfig: Set CVar [[r.Shadow.CSM.MaxCascades:10]]

LogConfig: Set CVar [[r.Shadow.MaxResolution:2048]]

LogConfig: Set CVar [[r.Shadow.MaxCSMResolution:2048]]

LogConfig: Set CVar [[r.Shadow.RadiusThreshold:0.01]]

LogConfig: Set CVar [[r.Shadow.DistanceScale:1.0]]

LogConfig: Set CVar [[r.Shadow.CSM.TransitionScale:1.0]]

LogConfig: Set CVar [[r.Shadow.PreShadowResolutionFactor:1.0]]

LogConfig: Set CVar [[r.DistanceFieldShadowing:1]]

LogConfig: Set CVar [[r.VolumetricFog:1]]

LogConfig: Set CVar [[r.VolumetricFog.GridPixelSize:8]]

LogConfig: Set CVar [[r.VolumetricFog.GridSizeZ:128]]

LogConfig: Set CVar [[r.VolumetricFog.HistoryMissSupersampleCount:4]]

LogConfig: Set CVar [[r.LightMaxDrawDistanceScale:1]]

LogConfig: Set CVar [[r.CapsuleShadows:1]]

LogConfig: Set CVar [[r.Shadow.Virtual.MaxPhysicalPages:4096]]

LogConfig: Set CVar [[r.Shadow.Virtual.ResolutionLodBiasDirectional:-1.5]]

LogConfig: Set CVar [[r.Shadow.Virtual.ResolutionLodBiasDirectionalMoving:-1.5]]

LogConfig: Set CVar [[r.Shadow.Virtual.ResolutionLodBiasLocal:0.0]]

LogConfig: Set CVar [[r.Shadow.Virtual.ResolutionLodBiasLocalMoving:1.0]]

LogConfig: Set CVar [[r.Shadow.Virtual.SMRT.RayCountDirectional:8]]

LogConfig: Set CVar [[r.Shadow.Virtual.SMRT.SamplesPerRayDirectional:4]]

LogConfig: Set CVar [[r.Shadow.Virtual.SMRT.RayCountLocal:8]]

LogConfig: Set CVar [[r.Shadow.Virtual.SMRT.SamplesPerRayLocal:4]]

LogConfig: Applying CVar settings from Section [GlobalIlluminationQuality@3] File [Scalability]

LogConfig: Set CVar [[r.DistanceFieldAO:1]]

LogConfig: Set CVar [[r.SkylightIntensityMultiplier:1.0]]

LogConfig: Set CVar [[r.AOQuality:2]]

LogConfig: Set CVar [[r.Lumen.DiffuseIndirect.Allow:1]]

LogConfig: Set CVar [[r.LumenScene.DirectLighting.MaxLightsPerTile:8]]

LogConfig: Set CVar [[r.LumenScene.DirectLighting.UpdateFactor:32]]

LogConfig: Set CVar [[r.LumenScene.Radiosity.UpdateFactor:64]]

LogConfig: Set CVar [[r.LumenScene.Radiosity.ProbeSpacing:4]]

LogConfig: Set CVar [[r.LumenScene.Radiosity.HemisphereProbeResolution:4]]

LogConfig: Set CVar [[r.Lumen.TraceMeshSDFs.Allow:1]]

LogConfig: Set CVar [[r.Lumen.ScreenProbeGather.RadianceCache.ProbeResolution:32]]

LogConfig: Set CVar [[r.Lumen.ScreenProbeGather.RadianceCache.NumProbesToTraceBudget:100]]

LogConfig: Set CVar [[r.Lumen.ScreenProbeGather.DownsamplingFactor:16]]

LogConfig: Set CVar [[r.Lumen.ScreenProbeGather.NumAdaptiveProbes:8]]

LogConfig: Set CVar [[r.Lumen.ScreenProbeGather.TracingOctahedronResolution:8]]

LogConfig: Set CVar [[r.Lumen.ScreenProbeGather.IrradianceFormat:0]]

LogConfig: Set CVar [[r.Lumen.ScreenProbeGather.StochasticInterpolation:0]]

LogConfig: Set CVar [[r.Lumen.ScreenProbeGather.FullResolutionJitterWidth:1]]

LogConfig: Set CVar [[r.Lumen.ScreenProbeGather.TwoSidedFoliageBackfaceDiffuse:1]]

LogConfig: Set CVar [[r.Lumen.ScreenProbeGather.ScreenTraces.HZBTraversal.FullResDepth:1]]

LogConfig: Set CVar [[r.Lumen.ScreenProbeGather.ShortRangeAO.HardwareRayTracing:0]]

LogConfig: Set CVar [[r.Lumen.ScreenProbeGather.ShortRangeAO.BentNormal:1]]

LogConfig: Set CVar [[r.Lumen.TranslucencyVolume.GridPixelSize:32]]

LogConfig: Set CVar [[r.Lumen.TranslucencyVolume.TraceFromVolume:1]]

LogConfig: Set CVar [[r.Lumen.TranslucencyVolume.TracingOctahedronResolution:3]]

LogConfig: Set CVar [[r.Lumen.TranslucencyVolume.RadianceCache.ProbeResolution:8]]

LogConfig: Set CVar [[r.Lumen.TranslucencyVolume.RadianceCache.NumProbesToTraceBudget:70]]

LogConfig: Set CVar [[r.RayTracing.Scene.BuildMode:1]]

LogConfig: Applying CVar settings from Section [ReflectionQuality@3] File [Scalability]

LogConfig: Set CVar [[r.SSR.Quality:3]]

LogConfig: Set CVar [[r.SSR.HalfResSceneColor:0]]

LogConfig: Set CVar [[r.Lumen.Reflections.Allow:1]]

LogConfig: Set CVar [[r.Lumen.Reflections.DownsamplingFactor:1]]

LogConfig: Set CVar [[r.Lumen.Reflections.MaxRoughnessToTraceForFoliage:0.4]]

LogConfig: Set CVar [[r.Lumen.ScreenProbeGather.MaxRoughnessToEvaluateRoughSpecularForFoliage:0.8]]

LogConfig: Set CVar [[r.Lumen.Reflections.ScreenSpaceReconstruction.NumSamples:5]]

LogConfig: Set CVar [[r.Lumen.Reflections.ScreenSpaceReconstruction.MinWeight:0]]

LogConfig: Set CVar [[r.Lumen.TranslucencyReflections.FrontLayer.Allow:1]]

LogConfig: Set CVar [[r.Lumen.TranslucencyReflections.FrontLayer.Enable:0]]

LogConfig: Applying CVar settings from Section [PostProcessQuality@3] File [Scalability]

LogConfig: Set CVar [[r.MotionBlurQuality:4]]

LogConfig: Set CVar [[r.MotionBlur.HalfResGather:0]]

LogConfig: Set CVar [[r.AmbientOcclusionMipLevelFactor:0.4]]

LogConfig: Set CVar [[r.AmbientOcclusionMaxQuality:100]]

LogConfig: Set CVar [[r.AmbientOcclusionLevels:-1]]

LogConfig: Set CVar [[r.AmbientOcclusionRadiusScale:1.0]]

LogConfig: Set CVar [[r.DepthOfFieldQuality:2]]

LogConfig: Set CVar [[r.RenderTargetPoolMin:400]]

LogConfig: Set CVar [[r.LensFlareQuality:2]]

LogConfig: Set CVar [[r.SceneColorFringeQuality:1]]

LogConfig: Set CVar [[r.EyeAdaptationQuality:2]]

LogConfig: Set CVar [[r.BloomQuality:5]]

LogConfig: Set CVar [[r.Bloom.ScreenPercentage:50.000]]

LogConfig: Set CVar [[r.FastBlurThreshold:100]]

LogConfig: Set CVar [[r.Upscale.Quality:3]]

LogConfig: Set CVar [[r.LightShaftQuality:1]]

LogConfig: Set CVar [[r.Filter.SizeScale:1]]

LogConfig: Set CVar [[r.Tonemapper.Quality:5]]

LogConfig: Set CVar [[r.DOF.Gather.ResolutionDivisor:2 ; lower gathering resolution]]

LogConfig: Set CVar [[r.DOF.Gather.AccumulatorQuality:1 ; higher gathering accumulator quality]]

LogConfig: Set CVar [[r.DOF.Gather.PostfilterMethod:1 ; Median3x3 postfiltering method]]

LogConfig: Set CVar [[r.DOF.Gather.EnableBokehSettings:0 ; no bokeh simulation when gathering]]

LogConfig: Set CVar [[r.DOF.Gather.RingCount:4 ; medium number of samples when gathering]]

LogConfig: Set CVar [[r.DOF.Scatter.ForegroundCompositing:1 ; additive foreground scattering]]

LogConfig: Set CVar [[r.DOF.Scatter.BackgroundCompositing:2 ; additive background scattering]]

LogConfig: Set CVar [[r.DOF.Scatter.EnableBokehSettings:1 ; bokeh simulation when scattering]]

LogConfig: Set CVar [[r.DOF.Scatter.MaxSpriteRatio:0.1 ; only a maximum of 10% of scattered bokeh]]

LogConfig: Set CVar [[r.DOF.Recombine.Quality:1 ; cheap slight out of focus]]

LogConfig: Set CVar [[r.DOF.Recombine.EnableBokehSettings:0 ; no bokeh simulation on slight out of focus]]

LogConfig: Set CVar [[r.DOF.TemporalAAQuality:1 ; more stable temporal accumulation]]

LogConfig: Set CVar [[r.DOF.Kernel.MaxForegroundRadius:0.025]]

LogConfig: Set CVar [[r.DOF.Kernel.MaxBackgroundRadius:0.025]]

LogConfig: Applying CVar settings from Section [TextureQuality@3] File [Scalability]

LogConfig: Set CVar [[r.Streaming.MipBias:0]]

LogConfig: Set CVar [[r.Streaming.AmortizeCPUGPUCopy:0]]

LogConfig: Set CVar [[r.Streaming.MaxNumTexturesToStreamPerFrame:0]]

LogConfig: Set CVar [[r.Streaming.Boost:1]]

LogConfig: Set CVar [[r.MaxAnisotropy:8]]

LogConfig: Set CVar [[r.VT.MaxAnisotropy:8]]

LogConfig: Set CVar [[r.Streaming.LimitPoolSizeToVRAM:0]]

LogConfig: Set CVar [[r.Streaming.PoolSize:1000]]

LogConfig: Set CVar [[r.Streaming.MaxEffectiveScreenSize:0]]

LogConfig: Applying CVar settings from Section [EffectsQuality@3] File [Scalability]

LogConfig: Set CVar [[r.TranslucencyLightingVolumeDim:64]]

LogConfig: Set CVar [[r.RefractionQuality:2]]

LogConfig: Set CVar [[r.SceneColorFormat:4]]

LogConfig: Set CVar [[r.DetailMode:3]]

LogConfig: Set CVar [[r.TranslucencyVolumeBlur:1]]

LogConfig: Set CVar [[r.MaterialQualityLevel:1 ; High quality]]

LogConfig: Set CVar [[r.SSS.Scale:1]]

LogConfig: Set CVar [[r.SSS.SampleSet:2]]

LogConfig: Set CVar [[r.SSS.Quality:1]]

LogConfig: Set CVar [[r.SSS.HalfRes:0]]

LogConfig: Set CVar [[r.SSGI.Quality:3]]

LogConfig: Set CVar [[r.EmitterSpawnRateScale:1.0]]

LogConfig: Set CVar [[r.ParticleLightQuality:2]]

LogConfig: Set CVar [[r.SkyAtmosphere.AerialPerspectiveLUT.FastApplyOnOpaque:1 ; Always have FastSkyLUT 1 in this case to avoid wrong sky]]

LogConfig: Set CVar [[r.SkyAtmosphere.AerialPerspectiveLUT.SampleCountMaxPerSlice:4]]

LogConfig: Set CVar [[r.SkyAtmosphere.AerialPerspectiveLUT.DepthResolution:16.0]]

LogConfig: Set CVar [[r.SkyAtmosphere.FastSkyLUT:1]]

LogConfig: Set CVar [[r.SkyAtmosphere.FastSkyLUT.SampleCountMin:4.0]]

LogConfig: Set CVar [[r.SkyAtmosphere.FastSkyLUT.SampleCountMax:128.0]]

LogConfig: Set CVar [[r.SkyAtmosphere.SampleCountMin:4.0]]

LogConfig: Set CVar [[r.SkyAtmosphere.SampleCountMax:128.0]]

LogConfig: Set CVar [[r.SkyAtmosphere.TransmittanceLUT.UseSmallFormat:0]]

LogConfig: Set CVar [[r.SkyAtmosphere.TransmittanceLUT.SampleCount:10.0]]

LogConfig: Set CVar [[r.SkyAtmosphere.MultiScatteringLUT.SampleCount:15.0]]

LogConfig: Set CVar [[fx.Niagara.QualityLevel:3]]

LogConfig: Set CVar [[r.Refracton.OffsetQuality:1]]

LogConfig: Set CVar [[r.HeterogeneousVolumes.DownsamplingFactor:2]]

LogConfig: Set CVar [[r.HeterogeneousVolumes.MaxStepCount:256]]

LogConfig: Set CVar [[r.HeterogeneousVolumes.Shadows.Resolution:256]]

LogConfig: Set CVar [[r.HeterogeneousVolumes.Shadows.MaxSampleCount:8]]

LogConfig: Set CVar [[r.HeterogeneousVolumes.UseExistenceMask:0]]

LogConfig: Applying CVar settings from Section [FoliageQuality@3] File [Scalability]

LogConfig: Set CVar [[foliage.DensityScale:1.0]]

LogConfig: Set CVar [[grass.DensityScale:1.0]]

LogConfig: Applying CVar settings from Section [ShadingQuality@3] File [Scalability]

LogConfig: Set CVar [[r.HairStrands.SkyLighting.IntegrationType:2]]

LogConfig: Set CVar [[r.HairStrands.SkyAO.SampleCount:4]]

LogConfig: Set CVar [[r.HairStrands.Visibility.MSAA.SamplePerPixel:4]]

LogConfig: Set CVar [[r.AnisotropicMaterials:1]]

LogConfig: Applying CVar settings from Section [LandscapeQuality@3] File [Scalability]

LogRHI: Using Default RHI: D3D12

LogRHI: Using Highest Feature Level of D3D12: SM6

LogRHI: Loading RHI module D3D12RHI

LogD3D12RHI: Loading WinPixEventRuntime.dll for PIX profiling (from ../../Engine/Binaries/ThirdParty/Windows/WinPixEventRuntime/x64).

LogRHI: Checking if RHI D3D12 with Feature Level SM6 is supported by your system.

LogD3D12RHI: Found D3D12 adapter 0: NVIDIA GeForce RTX 3050 (VendorId: 10de, DeviceId: 2584, SubSysId: 184610de, Revision: 00a1)

LogD3D12RHI: Max supported Feature Level 12\_2, shader model 6.7, binding tier 3, wave ops supported, atomic64 supported

LogD3D12RHI: Adapter has 6002MB of dedicated video memory, 0MB of dedicated system memory, and 8109MB of shared system memory, 1 output[s], UMA:false

LogD3D12RHI: Driver Version: 591.86 (internal:32.0.15.9186, unified:591.86)

LogD3D12RHI: Driver Date: 1-20-2026

LogD3D12RHI: Found D3D12 adapter 1: Microsoft Basic Render Driver (VendorId: 1414, DeviceId: 008c, SubSysId: 0000, Revision: 0000)

LogD3D12RHI: Max supported Feature Level 12\_1, shader model 6.2, binding tier 3, wave ops supported, atomic64 unsupported

LogD3D12RHI: Adapter has 0MB of dedicated video memory, 0MB of dedicated system memory, and 8109MB of shared system memory, 0 output[s], UMA:true

LogD3D12RHI: DirectX Agility SDK runtime found.

LogD3D12RHI: Chosen D3D12 Adapter Id = 0

LogRHI: RHI D3D12 with Feature Level SM6 is supported and will be used.

LogInit: Selected Device Profile: [WindowsEditor]

LogHAL: Display: Platform has ~ 16 GB [17007390720 / 17179869184 / 16], which maps to Larger [LargestMinGB=32, LargerMinGB=12, DefaultMinGB=8, SmallerMinGB=6, SmallestMinGB=0]

LogDeviceProfileManager: Going up to parent DeviceProfile [Windows]

LogDeviceProfileManager: Going up to parent DeviceProfile []

LogDeviceProfileManager: Pushing Device Profile CVar: [[UI.SlateSDFText.RasterizationMode:Bitmap -> Msdf]]

LogDeviceProfileManager: Pushing Device Profile CVar: [[UI.SlateSDFText.ResolutionLevel:2 -> 2]]

LogConfig: Applying CVar settings from Section [Startup] File [../../Engine/Config/ConsoleVariables.ini]

LogConfig: Set CVar [[r.DumpShaderDebugInfo:2]]

LogConfig: Set CVar [[p.chaos.AllowCreatePhysxBodies:1]]

LogConfig: Set CVar [[fx.SkipVectorVMBBackendOptimizations:1]]

LogConfig: CVar [[ds.CADTranslator.Meshing.ActivateThinZoneMeshing:0]] deferred - dummy variable created

LogConfig: CVar [[ds.CADTranslator.Stitching.RemoveThinFaces:0]] deferred - dummy variable created

LogConfig: Applying CVar settings from Section [Startup\_Windows] File [../../Engine/Config/ConsoleVariables.ini]

LogConfig: Applying CVar settings from Section [ConsoleVariables] File [Engine]

LogConfig: Applying CVar settings from Section [ConsoleVariables] File [C:/Users/Admin/Documents/Unreal Projects/MyProject56/Saved/Config/WindowsEditor/Editor.ini]

LogInit: Computer: DESKTOP-OJPA1HC

LogInit: User: Admin

LogInit: CPU Page size=4096, Cores=20

LogInit: High frequency timer resolution =10.000000 MHz

LogMemory: Process is running as part of a Windows Job with separate resource limits

LogMemory: Memory total: Physical=15.8GB (16GB approx) Virtual=24.2GB

LogMemory: Platform Memory Stats for WindowsEditor

LogMemory: Process Physical Memory: 676.46 MB used, 727.94 MB peak

LogMemory: Process Virtual Memory: 719.48 MB used, 722.30 MB peak

LogMemory: Physical Memory: 8842.35 MB used, 7377.16 MB free, 16219.51 MB total

LogMemory: Virtual Memory: 15237.71 MB used, 9564.20 MB free, 24801.91 MB total

LogCsvProfiler: Display: Metadata set : extradevdevelopmentmemorymb="0"

LogWindows: WindowsPlatformFeatures enabled

LogChaosDD: Chaos Debug Draw Startup

LogInit: Physics initialised using underlying interface: Chaos

LogInit: Using OS detected language (en-US).

LogInit: Using OS detected locale (en-IN).

LogTextLocalizationManager: No specific localization for 'en-US' exists, so 'en' will be used for the language.

LogInit: Setting process to per monitor DPI aware

LogWindowsTextInputMethodSystem: Available input methods:

LogWindowsTextInputMethodSystem: - English (India) - (Keyboard).

LogWindowsTextInputMethodSystem: - English (United States) - (Keyboard).

LogWindowsTextInputMethodSystem: Activated input method: English (United States) - (Keyboard).

LogWindowsTouchpad: Display: CacheForceMaxTouchpadSensitivityMode SetMaxTouchpadSensitivity

LogObj: Display: Attempting to load config data for Default\_\_SlateThemeManager before the Class has been constructed/registered/linked (likely during module loading or early startup). This will result in the load silently failing and should be fixed.

LogSlate: New Slate User Created. Platform User Id 0, User Index 0, Is Virtual User: 0

LogSlate: Slate User Registered. User Index 0, Is Virtual User: 0

LogHMD: OpenXRHMDModule::InitInstance using DefaultLoader.

LogHMD: xrEnumerateInstanceExtensionProperties failed, suggests no runtime is installed.

LogHMD: Failed to enumerate extensions. Please check that you have a valid OpenXR runtime installed.

LogRHI: Using Default RHI: D3D12

LogRHI: Using Highest Feature Level of D3D12: SM6

LogRHI: Loading RHI module D3D12RHI

LogRHI: Checking if RHI D3D12 with Feature Level SM6 is supported by your system.

LogRHI: RHI D3D12 with Feature Level SM6 is supported and will be used.

LogD3D12RHI: Integrated GPU (iGPU): false

LogD3D12RHI: Display: Creating D3D12 RHI with Max Feature Level SM6

LogWindows: Attached monitors:

LogWindows: resolution: 1920x1080, work area: (0, 0) -> (1920, 1032), device: '\\.\DISPLAY1' [PRIMARY]

LogWindows: Found 1 attached monitors.

LogWindows: Gathering driver information using Windows Setup API

LogRHI: RHI Adapter Info:

LogRHI: Name: NVIDIA GeForce RTX 3050

LogRHI: Driver Version: 591.86 (internal:32.0.15.9186, unified:591.86)

LogRHI: Driver Date: 1-20-2026

LogD3D12RHI: GPU DeviceId: 0x2584 (for the marketing name, search the web for "GPU Device Id")

LogD3D12RHI: InitD3DDevice: -D3DDebug = off -D3D12GPUValidation = off

LogNvidiaAftermath: Aftermath initialized

LogD3D12RHI: Emitting draw events for PIX profiling.

LogNvidiaAftermath: Aftermath enabled. Active feature flags:

LogNvidiaAftermath: - Feature: EnableResourceTracking

LogD3D12RHI: ID3D12Device1 is supported.

LogD3D12RHI: ID3D12Device2 is supported.

LogD3D12RHI: ID3D12Device3 is supported.

LogD3D12RHI: ID3D12Device4 is supported.

LogD3D12RHI: ID3D12Device5 is supported.

LogD3D12RHI: ID3D12Device6 is supported.

LogD3D12RHI: ID3D12Device7 is supported.

LogD3D12RHI: ID3D12Device8 is supported.

LogD3D12RHI: ID3D12Device9 is supported.

LogD3D12RHI: ID3D12Device10 is supported.

LogD3D12RHI: ID3D12Device11 is supported.

LogD3D12RHI: ID3D12Device12 is supported.

LogD3D12RHI: Bindless resources are supported

LogD3D12RHI: Stencil ref from pixel shader is not supported

LogD3D12RHI: Raster order views are supported

LogD3D12RHI: Wave Operations are supported (wave size: min=32 max=32).

LogD3D12RHI: D3D12 ray tracing tier 1.1 and bindless resources are supported.

LogD3D12RHI: Mesh shader tier 1.0 is supported

LogD3D12RHI: AtomicInt64OnTypedResource is supported

LogD3D12RHI: AtomicInt64OnGroupShared is supported

LogD3D12RHI: AtomicInt64OnDescriptorHeapResource is supported

LogD3D12RHI: Shader Model 6.6 atomic64 is supported

LogD3D12RHI: Work Graphs are supported

LogD3D12RHI: [GPUBreadcrumb] Successfully setup breadcrumb resource for DiagnosticBuffer (Queue: 0x000001E69616B2C0)

LogD3D12RHI: [GPUBreadcrumb] Successfully setup breadcrumb resource for DiagnosticBuffer (Queue: 0x000001E69616B580)

LogD3D12RHI: [GPUBreadcrumb] Successfully setup breadcrumb resource for DiagnosticBuffer (Queue: 0x000001E69616B840)

LogD3D12RHI: Display: Not using pipeline state disk cache per r.D3D12.PSO.DiskCache=0

LogD3D12RHI: Display: Not using driver-optimized pipeline state disk cache per r.D3D12.PSO.DriverOptimizedDiskCache=0

LogD3D12RHI: NVIDIA Shader Execution Reordering NOT supported!

LogD3D12RHI: Display: Batched command list execution is disabled for async queues due to known bugs in the current driver.

LogRHI: Texture pool is 3297 MB (70% of 4710 MB)

LogD3D12RHI: Async texture creation enabled

LogD3D12RHI: RHI has support for 64 bit atomics

LogVRS: Current RHI supports per-draw and screenspace Variable Rate Shading

LogCsvProfiler: Display: Metadata set : verbatimrhiname="D3D12"

LogCsvProfiler: Display: Metadata set : rhiname="D3D12"

LogCsvProfiler: Display: Metadata set : rhifeaturelevel="SM6"

LogCsvProfiler: Display: Metadata set : shaderplatform="PCD3D\_SM6"

LogInit: Initializing FReadOnlyCVARCache

LogTurnkeySupport: Running Turnkey SDK detection: ' -ScriptsForProject="C:/Users/Admin/Documents/Unreal Projects/MyProject56/MyProject56.uproject" Turnkey -utf8output -WaitForUATMutex -command=VerifySdk -ReportFilename="C:/Users/Admin/Documents/Unreal Projects/MyProject56/Intermediate/TurnkeyReport\_0.log" -log="C:/Users/Admin/Documents/Unreal Projects/MyProject56/Intermediate/TurnkeyLog\_0.log" -project="C:/Users/Admin/Documents/Unreal Projects/MyProject56/MyProject56.uproject" -platform=all'

LogMonitoredProcess: Running Serialized UAT: [ cmd.exe /c ""H:/Epic Games/UE\_5.6/Engine/Build/BatchFiles/RunUAT.bat" -ScriptsForProject="C:/Users/Admin/Documents/Unreal Projects/MyProject56/MyProject56.uproject" Turnkey -utf8output -WaitForUATMutex -command=VerifySdk -ReportFilename="C:/Users/Admin/Documents/Unreal Projects/MyProject56/Intermediate/TurnkeyReport\_0.log" -log="C:/Users/Admin/Documents/Unreal Projects/MyProject56/Intermediate/TurnkeyLog\_0.log" -project="C:/Users/Admin/Documents/Unreal Projects/MyProject56/MyProject56.uproject" -platform=all" ]

LogTextureFormatASTC: Display: ASTCEnc version 5.0.1 library loaded

LogTextureFormatManager: Display: Loaded Base TextureFormat: TextureFormatASTC

LogTextureFormatManager: Display: Loaded Base TextureFormat: TextureFormatDXT

LogTextureFormatManager: Display: Loaded Base TextureFormat: TextureFormatETC2

LogTextureFormatManager: Display: Loaded Base TextureFormat: TextureFormatIntellISPCTexComp

LogTextureFormatManager: Display: Loaded Base TextureFormat: TextureFormatUncompressed

LogTextureFormatOodle: Display: Oodle Texture TFO init; latest sdk version = 2.9.13

LogTextureFormatOodle: Display: Oodle Texture loading DLL: oo2tex\_win64\_2.9.13.dll

LogTextureFormatOodle: Display: Oodle Texture loading DLL: oo2tex\_win64\_2.9.5.dll

LogTextureFormatManager: Display: Loaded Base TextureFormat: TextureFormatOodle

LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_ASTC'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_DXT'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_ETC2'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_OpenXR'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'AndroidClient'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_ASTCClient'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_DXTClient'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_ETC2Client'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_OpenXRClient'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_Multi'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'Android\_MultiClient'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'IOS'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'IOSClient'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'Linux'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'LinuxEditor'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'LinuxServer'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'LinuxClient'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'Mac'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'MacEditor'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'MacServer'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'MacClient'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'TVOS'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'TVOSClient'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'Windows'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'WindowsEditor'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'WindowsServer'

LogTargetPlatformManager: Display: Loaded TargetPlatform 'WindowsClient'

LogTargetPlatformManager: Display: Building Assets For WindowsEditor

LogTargetPlatformManager: Unable to find shader format SF\_METAL\_ES3\_1\_IOS from hinted modules, loading all potential format modules to find it

LogTargetPlatformManager: Loaded format module MetalShaderFormat

LogTargetPlatformManager: SF\_METAL\_ES3\_1\_IOS

LogTargetPlatformManager: SF\_METAL\_SM5\_IOS

LogTargetPlatformManager: SF\_METAL\_ES3\_1\_TVOS

LogTargetPlatformManager: SF\_METAL\_SM5\_TVOS

LogTargetPlatformManager: SF\_METAL\_SM5

LogTargetPlatformManager: SF\_METAL\_SM6

LogTargetPlatformManager: SF\_METAL\_SIM

LogTargetPlatformManager: SF\_METAL\_ES3\_1

LogTargetPlatformManager: Loaded format module ShaderFormatD3D

LogTargetPlatformManager: PCD3D\_SM6

LogTargetPlatformManager: PCD3D\_SM5

LogTargetPlatformManager: PCD3D\_ES31

LogTargetPlatformManager: Loaded format module ShaderFormatOpenGL

LogTargetPlatformManager: GLSL\_150\_ES31

LogTargetPlatformManager: GLSL\_ES3\_1\_ANDROID

LogTargetPlatformManager: Loaded format module ShaderFormatVectorVM

LogTargetPlatformManager: VVM\_1\_0

LogTargetPlatformManager: Loaded format module VulkanShaderFormat

LogTargetPlatformManager: SF\_VULKAN\_SM5

LogTargetPlatformManager: SF\_VULKAN\_ES31\_ANDROID

LogTargetPlatformManager: SF\_VULKAN\_ES31

LogTargetPlatformManager: SF\_VULKAN\_SM5\_ANDROID

LogTargetPlatformManager: SF\_VULKAN\_SM6

LogRendererCore: Ray tracing is enabled (dynamic). Reason: r.RayTracing=1 and r.RayTracing.EnableOnDemand=1.

LogRendererCore: Ray tracing shaders are enabled.

LogDerivedDataCache: Display: Memory: Max Cache Size: -1 MB

LogDerivedDataCache: FDerivedDataBackendGraph: Pak pak cache file C:/Users/Admin/Documents/Unreal Projects/MyProject56/DerivedDataCache/DDC.ddp not found, will not use a pak cache.

LogDerivedDataCache: Unable to find inner node Pak for hierarchy Hierarchy.

LogDerivedDataCache: FDerivedDataBackendGraph: CompressedPak pak cache file C:/Users/Admin/Documents/Unreal Projects/MyProject56/DerivedDataCache/Compressed.ddp not found, will not use a pak cache.

LogDerivedDataCache: Unable to find inner node CompressedPak for hierarchy Hierarchy.

LogDerivedDataCache: Display: ../../Engine/DerivedDataCache/Compressed.ddp: Opened pak cache for reading. (1350 MiB)

LogDerivedDataCache: FDerivedDataBackendGraph: EnterprisePak pak cache file ../../Enterprise/DerivedDataCache/Compressed.ddp not found, will not use a pak cache.

LogDerivedDataCache: Unable to find inner node EnterprisePak for hierarchy Hierarchy.

LogZenServiceInstance: Found Zen config default=C:/Users/Admin/AppData/Local/UnrealEngine/Common/Zen/Data

LogZenServiceInstance: InTree version at 'H:/Epic Games/UE\_5.6/Engine/Binaries/Win64/zenserver.exe' is '5.6.6-202504241958-windows-x64-release-f090a03'

LogZenServiceInstance: Installed version at 'C:/Users/Admin/AppData/Local/UnrealEngine/Common/Zen/Install/zenserver.exe' is '5.7.6-202510061608-windows-x64-release-9a1ebb9'

LogZenServiceInstance: Found existing instance running on port 8558 matching our settings, no actions needed

LogTurnkeySupport: Completed SDK detection: ExitCode = 0

LogZenServiceInstance: Display: Unreal Zen Storage Server HTTP service at [::1]:8558 status: OK!

LogZenServiceInstance: Local ZenServer AutoLaunch initialization completed in 0.908 seconds

LogDerivedDataCache: Display: ZenLocal: Using ZenServer HTTP service at http://[::1]:8558/ with namespace ue.ddc status: OK!

LogDerivedDataCache: C:/Users/Admin/AppData/Local/UnrealEngine/Common/DerivedDataCache: Speed tests took 0.01 seconds.

LogDerivedDataCache: Display: C:/Users/Admin/AppData/Local/UnrealEngine/Common/DerivedDataCache: Performance: Latency=0.02ms. RandomReadSpeed=1961.37MBs, RandomWriteSpeed=144.69MBs. Assigned SpeedClass 'Local'

LogDerivedDataCache: Local: Using data cache path C:/Users/Admin/AppData/Local/UnrealEngine/Common/DerivedDataCache: DeleteOnly

LogDerivedDataCache: ZenShared: Disabled because Host is set to 'None'

LogDerivedDataCache: Unable to find inner node ZenShared for hierarchy Hierarchy.

LogDerivedDataCache: Shared: Disabled because no path is configured.

LogDerivedDataCache: Unable to find inner node Shared for hierarchy Hierarchy.

LogDerivedDataCache: Cloud: Disabled because Host is set to 'None'

LogDerivedDataCache: Unable to find inner node Cloud for hierarchy Hierarchy.

LogShaderCompilers: Guid format shader working directory is -7 characters bigger than the processId version (C:/Users/Admin/Documents/Unreal Projects/MyProject56/Intermediate/Shaders/WorkingDirectory/18852/).

LogShaderCompilers: Cleaned the shader compiler working directory 'C:/Users/Admin/AppData/Local/Temp/UnrealShaderWorkingDir/D6B38FF24464C24384D4CFBC2735BDF5/'.

LogXGController: Cannot use XGE Controller as Incredibuild is not installed on this machine.

LogUbaHorde: Display: UBA/Horde Configuration [Uba.Provider.Horde]: Not Enabled

LogShaderCompilers: Display: Using 14 local workers for shader compilation

LogShaderCompilers: Display: Compiling shader autogen file: C:/Users/Admin/Documents/Unreal Projects/MyProject56/Intermediate/ShaderAutogen/PCD3D\_SM6/AutogenShaderHeaders.ush

LogShaderCompilers: Display: Autogen file is unchanged, skipping write.

LogSlate: Using FreeType 2.10.0

LogSlate: SlateFontServices - WITH\_FREETYPE: 1, WITH\_HARFBUZZ: 1

LogStreaming: Warning: Failed to read file '..\..\Engine/Platforms/VisionOS/Content/Editor/Slate/Launcher/Platform\_VisionOS\_128x.png' error.

LogSlate: Could not load file for Slate resource: [..\..\Engine/Platforms/VisionOS/Content/Editor/Slate/Launcher/Platform\_VisionOS\_128x.png] file: [..\..\Engine/Platforms/VisionOS/Content/Editor/Slate/Launcher/Platform\_VisionOS\_128x.png]

LogStreaming: Warning: Failed to read file '..\..\Engine/Platforms/VisionOS/Content/Editor/Slate/Launcher/Platform\_VisionOS\_24x.png' error.

LogSlate: Could not load file for Slate resource: [..\..\Engine/Platforms/VisionOS/Content/Editor/Slate/Launcher/Platform\_VisionOS\_24x.png] file: [..\..\Engine/Platforms/VisionOS/Content/Editor/Slate/Launcher/Platform\_VisionOS\_24x.png]

LogAssetRegistry: FAssetRegistry took 0.0015 seconds to start up

LogEditorDomain: Display: EditorDomain is Disabled

LogAssetRegistry: Display: AssetDataGatherer spent 0.000s loading caches C:/Users/Admin/Documents/Unreal Projects/MyProject56/Intermediate/CachedAssetRegistry\_\*.bin.

LogDeviceProfileManager: Display: Deviceprofile LinuxArm64Editor not found.

LogDeviceProfileManager: Display: Deviceprofile LinuxArm64 not found.

LogDeviceProfileManager: Active device profile: [000001E6F48DB400][000001E6D7FAC800 66] WindowsEditor

LogCsvProfiler: Display: Metadata set : deviceprofile="WindowsEditor"

LogStreaming: Display: FlushAsyncLoading(1): 1 QueuedPackages, 0 AsyncPackages

LogTextureEncodingSettings: Display: Texture Encode Speed: FinalIfAvailable (editor).

LogTextureEncodingSettings: Display: Oodle Texture Encode Speed settings: Fast: RDO Off Lambda=0, Effort=Normal Final: RDO Off Lambda=0, Effort=Normal

LogTextureEncodingSettings: Display: Shared linear texture encoding: Disabled

LogTurnkeySupport: Turnkey Platform: Win64: (Status=Invalid, MinAllowed\_Sdk=10.0.19041.0, MaxAllowed\_Sdk=10.9.99999.0, Current\_Sdk=, Allowed\_AutoSdk=10.0.22621.0, Current\_AutoSdk=, Flags="Platform\_ValidHostPrerequisites")

LogTurnkeySupport: Running Turnkey device detection: ' -ScriptsForProject="C:/Users/Admin/Documents/Unreal Projects/MyProject56/MyProject56.uproject" Turnkey -utf8output -WaitForUATMutex -command=VerifySdk -ReportFilename="C:/Users/Admin/Documents/Unreal Projects/MyProject56/Intermediate/TurnkeyReport\_1.log" -log="C:/Users/Admin/Documents/Unreal Projects/MyProject56/Intermediate/TurnkeyLog\_1.log" -project="C:/Users/Admin/Documents/Unreal Projects/MyProject56/MyProject56.uproject" -Device=Win64@DESKTOP-0JPA1HC'

LogMonitoredProcess: Running Serialized UAT: [ cmd.exe /c ""H:/Epic Games/UE\_5.6/Engine/Build/BatchFiles/RunUAT.bat" -ScriptsForProject="C:/Users/Admin/Documents/Unreal Projects/MyProject56/MyProject56.uproject" Turnkey -utf8output -WaitForUATMutex -command=VerifySdk -ReportFilename="C:/Users/Admin/Documents/Unreal Projects/MyProject56/Intermediate/TurnkeyReport\_1.log" -log="C:/Users/Admin/Documents/Unreal Projects/MyProject56/Intermediate/TurnkeyLog\_1.log" -project="C:/Users/Admin/Documents/Unreal Projects/MyProject56/MyProject56.uproject" -Device=Win64@DESKTOP-0JPA1HC" -nocompile -nocompile

euat ]

LogStreaming: Display: Flushing package /Engine/Functions/Engine\_MaterialFunctions01/Shading/PowerToRoughness (state: WaitingForIo) recursively from another package /Engine/EngineMaterials/DefaultTextMaterialOpaque (state: CreateLinkerLoadExports) will result in a partially loaded package to avoid a deadlock.

LogStreaming: Display: Package /Engine/EngineMaterials/DefaultTextMaterialOpaque is adding a dynamic import to package /Engine/Functions/Engine\_MaterialFunctions01/Shading/PowerToRoughness because of a recursive sync load

LogStreaming: Display: Flushing package /Engine/Functions/Engine\_MaterialFunctions01/Shading/PowerToRoughness (state: DeferredPostLoad) recursively from another package /Engine/EngineMaterials/DefaultTextMaterialOpaque (state: CreateLinkerLoadExports) will result in a partially loaded package to avoid a deadlock.

LogStreaming: Display: Flushing package /Engine/Functions/Engine\_MaterialFunctions01/Shading/ConvertFromDiffSpec (state: WaitingForIo) recursively from another package /Engine/EngineMaterials/DefaultTextMaterialOpaque (state: CreateLinkerLoadExports) will result in a partially loaded package to avoid a deadlock.

LogStreaming: Display: Package /Engine/EngineMaterials/DefaultTextMaterialOpaque is adding a dynamic import to package /Engine/Functions/Engine\_MaterialFunctions01/Shading/ConvertFromDiffSpec because of a recursive sync load

LogStreaming: Display: Flushing package /Engine/Functions/Engine\_MaterialFunctions01/Shading/ConvertFromDiffSpec (state: DeferredPostLoad) recursively from another package /Engine/EngineMaterials/DefaultTextMaterialOpaque (state: CreateLinkerLoadExports) will result in a partially loaded package to avoid a deadlock.

LogStreaming: Display: Flushing package /Engine/EngineMaterials/WorldGridMaterial (state: WaitingForIo) recursively from another package /Engine/EngineMaterials/DefaultTextMaterialOpaque (state: CreateLinkerLoadExports) will result in a partially loaded package to avoid a deadlock.

LogStreaming: Display: Package /Engine/EngineMaterials/DefaultTextMaterialOpaque is adding a dynamic import to package /Engine/EngineMaterials/T\_Default\_Material\_Grid\_M because of a recursive sync load

LogStreaming: Display: Package /Engine/EngineMaterials/DefaultTextMaterialOpaque is adding a dynamic import to package /Engine/EngineMaterials/T\_Default\_Material\_Grid\_N because of a recursive sync load

LogStreaming: Display: Package /Engine/EngineMaterials/DefaultTextMaterialOpaque is adding a dynamic import to package /Engine/Functions/Engine\_MaterialFunctions01/Opacity/CameraDepthFade because of a recursive sync load

LogStreaming: Display: Flushing package /Engine/EngineMaterials/DefaultDeferredDecalMaterial (state: WaitingForIo) recursively from another package /Engine/EngineMaterials/WorldGridMaterial (state: CreateLinkerLoadExports) will result in a partially loaded package to avoid a deadlock.

LogStreaming: Display: Flushing package /Engine/EngineMaterials/DefaultLightFunctionMaterial (state: WaitingForIo) recursively from another package /Engine/EngineMaterials/DefaultDeferredDecalMaterial (state: CreateLinkerLoadExports) will result in a partially loaded package to avoid a deadlock.

LogStreaming: Display: Flushing package /Engine/EngineMaterials/DefaultPostProcessMaterial (state: WaitingForIo) recursively from another package /Engine/EngineMaterials/DefaultLightFunctionMaterial (state: CreateLinkerLoadExports) will result in a partially loaded package to avoid a deadlock.

LogStreaming: Display: Package /Engine/EngineMaterials/DefaultLightFunctionMaterial is adding a dynamic import to package /Engine/EngineMaterials/DefaultDiffuse because of a recursive sync load

LogStreaming: Display: Package /Engine/EngineMaterials/DefaultLightFunctionMaterial is adding a dynamic import to package /Engine/Functions/Engine\_MaterialFunctions02/Utility/BreakOutFloat2Components because of a recursive sync load

LogStreaming: Display: Package /Engine/EngineMaterials/DefaultLightFunctionMaterial is adding a dynamic import to package /Engine/EngineMaterials/DefaultPostProcessMaterial because of a recursive sync load

LogStreaming: Display: Flushing package /Engine/EngineMaterials/DefaultPostProcessMaterial (state: DeferredPostLoad) recursively from another package /Engine/EngineMaterials/DefaultLightFunctionMaterial (state: CreateLinkerLoadExports) will result in a partially loaded package to avoid a deadlock.

LogStreaming: Display: Package /Engine/EngineMaterials/DefaultDeferredDecalMaterial is adding a dynamic import to package /Engine/EngineMaterials/DefaultLightFunctionMaterial because of a recursive sync load

LogStreaming: Display: Flushing package /Engine/EngineMaterials/DefaultLightFunctionMaterial (state: DeferredPostLoad) recursively from another package /Engine/EngineMaterials/DefaultDeferredDecalMaterial (state: CreateLinkerLoadExports) will result in a partially loaded package to avoid a deadlock.

LogStreaming: Display: Package /Engine/EngineMaterials/WorldGridMaterial is adding a dynamic import to package /Engine/EngineMaterials/DefaultDeferredDecalMaterial because of a recursive sync load

LogStreaming: Display: Flushing package /Engine/EngineMaterials/DefaultDeferredDecalMaterial (state: DeferredPostLoad) recursively from another package /Engine/EngineMaterials/WorldGridMaterial (state: CreateLinkerLoadExports) will result in a partially loaded package to avoid a deadlock.

LogStreaming: Display: Package /Engine/EngineMaterials/DefaultTextMaterialOpaque is adding a dynamic import to package /Engine/EngineMaterials/WorldGridMaterial because of a recursive sync load

LogStreaming: Display: Flushing package /Engine/EngineMaterials/WorldGridMaterial (state: DeferredPostLoad) recursively from another package /Engine/EngineMaterials/DefaultTextMaterialOpaque (state: CreateLinkerLoadExports) will result in a partially loaded package to avoid a deadlock.

LogMeshReduction: Display: Using QuadricMeshReduction for automatic static mesh reduction

LogMeshReduction: Display: Using SkeletalMeshReduction for automatic skeletal mesh reduction

LogMeshReduction: Display: Using ProxyLODMeshReduction for automatic mesh merging

LogMeshReduction: Display: No distributed automatic mesh merging module available

LogMeshMerging: No distributed automatic mesh merging module available

LogConfig: Applying CVar settings from Section [/Script/CQTest.CQTestSettings] File [Engine]

LogVirtualization: Display: VirtualizationSystem name found in ini file: None

LogVirtualization: Display: FNullVirtualizationSystem mounted, virtualization will be disabled

LogIris: FNetObjectFactoryRegistry::UnregisterFactory is unregistering factory: NetActorFactory name: NetActorFactory id: 0

LogIris: FNetObjectFactoryRegistry::UnregisterFactory is unregistering factory: NetSubObjectFactory name: NetSubObjectFactory id: 1

LogLiveCoding: Display: Starting LiveCoding

LogLiveCoding: Display: LiveCodingConsole Arguments: UnrealEditor Win64 Development

LogLiveCoding: Display: First instance in process group "UE\_MyProject56\_0x4f415ae7", spawning console

LogSlate: Border

LogSlate: BreadcrumbButton

LogSlate: Brushes.Title

LogSlate: ColorPicker.ColorThemes

LogSlate: Default

LogSlate: Icons.Save

LogSlate: Icons.Toolbar.Settings

LogSlate: ListView

LogSlate: SoftwareCursor\_CardinalCross

LogSlate: SoftwareCursor\_Grab

LogSlate: TableView.DarkRow

LogSlate: TableView.Row

LogSlate: TreeView

LogLiveCoding: Display: Waiting for server

LogTurnkeySupport: Completed device detection: Code = 0

LogWorldPartition: Display: FWorldPartitionClassDescRegistry::Initialize started...

LogWorldPartition: Display: FWorldPartitionClassDescRegistry::Initialize took 1.629 ms

LogInit: XR: Instanced Stereo Rendering is Enabled

LogInit: XR: MultiViewport is Enabled

LogInit: XR: Mobile Multiview is Disabled

LogTurnkeySupport: Turnkey Device: Win64@DESKTOP-0JPA1HC: (Name=DESKTOP-0JPA1HC, Type=Computer, Status=Valid, MinAllowed=10.0.19041.0, MaxAllowed=, Current=10.0.22631.0, Flags="Device\_InstallSoftwareValid")

LogStats: UGameplayTagsManager::InitializeManager - 0.000 s

LogAudioCaptureCore: Display: No Audio Capture implementations found. Audio input will be silent.

LogConvai: Successfully loaded AECwebtrc.dll

LogConvai: Successfully loaded convai\_client.dll

LogConvai: Successfully loaded convai\_http\_helper.dll

LogNNERuntimeORT: Available graphics and compute adapters:

LogNNERuntimeORT: No NPU adapter found with attribute DXCORE\_ADAPTER\_ATTRIBUTE\_D3D12\_GENERIC\_ML (Windows 11 Version 24H2 or newer)!

LogNNERuntimeORT: Available graphics and compute adapters:

LogNNERuntimeORT: 0: NVIDIA GeForce RTX 3050 (Compute, Graphics)

LogNNERuntimeORT: 1: Microsoft Basic Render Driver (Compute, Graphics)

LogNNERuntimeORT: No NPU adapter found!

LogNNERuntimeORT: MakeRuntimeORTDml:

LogNNERuntimeORT: DirectML: yes

LogNNERuntimeORT: RHI D3D12: yes

LogNNERuntimeORT: D3D12: yes

LogNNERuntimeORT: NPU: no

LogNNERuntimeORT: Interface availability:

LogNNERuntimeORT: GPU: yes

LogNnerRuntimeORT: RDG: yes

LogNnerRuntimeORT: NPU: no

LogNnerRuntimeORT: Available graphics and compute adapters:

LogNnerRuntimeORT: No NPU adapter found with attribute DXCORE\_ADAPTER\_ATTRIBUTE\_D3D12\_GENERIC\_ML (Windows 11 Version 24H2 or newer!)

LogNnerRuntimeORT: Available graphics and compute adapters:

LogNnerRuntimeORT: 0: NVIDIA GeForce RTX 3050 (Compute, Graphics)

LogNnerRuntimeORT: 1: Microsoft Basic Render Driver (Compute, Graphics)

LogNnerRuntimeORT: No NPU adapter found!

LogMetaSound: Display: MetaSound Page Target Initialized to 'Default'

LogAudio: Display: Registering Engine Module Parameter Interfaces...

LogMetaSound: MetaSound Engine Initialized

LogNiagaraDebuggerClient: Niagara Debugger Client Initialized | Session: DEA7200AF58E44F5800000000007400 | Instance: 20EDFE3D4CD43F7E642ADCAF4E3B081B (DESKTOP-OJPA1HC-18852).

LogLiveCoding: Display: Successfully initialized, removing startup thread

LogUdpMessaging: Display: Work queue size set to 1024.

LogUdpMessaging: Initializing bridge on interface 0.0.0.0 to multicast group 230.0.0.1:6666.

LogUdpMessaging: Display: Unicast socket bound to '0.0.0.0:50152'.

LogUdpMessaging: Display: Added local interface '172.16.10.113' to multicast group '230.0.0.1:6666'

LogUdpMessaging: Display: Added local interface '192.168.56.1' to multicast group '230.0.0.1:6666'

LogUdpMessaging: Display: Using asynchronous task graph for message deserialization.

LogTcpMessaging: Initializing TcpMessaging bridge

LogChaosVDEditor: [FChaosVDExtensionsManager::RegisterExtension] Registering CVD Extension [FChaosVDGenericDebugDrawExtension] ...

LogChaosVDEditor: [FChaosVDExtensionsManager::RegisterExtension] Registering CVD Extension [FChaosVDAccelerationStructuresExtension] ...

LogTimingProfiler: Initialize

LogTimingProfiler: OnSessionChanged

LoadingProfiler: Initialize

LoadingProfiler: OnSessionChanged

LogNetworkingProfiler: Initialize

LogNetworkingProfiler: OnSessionChanged

LogMemoryProfiler: Initialize

LogMemoryProfiler: OnSessionChanged

LogConfig: Applying CVar settings from Section [/Script/NNEDenoiser.NNEDenoiserSettings] File [Engine]

LogAndroidPermission: UAndroidPermissionCallbackProxy::GetInstance

LogAudioCaptureCore: Display: No Audio Capture implementations found. Audio input will be silent.

LogAudioCaptureCore: Display: No Audio Capture implementations found. Audio input will be silent.

LogTemp: OpenXR ignores max viewport resolution in editor to support full HMD resolutions.

SourceControl: Revision control is disabled

LogStreaming: Warning: Failed to read file '..\..\Engine/Content/Slate/Icons/doc\_16x.png' error.

LogSlate: Could not load file for Slate resource: [..\..\Engine/Content/Slate/Icons/doc\_16x.png] file: [..\..\Engine/Content/Slate/Icons/doc\_16x.png]

LogStreaming: Warning: Failed to read file '..\..\Engine/Content/Slate/Common/ButtonHoverHint.png' error.

LogSlate: Could not load file for Slate resource: [..\..\Engine/Content/Slate/Common/ButtonHoverHint.png] file: [..\..\Engine/Content/Slate/Common/ButtonHoverHint.png]

SourceControl: Revision control is disabled

LogVSAccessor: Display: Unable to create Visual Studio setup instance: 80040154

LogCollectionManager: Loaded 0 collections in 0.000393 seconds

LogFileCache: Scanning file cache for directory 'C:/Users/Admin/Documents/Unreal Projects/MyProject56/Saved/Collections/' took 0.00s

LogFileCache: Scanning file cache for directory 'C:/Users/Admin/Documents/Unreal Projects/MyProject56/Content/Developers/Admin/Collections/' took 0.00s

LogFileCache: Scanning file cache for directory 'C:/Users/Admin/Documents/Unreal Projects/MyProject56/Content/Collections/' took 0.00s

LogStreaming: Warning: Failed to read file '..\..\Engine/Platforms/VisionOS/Content/Editor/Slate/Launcher/Platform\_VisionOS\_24x.png' error.

LogSlate: Could not load file for Slate resource: [..\..\Engine/Platforms/VisionOS/Content/Editor/Slate/Launcher/Platform\_VisionOS\_24x.png] file: [..\..\Engine/Platforms/VisionOS/Content/Editor/Slate/Launcher/Platform\_VisionOS\_24x.png]

LogStreaming: Warning: Failed to read file '..\..\Engine/Platforms/VisionOS/Content/Editor/Slate/Launcher/Platform\_VisionOS\_128x.png' error.

LogSlate: Could not load file for Slate resource: [..\..\Engine/Platforms/VisionOS/Content/Editor/Slate/Launcher/Platform\_VisionOS\_128x.png] file: [..\..\Engine/Platforms/VisionOS/Content/Editor/Slate/Launcher/Platform\_VisionOS\_128x.png]

LogStreaming: Warning: Failed to read file '..\..\Engine/Content/Slate/Icons/doc\_16x.png' error.

LogStreaming: Warning: Failed to read file '..\..\Engine/Content/Slate/Common/ButtonHoverHint.png' error.

LogSlate: Could not load file for Slate resource: [..\..\Engine/Content/Slate/Common/ButtonHoverHint.png] file: [..\..\Engine/Content/Slate/Common/ButtonHoverHint.png]

LogSlate: Could not load file for Slate resource: [..\..\Engine/Content/Slate/Icons/doc\_16x.png] file: [..\..\Engine/Content/Slate/Icons/doc\_16x.png]

LogEOSSDK: LogEOS: [Boot] EOSSDK Version 1.17.0-41373641 booting at 2026-05-21T08:21:32.292Z using C

LogEOSSDK: LogEOS: [Boot] EOSSDK Platform Properties [OS=Windows/10.0.22621.5624.64bit, ClientId=xyza7891REBVsEqSJRRNXmIS7EQHM459, ProductId=86f32f1151354e7cb39c12f8ab2c22a3, SandboxId=a01927f7421a4d4995673fe30ef46945, DeploymentId=a652a72ea1664dcab3a467891eea5f30, ProductName=MyProject56, ProductVersion=++UE5+Release-5.6-CL-44394996, IsServer=false, Flags=DisableOverlay]

LogEOSSDK: LogEOSAnalytics: Start Session (User: ...)

LogEOSSDK: LogEOSOverlay: Overlay will not load, because it was explicitly disabled when creating the platform

LogEOSSDK: LogEOSAntiCheat: [AntiCheatClient] Anti-cheat client not available. Verify that the game was started using the anti-cheat bootstrapper if you intend to use it.

LogEOSSDK: LogEOS: SetApplicationStatus - OldStatus: EOS\_AS\_Foreground, NewStatus: EOS\_AS\_Foreground, Current Time: 0001.01.01-00.00.00

LogEOSSDK: LogEOS: SetNetworkStatus - OldStatus: EOS\_NS\_Online, NewStatus: EOS\_NS\_Online

LogEOSSDK: LogEOS: Updating Platform SDK Config, Time: 0.000044

LogFab: Plugin initialized. VersionName: 0.0.9 (Version: 9) - Engine Version 5.6.1-44394996+++UE5+Release-5.6

LogUObjectArray: 43911 objects as part of root set at end of initial load.

LogUObjectArray: CloseDisregardForGC: 0/0 objects in disregard for GC pool

LogEngine: Initializing Engine...

LogTedsSettings: UTedsSettingsEditorSubsystem::Initialize

LogStylusInput: Initializing StylusInput subsystem.

LogTextureFormatOodle: Display: Oodle Texture loading DLL: oo2tex\_win64\_2.9.11.dll

LogTextureFormatOodle: Display: Oodle Texture loading DLL: oo2tex\_win64\_2.9.12.dll

LogChaosDD: Creating Chaos Debug Draw Scene for world Untitled

LogRenderer: SceneCulling instance hierarchy is disabled as UseNanite(PCD3D\_SM6) returned false, for scene: 'World /Temp/Untitled\_0.Untitled'.

LogNetVersion: Set ProjectVersion to 1.0.0.0. Version Checksum will be recalculated on next use.

LogInit: Texture streaming: Enabled

LogAnalytics: Display: [UEEditor.Rocket.Release] AnalyticsET::StartSession ( APIServer = https://datarouter.ol.epicgames.com/datarouter/api/v1/public/data. AppVersion = 5.6.1-44394996+++UE5+Release-5.6 )

LogAudio: Display: Initializing Audio Device Manager...

LogAudio: Display: Loading Default Audio Settings Objects...

LogAudio: Display: No default SoundConcurrencyObject specified (or failed to load).

LogAudio: Display: Audio Device Manager Initialized

LogAudio: Display: Creating Audio Device: Id: 1, Scope: Shared, Realtime: True

LogAudioMixer: Display: Audio Mixer Platform Settings:

LogAudioMixer: Display: Sample Rate: 48000

LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

LogAudioMixer: Display: Number of buffers to queue: 1

LogAudioMixer: Display: Max Channels (voices): 32

LogAudioMixer: Display: Number of Async Source Workers: 4

LogAudio: Display: AudioDevice MaxSources: 32

LogAudio: Display: Audio Spatialization Plugin: None (built-in).

LogAudio: Display: Audio Reverb Plugin: None (built-in).

LogAudio: Display: Audio Occlusion Plugin: None (built-in).

LogAudioMixer: Display: Initializing audio mixer using platform API: 'XAudio2'

LogAudioMixer: Display: Using Audio Hardware Device Headphones (3- High Definition Audio Device)

LogAudioMixer: Display: Initializing Sound Submixes...

LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called. InstanceID=1

LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048, InstanceID=1

LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal(), InstanceID=1

LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time. InstanceID=1

LogInit: FAudioDevice initialized with ID 1.

LogAudio: Display: Audio Device (ID: 1) registered with world 'Untitled'.

LogAudioMixer: Initializing Audio Bus Subsystem for audio device with ID 1

LogCsvProfiler: Display: Metadata set : largeworldcoordinates="1"

LogInit: Undo buffer set to 256 MB

LogInit: Transaction tracking system initialized

LogSourceControl: Display: Uncontrolled Changelist persistency file loaded C:/Users/Admin/Documents/Unreal Projects/MyProject56/Saved/SourceControl/UncontrolledChangelists.json

LocalizationService: Localization service is disabled

LogAndroidRuntimeSettings: Display: Enabled Package for Meta Quest devices.

The following settings have been applied:

LogAndroidRuntimeSettings: Display: Support arm64: 1.

LogAndroidRuntimeSettings: Display: Support Vulkan: 1.

LogAndroidRuntimeSettings: Display: Support x86\_64: 0.

LogAndroidRuntimeSettings: Display: Support Vulkan Desktop: 0.

LogAndroidRuntimeSettings: Display: Support OpenGL ES3.2: 0.

LogVSAccessor: Display: Unable to create Visual Studio setup instance: 80040154

LogPython: Python enabled via CVar 'Engine.Python.IsEnabledByDefault'

LogPython: Using Python 3.11.8

LogPython: Display: No pip-enabled plugins with python dependencies found, skipping

LogFileCache: Scanning file cache for directory 'C:/Users/Admin/Documents/Unreal Projects/MyProject56/Content/' took 0.05s

LogRenderer: Requested compilation of Path Tracing RTPSOs (8 permutations).

LogConvaiEditor: ConvaiEditor: Editor UI enabled - initializing full module

LogWebBrowser: Loaded CEF3 version 90.6.7.2358 from H:/Epic Games/UE\_5.6/Engine/Binaries/ThirdParty/CEF3/Win64/

LogConvaiEditorConfig: Configuration validation completed - 0 issues found

LogConvaiEditor: CircuitBreaker 'ContentFeedCDN\_announcements-common' initialized

LogConvaiEditor: CircuitBreaker 'ContentFeedCDN\_announcements-unreal' initialized

LogLevelSequenceEditor: LevelSequenceEditor subsystem initialized.

LogEditorDataStorage: Initializing

LogEditorDataStorage: Initialized

LogCore: Display: GameplayInsights module auto-connecting to local trace server...

LogInit: Display: Engine is initialized. Leaving FEngineLoop::Init()

SourceControl: Revision control is disabled

LogUnrealEdMisc: Loading editor; pre map load, took 7.224

LogAssetRegistry: Display: Triggering cache save on discovery complete

Cmd: MAP LOAD FILE="C:/Users/Admin/Documents/Unreal Projects/MyProject56/Content/VRTemplate/Maps/VRTemplateMap.umap" TEMPLATE=0 SHOWPROGRESS=1 FEATURELEVEL=4

LogWorld: UWorld::CleanupWorld for Untitled, bSessionEnded=true, bCleanupResources=true

LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

LogAudio: Display: Audio Device unregistered from world 'None'.

LogUObjectHash: Compacting FUObjectHashTables data took 0.47ms

LogAssetRegistry: Display: Asset registry cache written as 84.9 MiB to C:/Users/Admin/Documents/Unreal Projects/MyProject56/Intermediate/CachedAssetRegistry\_\*.bin

LogStreaming: Display: Flushing package /Game/MetaHumans/Common/Common/IK\_metahuman (state: WaitingForIo) recursively from another package /Game/MetaHumans/Common/Common/RTG\_metahuman\_base\_skel\_AnimBP (state: CreateLinkerLoadExports) will result in a partially loaded package to avoid a deadlock.

LogStreaming: Display: Package /Game/MetaHumans/Common/Common/RTG\_metahuman\_base\_skel\_AnimBP is adding a dynamic import to package /Game/MetaHumans/Common/Common/IK\_metahuman because of a recursive sync load

LogStreaming: Display: Flushing package /Game/MetaHumans/Common/Common/IK\_metahuman (state: DeferredPostLoad) recursively from another package /Game/MetaHumans/Common/Common/RTG\_metahuman\_base\_skel\_AnimBP (state: CreateLinkerLoadExports) will result in a partially loaded package to avoid a deadlock.

LogBlueprint: Warning: [AssetLog] H:\Epic Games\UE\_5.6\Engine\Plugins\Marketplace\AIforNPC6396182c7afaV7\Content\Core\ConvaiBasePlayer.uasset: [Compiler] SCS Node component template ConvaiPlayer has been recreated because it was unexpectedly not owned by the class

LogTextureFormatOodle: Display: Oodle Texture loading DLL: oo2tex\_win64\_2.9.8.dll

LogInterchangeEngine: Display: Missing Interchange reimport data for Texture2D /Game/MetaHumans/Common/Materials/Textures/Clothing/Macros/macro\_pilling\_N.macro\_pilling\_N

LogInterchangeEngine: Display: Missing Interchange reimport data for Texture2D /Game/MetaHumans/Common/Materials/Textures/Clothing/Micros/micro\_knit\_front\_N.micro\_knit\_front\_N

LogTextureFormatOodle: Display: Oodle Texture loading DLL: oo2tex\_win64\_2.9.7.dll

LogSkeletalMesh: Building Skeletal Mesh m\_med\_nrw\_body...

LogAssetGuideline: Detected ini branch name Engine from filename /Config/DefaultEngine.ini

LogAssetGuideline: Detected ini branch name Engine from filename /Config/DefaultEngine.ini

LogAssetGuideline: Detected ini branch name Engine from filename /Config/DefaultEngine.ini

LogAssetGuideline: Detected ini branch name Engine from filename /Config/DefaultEngine.ini

LogSkeletalMesh: Skeletal mesh [/Game/MetaHumans/Gavin/Male/Medium/NormalWeight/Body/m\_med\_nrw\_body.m\_med\_nrw\_body]: The derived data key is different after the build. Save the asset to avoid rebuilding it everytime the editor load it.

LogSkeletalMesh: Built Skeletal Mesh [0.26s] /Game/MetaHumans/Gavin/Male/Medium/NormalWeight/Body/m\_med\_nrw\_body.m\_med\_nrw\_body

LogSkeletalMesh: Building Skeletal Mesh m\_med\_nrw\_shs\_oxfords...

LogSkeletalMesh: Skeletal mesh [/Game/MetaHumans/Common/Male/Medium/NormalWeight/Shoes/Oxfords/m\_med\_nrw\_shs\_oxfords.m\_med\_nrw\_shs\_oxfords]: The derived data key is different after the build. Save the asset to avoid rebuilding it everytime the editor load it.

LogSkeletalMesh: Built Skeletal Mesh [0.09s] /Game/MetaHumans/Common/Male/Medium/NormalWeight/Shoes/Oxfords/m\_med\_nrw\_shs\_oxfords.m\_med\_nrw\_shs\_oxfords

LogSkeletalMesh: Building Skeletal Mesh m\_med\_nrw\_top\_shirt\_nrm...

LogAudio: Display: Audio Device (ID: 1) registered with world 'VRTemplateMap'.

LogChaosDD: Creating Chaos Debug Draw Scene for world VRTemplateMap

LogRenderer: SceneCulling instance hierarchy is disabled as UseNanite(PCD3D\_SM6) returned false, for scene: 'World /Game/VRTemplate/Maps/VRTemplateMap.VRTemplateMap'.

LogSkeletalMesh: Display: Waiting for skinned assets to be ready 0/1 (Gavin\_FaceMesh) ...

LogSkeletalMesh: Skeletal mesh [/Game/MetaHumans/Common/Male/Medium/NormalWeight/Tops/Shirt/m\_med\_nrw\_top\_shirt\_nrm.m\_med\_nrw\_top\_shirt\_nrm]: The derived data key is different after the build. Save the asset to avoid rebuilding it everytime the editor load it.

LogSkeletalMesh: Built Skeletal Mesh [0.42s] /Game/MetaHumans/Common/Male/Medium/NormalWeight/Tops/Shirt/m\_med\_nrw\_top\_shirt\_nrm.m\_med\_nrw\_top\_shirt\_nrm

LogSkeletalMesh: Building Skeletal Mesh Gavin\_FaceMesh...

LogSkeletalMesh: Display: /Game/MetaHumans/Gavin/Face/Gavin\_FaceMesh.Gavin\_FaceMesh ComputeTangents MikkTSpace function: Compute a zero length normal vector.

LogSkeletalMesh: Skeletal mesh [/Game/MetaHumans/Gavin/Face/Gavin\_FaceMesh.Gavin\_FaceMesh]: The derived data key is different after the build. Save the asset to avoid rebuilding it everytime the editor load it.

LogSkeletalMesh: Built Skeletal Mesh [6.90s] /Game/MetaHumans/Gavin/Face/Gavin\_FaceMesh.Gavin\_FaceMesh

LogSkeletalMesh: Building Skeletal Mesh m\_med\_nrw\_btm\_slacks\_nrm...

LogSkeletalMesh: Display: Waiting for skinned assets to be ready 0/1 (m\_med\_nrw\_btm\_slacks\_nrm) ...

LogSkeletalMesh: Skeletal mesh [/Game/MetaHumans/Common/Male/Medium/NormalWeight/Bottoms/Slacks/m\_med\_nrw\_btm\_slacks\_nrm.m\_med\_nrw\_btm\_slacks\_nrm]: The derived data key is different after the build. Save the asset to avoid rebuilding it everytime the editor load it.

LogSkeletalMesh: Built Skeletal Mesh [0.37s]  
/Game/MetaHumans/Common/Male/Medium/NormalWeight/Bottoms/Slacks/m\_med\_nrw\_btm\_slacks\_nrm.m\_med\_nrw\_btm\_slacks\_nrm

LogSlate: New Slate User Created. Platform User Id 8, User Index 8, Is Virtual User: 1

LogSlate: Slate User Registered. User Index 8, Is Virtual User: 1

ConvaiPlayerLog: UConvaiPlayerComponent: Found submix "AudioInput"

LogEditorServer: Finished looking for orphan Actors (0.000 secs)

LogScript: Warning: Script Msg: No world was found for object (/Engine/Transient.Default\_\_BP\_ConvaiPlayerComponent\_C) passed in to UEngine::GetWorldFromContextObject().

ConvaiUtilsLog: Warning: Could not get pointer to a GameInstance

ConvaiUtilsLog: Warning: Could not get pointer to a GameInstance

LogUObjectHash: Compacting FUObjectHashTables data took 1.06ms

Cmd: MAP CHECKDEP NOCLEARLOG

MapCheck: Map check complete: 0 Error(s), 0 Warning(s), took 0.053ms to complete.

LogUnrealEdMisc: Total Editor Startup Time, took 28.946

LogConvaiEditor: ConvaiEditor: Editor initialization complete - initializing UI

LogConvaiEditor: CircuitBreaker 'ContentFeedCDN\_changelogs-unreal' initialized

LogConvaiEditor: CircuitBreaker 'GitHubAPI' initialized

LogConvaiEditorConfig: Configuration validation completed - 0 issues found

LogPlacementMode: Display: The Asset Registry is not yet fully loaded so some placeable classes might be missing.

LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

LogHairStrands: Display: Waiting for groom bindings to be ready 0/1 (Peachfuzz\_M\_Thin\_f\_head\_Archetype\_Binding) ...

LogPakFile: Initializing PakPlatformFile

LogPakFile: Display: Mounted Pak file 'H:/Epic Games/UE\_5.6/FeaturePacks/StarterContent.upack', mount point: 'root:/'

LogPakFile: Initializing PakPlatformFile

LogPakFile: Display: Mounted Pak file 'H:/Epic Games/UE\_5.6/FeaturePacks/TP\_FirstPerson.upack', mount point: 'root:/'

LogPakFile: Initializing PakPlatformFile

LogPakFile: Display: Mounted Pak file 'H:/Epic Games/UE\_5.6/FeaturePacks/TP\_FirstPersonBP.upack', mount point: 'root:/'

LogPakFile: Initializing PakPlatformFile

LogPakFile: Display: Mounted Pak file 'H:/Epic Games/UE\_5.6/FeaturePacks/TP\_HandheldARBP.upack', mount point: 'root:/'

LogPakFile: Initializing PakPlatformFile

LogPakFile: Display: Mounted Pak file 'H:/Epic Games/UE\_5.6/FeaturePacks/TP\_ThirdPerson.upack', mount point: 'root:/'

LogPakFile: Initializing PakPlatformFile

LogPakFile: Display: Mounted Pak file 'H:/Epic Games/UE\_5.6/FeaturePacks/TP\_ThirdPersonBP.upack', mount point: 'root:/'

LogPakFile: Initializing PakPlatformFile

LogPakFile: Display: Mounted Pak file 'H:/Epic Games/UE\_5.6/FeaturePacks/TP\_TopDown.upack', mount point: 'root:/'

LogPakFile: Initializing PakPlatformFile

LogPakFile: Display: Mounted Pak file 'H:/Epic Games/UE\_5.6/FeaturePacks/TP\_TopDownBP.upack', mount point: 'root:/'

LogPakFile: Initializing PakPlatformFile

LogPakFile: Display: Mounted Pak file 'H:/Epic Games/UE\_5.6/FeaturePacks/TP\_VehicleAdvBP.upack', mount point: 'root:/'

LogPakFile: Initializing PakPlatformFile

LogPakFile: Display: Mounted Pak file 'H:/Epic Games/UE\_5.6/FeaturePacks/TP\_VirtualRealityBP.upack', mount point: 'root/'

LogSlate: Took 0.000073 seconds to synchronously load lazily loaded font '..../Engine/Content/Slate/Fonts/Roboto-Regular.ttf' (155K)

LogSlate: Took 0.000056 seconds to synchronously load lazily loaded font '..../Engine/Content/Slate/Fonts/DroidSansMono.ttf' (77K)

LogSlate: Took 0.000606 seconds to synchronously load lazily loaded font '..../Engine/Content/Slate/Fonts/Roboto-Bold.ttf' (160K)

LogStall: Startup...

LogStall: Startup complete.

LogLoad: (Engine Initialization) Total time: 31.61 seconds

Cmd: Log LogWebBrowser off

LogWebBrowser Fatal

Cmd: Log LogCEF off

LogHttp: Warning: HTTP request timed out after 3.00 seconds URL=https://www.google.com

LogContentStreaming: Texture pool size now 1000 MB

LogCsvProfiler: Display: Metadata set : streamingpoolsize="1000"

LogNiagara: Compiling System NiagaraSystem /HairStrands/Emitters/StableSpringsSystem.StableSpringsSystem took 2.565923 sec (time since issued).

LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

LogPython: Display: Running start-up script H:/Epic Games/UE\_5.6/Engine/Plugins/Animation/ControlRig/Content/Python/init\_unreal.py... started...

LogPython: registering <class 'ControlRigWorkflows.workflow\_deformation\_rig\_preset.provider'>

LogPython: Display: Running start-up script H:/Epic Games/UE\_5.6/Engine/Plugins/Animation/ControlRig/Content/Python/init\_unreal.py... took 25.264 ms

LogFileCache: Retrieving MD5 hashes for directory 'C:/Users/Admin/Documents/Unreal Projects/MyProject56/Content/' took 0.72s

LogConvaiEditorConfig: ContentFeedProvider selected endpoint: https://raw.githubusercontent.com/Conv-AI/convai-plugin-content/main/announcements-unreal.json (code=200, lastUpdated=2025-11-15T12:00:00.000Z)

LogConvaiEditorConfig: ContentFeedProvider selected endpoint: https://raw.githubusercontent.com/Conv-AI/convai-plugin-content/main/changelogs-unreal.json (code=200, lastUpdated=2026-02-11T12:00:00.000Z)

LogConvaiEditorConfig: ContentFeedProvider selected endpoint: https://raw.githubusercontent.com/Conv-AI/convai-plugin-content/main/announcements-common.json (code=200, lastUpdated=2026-03-11T12:00:00.000Z)

LogAssetRegistry: AssetRegistryGather time 0.1227s: AssetDataDiscovery 0.0207s, AssetDataGather 0.0576s, StoreResults 0.0443s. Wall time 28.4230s.

NumCachedDirectories 366. NumUncachedDirectories 1540. NumCachedFiles 8658. NumUncachedFiles 0.

BackgroundTickInterruptions 2.

LogPlacementMode: Display: The Asset Registry is done with its initial scan, the list of placeable classes has been updated.

LogCollectionManager: Fixed up redirectors for 0 collections in 0.000000 seconds (updated 0 objects)

LogSourceControl: Uncontrolled asset discovery started...

LogNiagara: Compiling System NiagaraSystem /Game/VRTemplate/VFX/NS\_TeleportTrace.NS\_TeleportTrace took 3.982219 sec (time since issued).

LogSourceControl: Uncontrolled asset discovery finished in 0.132254 seconds (Found 8634 uncontrolled assets)

LogEOSSDK: LogEOS: SDK Config Platform Update Request Successful, Time: 27.121155

LogEOSSDK: LogEOSAnalytics: EOS SDK Analytics disabled for route [1].

LogEOSSDK: LogEOS: Updating Product SDK Config, Time: 27.458000

LogEOSSDK: LogEOSAnalytics: Start Session (User: ...)

LogEOSSDK: LogEOS: SDK Config Product Update Request Successful, Time: 29.710182

LogEOSSDK: LogEOS: SDK Config Data - Watermark: -1745642100

LogEOSSDK: LogEOS: ScheduleNextSDKConfigDataUpdate - Time: 29.710182, Update Interval: 317.582336

LogDebuggerCommands: Repeating last play command: Selected Viewport

LogPlayLevel: PlayLevel: No blueprints needed recompiling

LogOnline: OSS: Created online subsystem instance for: NULL

LogOnline: OSS: TryLoadSubsystemAndSetDefault: Loaded subsystem for type [NULL]

LogPlayLevel: Creating play world package: /Game/VRTemplate/Maps/UEDPIE\_0\_VRTemplateMap

LogPlayLevel: PIE: StaticDuplicateObject took: (0.021289s)

LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/VRTemplate/Maps/VRTemplateMap.VRTemplateMap to /Game/VRTemplate/Maps/UEDPIE\_0\_VRTemplateMap.VRTemplateMap (0.021332s)

LogUObjectHash: Compacting FUObjectHashTables data took 0.48ms

LogChaosDD: Creating Chaos Debug Draw Scene for world VRTemplateMap

LogRenderer: SceneCulling instance hierarchy is disabled as UseNanite(PCD3D\_SM6) returned false, for scene: 'World /Game/VRTemplate/Maps/UEDPIE\_0\_VRTemplateMap.VRTemplateMap'.

LogPlayLevel: PIE: World Init took: (0.001356s)

LogAudio: Display: Creating Audio Device: Id: 2, Scope: Unique, Realtime: True

LogAudioMixer: Display: Audio Mixer Platform Settings:

LogAudioMixer: Display: Sample Rate: 48000

LogAudioMixer: Display: Callback Buffer Frame Size Requested: 1024

LogAudioMixer: Display: Callback Buffer Frame Size To Use: 1024

LogAudioMixer: Display: Number of buffers to queue: 1

LogAudioMixer: Display: Max Channels (voices): 32

LogAudioMixer: Display: Number of Async Source Workers: 4

LogAudio: Display: AudioDevice MaxSources: 32

LogAudio: Display: Audio Spatialization Plugin: None (built-in).

LogAudio: Display: Audio Reverb Plugin: None (built-in).

LogAudio: Display: Audio Occlusion Plugin: None (built-in).

LogAudioMixer: Display: Initializing audio mixer using platform API: 'XAudio2'

LogAudioMixer: Display: Using Audio Hardware Device Headphones (3- High Definition Audio Device)

LogAudioMixer: Display: Initializing Sound Submixes...

LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'

LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'

LogAudioMixer: FMixerPlatformXAudio2::StartAudioStream() called. InstanceID=2

LogAudioMixer: Display: Output buffers initialized: Frames=1024, Channels=2, Samples=2048, InstanceID=2

LogAudioMixer: Display: Starting AudioMixerPlatformInterface::RunInternal(), InstanceID=2

LogInit: FAudioDevice initialized with ID 2.

LogAudioMixer: Display: FMixerPlatformXAudio2::SubmitBuffer() called for the first time. InstanceID=2

LogAudio: Display: Audio Device (ID: 2) registered with world 'VRTemplateMap'.

LogAudioMixer: Initializing Audio Bus Subsystem for audio device with ID 2

LogLoad: Game class is 'VRGameMode\_C'

LogWorld: Bringing World /Game/VRTemplate/Maps/UEDPIE\_0\_VRTemplateMap.VRTemplateMap up for play (max tick rate 0) at 2026.05.21-13.52.33

LogWorld: Bringing up level for play took: 0.038428

LogOnline: OSS: Created online subsystem instance for: :Context\_1

LogGameMode: FindPlayerStart: PATHS NOT DEFINED or NO PLAYERSTART with positive rating

ConvaiFaceSyncLog: LipSyncTimeOffset: -0.030000s

ConvaiChatbotComponentLog: Auto Initializing Session

ConvaiSubsystemLog: ConvaiClient Version: 0.1.4

ConvaiDefinitionsLog: End User ID not provided, using Device ID: 6a9b726f-d54e-4627-a2e3-02ff631501b8

ConvaiConnectionManagerLog: Character [1298e5ce-543b-11f1-a860-42010a7be02e]: New connection established successfully

ConvaiChatbotComponentLog: Session started for character ID: 1298e5ce-543b-11f1-a860-42010a7be02e

ConvaiSubsystemLog: Connecting to Convai service with parameters:

ConvaiSubsystemLog: StreamURL: https://realtime-api.convai.com/connect

ConvaiSubsystemLog: CharacterID: 1298e5ce-543b-11f1-a860-42010a7be02e

ConvaiSubsystemLog: ConnectionType: audio

ConvaiSubsystemLog: LLMProvider: dynamic

ConvaiSubsystemLog: BlendshapeProvider: neurosync

ConvaiSubsystemLog: BlendshapeFormat: mha

ConvaiSubsystemLog: EmotionProvider: nrclex

ConvaiSubsystemLog: EndUserID: 6a9b726f-d54e-4627-a2e3-02ff631501b8

ConvaiSubsystemLog: EndUserMetadata:

ConvaiSubsystemLog: ChunkSize: 10

ConvaiSubsystemLog: OutputFPS: 90

ConvaiSubsystemLog: FramesBufferDuration: 0.000000

ConvaiSubsystemLog: InvocationMetadata - ExtraMetadata: {

  "convai\_plugin\_version": "4.0.0-beta.15",

  "platform": "Windows",

  "ue\_version": "5.6.1-44394996+++UE5+Release-5.6",

  "app\_name": "MyProject56",

  "convai\_client\_version": "0.1.4"

}

Cmd: voice.MicNoiseGateThreshold 0.01

voice.MicNoiseGateThreshold = "0.01"

Cmd: voice.SilenceDetectionThreshold 0.001

voice.SilenceDetectionThreshold = "0.001"

ConvaiPlayerLog: Registered with ConvaiSubsystem and bound to server connection state changes

PIE: Server logged in

PIE: Play in editor total start time 0.179 seconds.

ConvaiSubsystemLog: OnConnectedToServer called

ConvaiReferenceAudioThread: ConvaiReferenceAudioThread created with chunk size: 480

ConvaiReferenceAudioThread: ConvaiReferenceAudioThread initialized

ConvaiReferenceAudioThread: ConvaiReferenceAudioThread started running

ConvaiReferenceAudioThread: Reference audio capture started

ConvaiSubsystemLog: Started reference audio capture thread

ConvaiPlayerLog: Server connection state changed: 2

ConvaiPlayerLog: Server connected and auto-initialize enabled - starting session

ConvaiPlayerLog: Started Streaming Audio

ConvaiAudioLog: Using Microphone (3- High Definition Audio Device) as Audio capture device with NumChannels:2 and SampleRate:44100

LogAudioCaptureCore: Display: WasapiCapture AudioFormat SampeRate: 44100, BitDepth: 32-Bit Floating Point

ConvaiPlayerLog: Started default audio capture

ConvaiChatbotComponentLog: OnConnectedToServer

ConvaiSubsystemLog: 🍌 Attendee connected: convai-bot

ConvaiChatbotComponentLog: OnAttendeeConnected

ConvaiSubsystemLog: Attendee ID: convai-bot, Data: {"data":{"animation":"neurosync","llm\_model":"gemini-3.1-flash-lite","llm\_provider":"gemini","stt":"SONIOX","tts":"ConvaiGoogleHttpTTSService","type":"session-config"},"label":"rtvi-ai","type":"server-message"}

ConvaiSubsystemLog: Warning: OnDataPacketReceived: Unknown server type 'session-config'.

ConvaiSubsystemLog: Attendee ID: convai-bot, Data: {"data":{"about":{"library":"pipecat-ai","library\_version":"1.1.0"},"version":"1.2.0"},"id":"","label":"rtvi-ai","type":"bot-ready"}

LogViewport: Display: Viewport MouseLockMode Changed, LockOnCapture -> LockAlways

LogViewport: Display: Viewport HideCursorDuringCapture Changed, False -> True

LogViewport: Display: Viewport MouseCaptureMode Changed, CapturePermanently\_IncludingInitialMouseDown -> CaptureDuringMouseDown

LogViewport: Display: Viewport MouseLockMode Changed, LockAlways -> LockOnCapture

LogViewport: Display: Viewport MouseCaptureMode Changed, CaptureDuringMouseDown -> CapturePermanently

ConvaiFaceSyncLog: ConvaiStopLipSync: Stopping lipsync - bIsPlaying: false, bIsPaused: false, TotalFrames: 0, FramesRemaining: 0, TotalDuration: 0.000, TimePlayed: 0.000, TimeRemaining: 0.000, TotalPausedDuration: 0.000

ConvaiChatbotComponentLog: Character interrupted by user speaking

LogViewport: Display: Viewport MouseLockMode Changed, LockOnCapture -> LockAlways

LogViewport: Display: Viewport MouseCaptureMode Changed, CapturePermanently -> CaptureDuringMouseDown

LogViewport: Display: Viewport MouseLockMode Changed, LockAlways -> LockOnCapture

LogViewport: Display: Viewport MouseCaptureMode Changed, CaptureDuringMouseDown -> CapturePermanently

ConvaiFaceSyncLog: ConvaiStopLipSync: Stopping lipsync - bIsPlaying: false, bIsPaused: false, TotalFrames: 0, FramesRemaining: 0, TotalDuration: 0.000, TimePlayed: 0.000, TimeRemaining: 0.000, TotalPausedDuration: 0.000

ConvaiChatbotComponentLog: Character interrupted by user speaking

LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

LogWorld: BeginTearingDown for /Game/VRTemplate/Maps/UEDPIE\_0\_VRTemplateMap

LogCrowdFollowing: Warning: Unable to find RecastNavMesh instance while trying to create UCrowdManager instance

ConvaiFaceSyncLog: ConvaiStopLipSync: Stopping lipsync - bIsPlaying: false, bIsPaused: false, TotalFrames: 0, FramesRemaining: 0, TotalDuration: 0.000, TimePlayed: 0.000, TimeRemaining: 0.000, TotalPausedDuration: 0.000

ConvaiConnectionManagerLog: Character [1298e5ce-543b-11f1-a860-42010a7be02e]: Connection released — TTL is 0, disconnecting immediately

ConvaiSubsystemLog: 🚫 Attendee disconnected via session disconnect: convai-bot

ConvaiSubsystemLog: Disconnecting character session

ConvaiChatbotComponentLog: Session stopped for character ID: 1298e5ce-543b-11f1-a860-42010a7be02e

ConvaiPlayerLog: Stopped Streaming Audio

ConvaiSubsystemLog: Disconnecting player session

ConvaiReferenceAudioThread: Stopped recording reference audio

ConvaiReferenceAudioThread: Reference audio capture stopped

ConvaiReferenceAudioThread: Warning: Reference audio capture not active

ConvaiReferenceAudioThread: ConvaiReferenceAudioThread stop requested

ConvaiReferenceAudioThread: ConvaiReferenceAudioThread stopped running

ConvaiReferenceAudioThread: ConvaiReferenceAudioThread exiting

ConvaiReferenceAudioThread: Warning: Reference audio capture not active

ConvaiReferenceAudioThread: ConvaiReferenceAudioThread stop requested

ConvaiReferenceAudioThread: ConvaiReferenceAudioThread destroyed

ConvaiSubsystemLog: Stopped and cleaned up reference audio capture thread

LogWorld: UWorld::CleanupWorld for VRTemplateMap, bSessionEnded=true, bCleanupResources=true

LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

LogPlayLevel: Display: Shutting down PIE online subsystems

LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated

LogScript: Warning: Script Msg: No world was found for object (/Game/VRTemplate/Maps/UEDPIE\_0\_VRTemplateMap.VRTemplateMap:PersistentLevel.VRPawn\_C\_1.BP\_ConvaiPlayerComponent) passed in to UEngine::GetWorldFromContextObject().

ConvaiUtilsLog: Warning: Could not get pointer to a GameInstance

LogAudio: Display: Audio Device unregistered from world 'None'.

LogScript: Warning: Script Msg: No world was found for object (None.None:None.None.None.ConvaiConnectionSessionProxy\_0) passed in to UEngine::GetWorldFromContextObject().

ConvaiUtilsLog: Warning: Could not get pointer to a GameInstance

LogScript: Warning: Script Msg: No world was found for object (/Engine/Transient.UnrealEdEngine\_0:None.ConvaiSubsystem\_0.ConvaiConnectionSessionProxy\_0) passed in to UEngine::GetWorldFromContextObject().

ConvaiUtilsLog: Warning: Could not get pointer to a GameInstance

LogAudioMixer: Deinitializing Audio Bus Subsystem for audio device with ID 2

LogAudioMixer: Display: FMixerPlatformXAUDIO2::StopAudioStream() called. InstanceID=2, StreamState=4

LogAudioMixer: Display: FMixerPlatformXAUDIO2::StopAudioStream() called. InstanceID=2, StreamState=2

LogSlate: Updating window title bar state: overlay mode, drag disabled, window buttons hidden, title bar hidden

LogUObjectHash: Compacting FUObjectHashTables data took 0.62ms

LogStreaming: Display: FlushAsyncLoading(354): 1 QueuedPackages, 0 AsyncPackages

LogPlayLevel: Display: Destroying online subsystem :Context\_1

LogSlate: Took 0.000378 seconds to synchronously load lazily loaded font './././Engine/Content/Slate/Fonts/Roboto-Light.ttf' (167K)

LogChaosDD: Not creating Chaos Debug Draw Scene for world World\_0

LogRendererr: SceneCulling instance hierarchy is disabled as UseNanite(PCD3D\_SM6) returned false, for scene: 'World /Engine/Transient.World\_0'.

ConvaiPlayerLog: UConvaiPlayerComponent: Found submix "AudioInput"

LogChaosDD: Not creating Chaos Debug Draw Scene for world World\_1

LogRendererr: SceneCulling instance hierarchy is disabled as UseNanite(PCD3D\_SM6) returned false, for scene: 'World /Engine/Transient.World\_1'.

LogChaosDD: Not creating Chaos Debug Draw Scene for world World\_2

LogRendererr: SceneCulling instance hierarchy is disabled as UseNanite(PCD3D\_SM6) returned false, for scene: 'World /Engine/Transient.World\_2'.

LogChaosDD: Not creating Chaos Debug Draw Scene for world World\_3

LogRendererr: SceneCulling instance hierarchy is disabled as UseNanite(PCD3D\_SM6) returned false, for scene: 'World /Engine/Transient.World\_3'.

LogNiagara: Compiling System NiagaraSystem /Game/VRTemplate/VFX/NS\_MenuLaser.NS\_MenuLaser took 0.029801 sec (time since issued).

LogChaosDD: Not creating Chaos Debug Draw Scene for world World\_4

LogRendererr: SceneCulling instance hierarchy is disabled as UseNanite(PCD3D\_SM6) returned false, for scene: 'World /Engine/Transient.World\_4'.

LogSlate: Took 0.006350 seconds to synchronously load lazily loaded font './././Engine/Content/Editor/Slate/Fonts/NotoColorEmoji.ttf' (7610K)