

LogPlatformFile: Not using cached read wrapper

LogInit:Display: Loading recent project file: ../../../../SETUP  
PROJECTS/PICKUPTTEST/MyProject/MyProject.uproject

LogInit:Display: RandInit(651902031) SRandInit(651902032).

LogTaskGraph: Started task graph with 4 named threads and 7 total threads.

LogStats: Stats thread started at 0.086250

LogInit: Version: 4.10.3-2866931+++depot+UE4-Releases+4.10

LogInit: API Version: 2758231

LogInit: Compiled (64-bit): Feb 15 2016 08:20:45

LogInit: Compiled with Visual C++: 19.00.23026.00

LogInit: Build Configuration: Development

LogInit: Branch Name: ++depot+UE4-Releases+4.10

LogInit: Command line: -EpicPortal

LogInit: Base directory: D:/SOFT PRO/UNREAL 4/INSTALL/Epic Games/4.10/Engine/Binaries/Win64/

LogInit: Rocket: 1

LogInit: Using libcurl 7.41.0

LogInit: - built for x86\_64-pc-win32

LogInit: - supports SSL with WinSSL

LogInit: - other features:

LogInit: CURL\_VERSION\_SSL

LogInit: CURL\_VERSION\_IPV6

LogInit: CURL\_VERSION\_ASYNC DNS

LogInit: CURL\_VERSION\_LARGEFILE

LogInit: CURL\_VERSION\_IDN

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: - CertBundlePath = nullptr - Libcurl will use whatever was configured at build time.

LogInit: Presizing for 0 objects not considered by GC, pre-allocating 0 bytes.

LogInit: Object subsystem initialized

LogInit: Selected Device Profile: [Windows]

LogInit: Applying CVar settings loaded from the selected device profile: [Windows]

LogInit: Computer: CB3D-STUDIO

LogInit: User: Corentin

LogInit: CPU Page size=4096, Cores=4

LogInit: High frequency timer resolution =3.521737 MHz

LogMemory: Memory total: Physical=31.9GB (32GB approx)

LogMemory: Platform Memory Stats for Windows

LogMemory: Process Physical Memory: 56.47 MB used, 56.47 MB peak

LogMemory: Process Virtual Memory: 56.78 MB used, 56.78 MB peak

LogMemory: Physical Memory: 5763.95 MB used, 32641.00 MB total

LogMemory: Virtual Memory: 383.02 MB used, 134217728.00 MB total

LogTextLocalizationManager: No translations for ('fr-FR') exist, falling back to 'en' for localization and internationalization data.

LogD3D11RHI: Found D3D11 adapter 0: NVIDIA GeForce GTX 970 (Feature Level 11\_0)

LogD3D11RHI: Adapter has 4007MB of dedicated video memory, 0MB of dedicated system memory, and 16320MB of shared system memory, 2 output[s]

LogD3D11RHI: Found D3D11 adapter 1: Intel(R) HD Graphics 4600 (Feature Level 11\_0)

LogD3D11RHI: Adapter has 112MB of dedicated video memory, 0MB of dedicated system memory, and 16320MB of shared system memory, 0 output[s]

LogD3D11RHI: Found D3D11 adapter 2: NVIDIA GeForce GTX 970 (Feature Level 11\_0)

LogD3D11RHI: Adapter has 4007MB of dedicated video memory, 0MB of dedicated system memory, and 16320MB of shared system memory, 0 output[s]

LogD3D11RHI: Found D3D11 adapter 3: Microsoft Basic Render Driver (Feature Level 11\_0)

LogD3D11RHI: Adapter has 0MB of dedicated video memory, 0MB of dedicated system memory, and 16320MB of shared system memory, 0 output[s]

LogD3D11RHI: Chosen D3D11 Adapter Id = 0

LogD3D11RHI: !Direct3DDevice

LogRHI: Texture pool is 1361 MB (70% of 1945 MB)

LogD3D11RHI: Async texture creation enabled

LogShaderCompilers: Guid format shader working directory is -4 characters bigger than the processId version (../../../../../SETUP PROJECTS/PICKUPTTEST/MyProject/Intermediate/Shaders/WorkingDirectory/6720/).

LogShaderCompilers: Cleaned the shader compiler working directory  
'C:/Users/Corentin/AppData/Local/Temp/UnrealShaderWorkingDir/784CD9C24E3828592774949593635E46/'.

LogShaderCompilers:Display: Using Local Shader Compiler.

LogTemp:Display: Loaded TP AllDesktopTargetPlatform

LogTemp:Display: Loaded TP WindowsClientTargetPlatform

LogTemp:Display: Loaded TP WindowsNoEditorTargetPlatform

LogTemp:Display: Loaded TP WindowsServerTargetPlatform

LogTemp:Display: Loaded TP WindowsTargetPlatform

LogTemp:Display: Loaded TP AndroidTargetPlatform

LogTemp:Display: Loaded TP Android\_ASTCTargetPlatform

LogTemp:Display: Loaded TP Android\_ATCTargetPlatform

LogTemp:Display: Loaded TP Android\_DXTTargetPlatform

LogTemp:Display: Loaded TP Android\_ETC1TargetPlatform

LogTemp:Display: Loaded TP Android\_ETC2TargetPlatform

LogTemp:Display: Loaded TP Android\_MultiTargetPlatform

LogTemp:Display: Loaded TP Android\_PVRTCTargetPlatform

LogTemp:Display: Loaded TP HTML5TargetPlatform

LogTemp:Display: Loaded TP IOSTargetPlatform

LogTemp:Display: Loaded TP LinuxNoEditorTargetPlatform

LogTemp:Display: Loaded TP LinuxServerTargetPlatform

LogTemp:Display: Loaded TP LinuxTargetPlatform

LogTargetPlatformManager:Display: Building Assets For Windows

LogDerivedDataCache:Display: Max Cache Size: 512 MB

LogDerivedDataCache: Loaded boot cache 0.12s 41MB

C:/Users/Corentin/AppData/Local/UnrealEngine/4.10/DerivedDataCache/Boot.ddc.

LogDerivedDataCache:Display: Loaded Boot cache:

C:/Users/Corentin/AppData/Local/UnrealEngine/4.10/DerivedDataCache/Boot.ddc

LogDerivedDataCache: FDerivedDataBackendGraph: Pak pak cache file ../../../../../../SETUP PROJECTS/PICKUPTTEST/MyProject/DerivedDataCache/DDC.ddp not found, will not use a pak cache.

LogDerivedDataCache: Unable to find inner node Pak for hierarchical cache Hierarchy.

LogDerivedDataCache: FDerivedDataBackendGraph: CompressedPak pak cache file ../../../../../../SETUP PROJECTS/PICKUPTTEST/MyProject/DerivedDataCache/Compressed.ddp not found, will not use a pak cache.

LogDerivedDataCache: Unable to find inner node CompressedPak for hierarchical cache Hierarchy.

LogDerivedDataCache:Display: Pak cache opened for reading  
../..../Engine/DerivedDataCache/Compressed.ddp.

LogDerivedDataCache: Using Local data cache path  
C:/Users/Corentin/AppData/Local/UnrealEngine/Common/DerivedDataCache: Writable

LogInit: Selected Device Profile: [Windows]

LogContentStreaming: Texture pool size is 0.000000MB

LogMeshUtilities: No automatic mesh reduction module available

LogMeshUtilities: No automatic mesh merging module available

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

LogAssetRegistry: FAssetRegistry took 0.0125 seconds to start up

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

SourceControl: Info Source control is disabled

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LogObj: 28802 objects as part of root set at end of initial load.

LogUObjectAllocator: 6129768 out of 0 bytes used by permanent object pool.

LogEngine: Initializing Engine...

LogHMD: Can't find Oculus library dev build: is proper Runtime installed? Version: 0.8.0.0

LogHMD: SteamVR failed to initialize. Err: 110

LogAIModule: Creating AISystem for world NewWorld

LogInit: XAudio2 using 'Haut-parleurs (Realtek High Definition Audio)' : 2 channels at 44.1 kHz using  
16 bits per sample (channel mask 0x3)

LogInit: FAudioDevice initialized.

LogDerivedDataCache: Saved boot cache 0.02s 41MB  
C:/Users/Corentin/AppData/Local/UnrealEngine/4.10/DerivedDataCache/Boot.ddc.

LogInit: Texture streaming: Enabled

LogAnalytics: Creating configured Analytics provider AnalyticsET

LogAnalytics: [UEEditor.Rocket.Release] APIServer = http://et2.epicgames.com/ET2/. AppVersion =  
4.10.3-2866931+++depot+UE4-Releases+4.10

LogAnalytics: [UEEditor.Rocket.Release] SetUserId  
f4bd1f2841492f8cfc8553b49f7fa5ec|9684b5dbe3ab41ada1ffcc3aa6cd98cd|4ff311d9-6d00-437f-  
8817-3b11316e9685

LogAnalytics: [UEEditor.Rocket.Release] AnalyticsET::StartSession

LogInit: Transaction tracking system initialized

BlueprintLog: New page: Editor Load

LocalizationService: Info Localization service is disabled

LogFileCache: Scanning file cache for directory 'D:/SOFT PRO/UNREAL 4/SETUP PROJECTS/PICKUPTTEST/MyProject/Content/' took 0.12s

LogCook:Display: Done creating registry. It took 0.00s.

SourceControl: Info Source control is disabled

Cmd: MAP LOAD FILE="..\..\..\..\SETUP PROJECTS/PICKUPTTEST/MyProject/Content/StarterContent/Maps/Minimal\_Default.umap" TEMPLATE=0 SHOWPROGRESS=1 FEATURELEVEL=3

LightingResults: New page: Lighting Build

MapCheck: New page: Map Check

LightingResults: New page: Lighting Build

LogParticles: Destroying 0 GPU particle simulations for FXSystem 0x000001DD462E2AC0

LogAIModule: Creating AISystem for world Minimal\_Default

LogEditorServer: Finished looking for orphan Actors (0.000 secs)

Cmd: MAP CHECKDEP NOCLEARLOG

MapCheck: Info Map check complete: 0 Error(s), 0 Warning(s), took 95.685ms to complete.

LogFileHelpers: Loading map 'Minimal\_Default' took 2.970

LogCollectionManager: Loaded 0 collections in 0.001121 seconds

LogFileCache: Scanning file cache for directory 'D:/SOFT PRO/UNREAL 4/SETUP PROJECTS/PICKUPTTEST/MyProject/Saved/Collections/' took 0.01s

LogFileCache: Scanning file cache for directory 'D:/SOFT PRO/UNREAL 4/SETUP PROJECTS/PICKUPTTEST/MyProject/Content/Developers/Corentin/Collections/' took 0.01s

LogFileCache: Scanning file cache for directory 'D:/SOFT PRO/UNREAL 4/SETUP PROJECTS/PICKUPTTEST/MyProject/Content/Collections/' took 0.01s

LogCollectionManager: Rebuilt the GUID cache for 0 collections in 0.000005 seconds

LogContentBrowser: Native class hierarchy populated in 0.0313 seconds. Added 1909 classes and 346 folders.

LogContentBrowser: Native class hierarchy updated for 'WidgetCarousel' in 0.0003 seconds. Added 0 classes and 0 folders.

LogContentBrowser: Native class hierarchy updated for 'AddContentDialog' in 0.0004 seconds. Added 0 classes and 0 folders.

LogCrashTracker: Crashtracker disabled due to settings.

LogUObjectGlobals:Warning: Failed to find object 'Class None.'

LogLoad: Full Startup: 47.00 seconds (BP compile: 0.40 seconds)

LogOclInput: Can't find Oculus library dev build: is proper Runtime installed? Version: 0.8.0.0

LogContentStreaming: Texture pool size now 1000 MB

LogRenderer: Reallocating scene render targets to support 1228x636 (Frame:2).

LogAssetRegistry: Asset discovery search completed in 21.4229 seconds

LogCollectionManager: Rebuilt the object cache for 0 collections in 0.000001 seconds (found 0 objects)

LogCollectionManager: Fixed up redirectors for 0 collections in 0.000058 seconds (updated 0 objects)

MainFrameActions: Packaging (Windows (64-bit)): Running AutomationTool...

MainFrameActions: Packaging (Windows (64-bit)): Program.Main: CWD=D:\SOFT PRO\UNREAL 4\INSTALL\Epic Games\4.10\Engine\Binaries\DotNET

MainFrameActions: Packaging (Windows (64-bit)): Automation.ParseCommandLine: Parsing command line: BuildCookRun -rocket -nocompile -nocompileeditor -installed -nop4 -project=D:/SOFT PRO/UNREAL 4/SETUP PROJECTS/PICKUPTTEST/MyProject/MyProject.uproject -cook -stage -archive -archivedirectory=C:/Users/Coarentin/Desktop/CAPTAIN AMERICA SHIELD TUTO -package -clientconfig=Development -ue4exe=UE4Editor-Cmd.exe -pak -prereqs -nodebuginfo -targetplatform=Win64 -build -CrashReporter -utf8output

MainFrameActions: Packaging (Windows (64-bit)): Automation.Process: IsBuildMachine=False

MainFrameActions: Packaging (Windows (64-bit)): Automation.Process: ShouldKillProcesses=True

MainFrameActions: Packaging (Windows (64-bit)): Automation.Process: Setting up command environment.

MainFrameActions: Packaging (Windows (64-bit)): CommandUtils.SetEnvVar: SetEnvVar uebp\_EngineSavedFolder=D:/SOFT PRO/UNREAL 4/INSTALL/Epic Games/4.10/Engine/Programs/AutomationTool/Saved

MainFrameActions: Packaging (Windows (64-bit)): CommandUtils.DeleteDirectoryContents: DeleteDirectoryContents(C:/Users/Coarentin/AppData/Roaming/Unreal Engine/AutomationTool/Logs/D+SOFT+PRO+UNREAL+4+INSTALL+Epic+Games+4.10)

MainFrameActions: Packaging (Windows (64-bit)): WindowsHostPlatform.SetFrameworkVars: Setting .Net Framework environment variables.

MainFrameActions: Packaging (Windows (64-bit)): WindowsHostPlatform.SetFrameworkVars: Supports64bitExecutables=True

MainFrameActions: Packaging (Windows (64-bit)): WindowsPlatform.get\_Compiler: WARNING: Visual C++ 2015 toolchain does not appear to be correctly installed. Please verify that "Common Tools for Visual C++ 2015" was selected when installing Visual Studio 2015.

MainFrameActions: Packaging (Windows (64-bit)): WindowsHostPlatform.SetFrameworkVars:  
WindowsPlatform.CompilerVisualStudio2015

MainFrameActions: Packaging (Windows (64-bit)): CommandEnvironment.SetupBuildEnvironment:  
WARNING: SetFrameworkVars failed. Assuming no compilation capability.

MainFrameActions: Packaging (Windows (64-bit)): ProjectUtils.CleanupFolders: Cleaning up project  
rules folder

MainFrameActions: Packaging (Windows (64-bit)): Automation.Process: Compiling scripts.

MainFrameActions: Packaging (Windows (64-bit)): ScriptCompiler.LoadPreCompiledScriptAssemblies:  
Loading precompiled script DLLs

MainFrameActions: Packaging (Windows (64-bit)): ScriptCompiler.LoadPreCompiledScriptAssemblies:  
Found 9 script DLL(s).

MainFrameActions: Packaging (Windows (64-bit)): BuildCookRun.SetupParams: Setting up  
ProjectParams for D:\SOFT PRO\UNREAL 4\SETUP  
PROJECTS\PICKUPTTEST\MyProject\MyProject.uproject

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Project Params  
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MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
AdditionalServerMapParams=

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Archive=True

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
ArchiveMetaData=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
CreateAppBundle=True

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
BaseArchiveDirectory=C:\Users\Coentini\Desktop\CAPTAIN AMERICA SHIELD TUTO

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
BaseStageDirectory=D:\SOFT PRO\UNREAL 4\SETUP  
PROJECTS\PICKUPTTEST\MyProject\Saved\StagedBuilds

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Build=True

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Cook=True

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Clean=

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Client=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
ClientConfigsToBuild=Development

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
ClientCookedTargets=MyProject

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
ClientTargetPlatform=Win64

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Compressed=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
UseDebugParamForEditorExe=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: CookFlavor=

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
CookOnTheFly=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
CookOnTheFlyStreaming=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
UnversionedCookedContent=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
SkipCookingEditorContent=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
NumCookersToSpawn=0

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
GeneratePatch=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
CreateReleaseVersion=

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
BasedOnReleaseVersion=

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: DLCName=

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
DLCIncludeEngineContent=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
AdditionalCookerOptions=

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
DedicatedServer=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
DirectoriesToCook=

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: CulturesToCook=

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: EditorTargets=

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Foreign=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
IsCodeBasedProject=True



MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
IsProgramTarget=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
IterativeCooking=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: CookAll=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
CookMapsOnly=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Deploy=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
IterativeDeploy=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: FastCook=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: LogWindow=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Manifests=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: MapToRun=

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: NoClient=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: NumClients=0

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
NoDebugInfo=True

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
NoCleanStage=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: NoXGE=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: MapsToCook=

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Pak=True

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Package=True

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: NullRHI=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: FakeClient=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: EditorTest=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
RunAutomationTests=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
RunAutomationTest=

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
RunTimeoutSeconds=0

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: CrashIndex=0

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: ProgramTargets=

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
ProjectBinariesFolder=D:\SOFT PRO\UNREAL 4\SETUP  
PROJECTS\PICKUPTTEST\MyProject\Binaries\Win64

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
ProjectBinariesPath=D:\SOFT PRO\UNREAL 4\SETUP  
PROJECTS\PICKUPTTEST\MyProject\Binaries\Win64

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
ProjectGameExeFilename=D:\SOFT PRO\UNREAL 4\SETUP  
PROJECTS\PICKUPTTEST\MyProject\Binaries\Win64\MyProject.exe

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
ProjectGameExePath=D:\SOFT PRO\UNREAL 4\SETUP  
PROJECTS\PICKUPTTEST\MyProject\Binaries\Win64\MyProject.exe

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Distribution=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Prebuilt=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Prereqs=True

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
NoBootstrapExe=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
RawProjectPath=D:\SOFT PRO\UNREAL 4\SETUP  
PROJECTS\PICKUPTTEST\MyProject\MyProject.uproject

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Rocket=True

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Run=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
ServerConfigsToBuild=Development

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
ServerCookedTargets=

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
ServerTargetPlatform=Win64

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
ShortProjectName=MyProject

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: SignedPak=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: SignPak=

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: SkipCook=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
SkipCookOnTheFly=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: SkipPak=False

MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: SkipStage=False  
MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Stage=True  
MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: bUsesSteam=False  
MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: bUsesCEF3=False  
MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: bUsesSlate=True  
MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog:  
bDebugBuildsActuallyUseDebugCRT=False  
MainFrameActions: Packaging (Windows (64-bit)): ProjectParams.ValidateAndLog: Project Params  
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MainFrameActions: Packaging (Windows (64-bit)): Project.Build: \*\*\*\*\* BUILD COMMAND  
STARTED \*\*\*\*\*  
MainFrameActions: Packaging (Windows (64-bit)): BuildCommand.Execute: ERROR: BUILD FAILED  
MainFrameActions: Packaging (Windows (64-bit)): Program.Main: ERROR: AutomationTool  
terminated with exception:  
MainFrameActions: Packaging (Windows (64-bit)): Program.Main: ERROR: Exception in  
AutomationUtils.Automation: You are attempting to compile on a machine that does not have a  
supported compiler!  
MainFrameActions: Packaging (Windows (64-bit)): Stacktrace: à  
AutomationTool.UE4Build.Build(BuildAgenda Agenda, Nullable`1 InDeleteBuildProducts, Boolean  
InUpdateVersionFiles, Boolean InForceNoXGE, Boolean InUseParallelExecutor, Boolean  
InForceNonUnity, Boolean InForceUnity, Boolean InShowProgress, Dictionary`2 PlatformEnvVars)  
MainFrameActions: Packaging (Windows (64-bit)): à Project.Build(BuildCommand Command,  
ProjectParams Params, Int32 WorkingCL)  
MainFrameActions: Packaging (Windows (64-bit)): à BuildCookRun.DoBuildCookRun(ProjectParams  
Params)  
MainFrameActions: Packaging (Windows (64-bit)): à BuildCommand.Execute()  
MainFrameActions: Packaging (Windows (64-bit)): à AutomationTool.Automation.Execute(List`1  
CommandsToExecute, CaselessDictionary`1 Commands)  
MainFrameActions: Packaging (Windows (64-bit)): à AutomationTool.Automation.Process(String[]  
CommandLine)  
MainFrameActions: Packaging (Windows (64-bit)): à AutomationTool.Program.MainProc(Object  
Param)  
MainFrameActions: Packaging (Windows (64-bit)): à  
AutomationTool.InternalUtils.RunSingleInstance(Action`1 Main, Object Param)  
MainFrameActions: Packaging (Windows (64-bit)): à AutomationTool.Program.Main()  
MainFrameActions: Packaging (Windows (64-bit)): ProcessManager.KillAll: Trying to kill 0 spawned  
processes.

MainFrameActions: Packaging (Windows (64-bit)): Program.Main: AutomationTool exiting with ExitCode=Error\_Unknown

MainFrameActions: Packaging (Windows (64-bit)): Domain\_ProcessExit

MainFrameActions: Packaging (Windows (64-bit)): copying UAT log files...

MainFrameActions: Packaging (Windows (64-bit)): RunUAT.bat ERROR: AutomationTool was unable to run successfully.

MainFrameActions: Packaging (Windows (64-bit)): BUILD FAILED

PackagingResults:Error: Error Unknown Error