

Version: 455399, IsEditor: No, IsPerforceBuild: No, BuildConfiguration: Shipping, Launcher: Steam, NetMode: -, IsUsingMods: Yes, IsSaveGameEdited: No

Fatal error:

[File:D:\BuildAgent\work\SR11_BT\UE4\Engine\Source\Runtime\PakFile\Private\IPlatformFilePak.cpp] [Line: 4265] Retry was NOT successful.

FactoryGameSteam_PakFile_Win64_Shipping!FPakAsyncReadFileHandle::DoProcessing()

[D:\BuildAgent\work\SR11_BT\UE4\Engine\Source\Runtime\PakFile\Private\IPlatformFilePak.cpp:4266]

FactoryGameSteam_PakFile_Win64_Shipping!TGraphTask<FAsyncIOCPUWorkTask>::ExecuteTask()

[D:\BuildAgent\work\SR11_BT\UE4\Engine\Source\Runtime\Core\Public\Async\TaskGraphInterfaces.h:1270]

FactoryGameSteam_Core_Win64_Shipping!LowLevelTasks::FTask::Init<FTaskGraphCompatibilityImplementation::QueueTask::`5'::<lambda\_1> >::`11'::<lambda_1>::operator>()()

[D:\BuildAgent\work\SR11_BT\UE4\Engine\Source\Runtime\Core\Public\Async\Fundamental\Task.h:501]

FactoryGameSteam_Core_Win64_Shipping!LowLevelTasks::TTaskDelegate<LowLevelTasks::FTask *

__cdecl(bool),48>::TTaskDelegateImpl<LowLevelTasks::FTask::Init<FTaskGraphCompatibilityImplementation::QueueTask::`5'::<lambda\_1> >::`11'::<lambda_1>,0>::CallAndMove()

[D:\BuildAgent\work\SR11_BT\UE4\Engine\Source\Runtime\Core\Public\Async\Fundamental\TaskDelegate.h:171]

FactoryGameSteam_Core_Win64_Shipping!LowLevelTasks::FTask::ExecuteTask()

[D:\BuildAgent\work\SR11_BT\UE4\Engine\Source\Runtime\Core\Public\Async\Fundamental\Task.h:627]

FactoryGameSteam_Core_Win64_Shipping!LowLevelTasks::FScheduler::TryExecuteTaskFrom<LowLevelTasks::TLocalQueueRegistry<1024>::TLocalQueue,&LowLevelTasks::TLocalQueueRegistry<1024>::TLocalQueue::DequeueGlobal,0>()

[D:\BuildAgent\work\SR11_BT\UE4\Engine\Source\Runtime\Core\Private\Async\Fundamental\Scheduler.cpp:349]

FactoryGameSteam_Core_Win64_Shipping!LowLevelTasks::FScheduler::WorkerMain()

[D:\BuildAgent\work\SR11_BT\UE4\Engine\Source\Runtime\Core\Private\Async\Fundamental\Scheduler.cpp:378]

FactoryGameSteam_Core_Win64_Shipping!UE::Core::Private::Function::TFunctionRefCaller<LowLevelTasks::FScheduler::CreateWorker::`2'::<lambda_1>,void __cdecl(void)>::Call()

[D:\BuildAgent\work\SR11_BT\UE4\Engine\Source\Runtime\Core\Public\Templates\Function.h:480]

FactoryGameSteam_Core_Win64_Shipping!FThreadImpl::Run()

[D:\BuildAgent\work\SR11_BT\UE4\Engine\Source\Runtime\Core\Private\HAL\Thread.cpp:69]

FactoryGameSteam_Core_Win64_Shipping!FRunnableThreadWin::Run()

[D:\BuildAgent\work\SR11_BT\UE4\Engine\Source\Runtime\Core\Private\Windows\WindowsRunnableThread.cpp:149]