

Advanced Build Presets

Below are some advanced methods of configuring Build Presets. These settings can be found within the Project configuration file.

Pre-build

These are pre-build, Build Preset settings:

- **MethodToExecute:** Exclusively for Unity. This will execute this method before building.
- **AdditionalBuildArgs:** These are additional arguments to pass into the builder. (*either the UnityEditor or Unreal Automation Tool*) (*this is an array of strings*)

Post-build

These are post-build, Build Preset settings:

- **SteamBranchName:** This is the name of the branch you would like to upload your build to.
- **IncludeFilesFromFolder:** This is a directory which UBuild will copy all files from to include in the final build.
- **ExcludeFilesFromBuild:** These are files that will be deleted from the final build.
- **ExcludeFoldersFromBuild:** These are files that will be deleted from the final build.
- **DeleteBuildExceptZip:** This will determine whether UBuild will clear the final build folder of all files except the compressed file. (*this only applies if CompressToZip is true*)
- **CompressToZip:** This will determine whether UBuild will compress the final build to a zip archive.
- **SendToEmail:** This will determine whether UBuild will send email notifications for this build.
- **SendToFTP:** This will determine whether UBuild will send this completed build to the FTP site.
- **ForcePullFreshProject:** This will determine whether UBuild will force a fresh clone from Git before building. (requires Git configuration, see more [here](#))

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