

Build Presets

Build Preset allows you to easily save pre-configured builds for later, this saves you from having to re-set up settings each time you would usually switch platforms within the engine. This can be used for particular configurations of builds within the same platform (ex: Steam/Epic/Non-DRM/etc)

Editing Build Presets

You can edit build presets from within the Project configuration file, you can also "on-the-fly" edit some preset settings above the "ADD TO QUEUE" button.

Remember that any changes made to the build preset within the UI are temporary and will not affect the saved build preset within the Project configuration file but, will affect any builds added to the queue while those changes are present.

You can edit Build Preset by updating these values within the Project configuration file:

- **Name:** This is how your Build Preset should be displayed within UBuild. *(this also is where to store builds within the build folder, containing folders for each Supported Platform)*
- **BuildFolder:** This is the folder in which builds using this preset will be placed.

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