

Supported Platforms

Supported Platforms allow you to specify which platform you're building to, this is usually an operating system but, can also be a console.

Editing Supported Platforms

By default, you should have a "Windows" Supported Platform within your Project. This is configured for Unity currently but we can change this by modifying the values below:

- **Name:** This is how the Platform should be displayed within UBuild. (*this is also used to separate builds within the Presets build folder.*)
- **PlayerCommand:** This is the command passed to either Unity Or Unreal to specify which platform to build this for. For Unity, this is referred to as a Build Player (see Build Arguments [here](#)). For Unreal, this is referred to as a Build Platform, for Windows this is "Win64" (*Unreal forums got nuked so gl find sources for this* [link](#))
- **MethodToExecute:** This is exclusively for Unity. This is the method to execute before building. (*optional*)
- **ExecutableExtension:** This is the executable extension for this platform. (ex: *.exe/.so/.app/etc*)

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