













Build Settings

Scenes In Build

Scene	Count
Scenes/MainMenu	0
Scenes/SampleScene	1

Add Open Scenes

Platform

- Windows, Mac, Linux** (Selected)
- Dedicated Server
- WebGL
- Universal Windows Platform
- Android
- iOS
- PS4
- PS5

Windows, Mac, Linux

Target Platform	Windows
Architecture	Intel 64-bit
Copy PDB files	<input type="checkbox"/>
Create Visual Studio Solution	<input type="checkbox"/>
Development Build	<input type="checkbox"/>
Autoconnect Profiler	<input type="checkbox"/>
Deep Profiling Support	<input type="checkbox"/>
Script Debugging	<input type="checkbox"/>
Compression Method	Default

Asset Import Overrides

Max Texture Size	No Override
Texture Compression	No Override

[Learn about Unity Build Automation](#)

Player Settings...

Build | **Build And Run**





