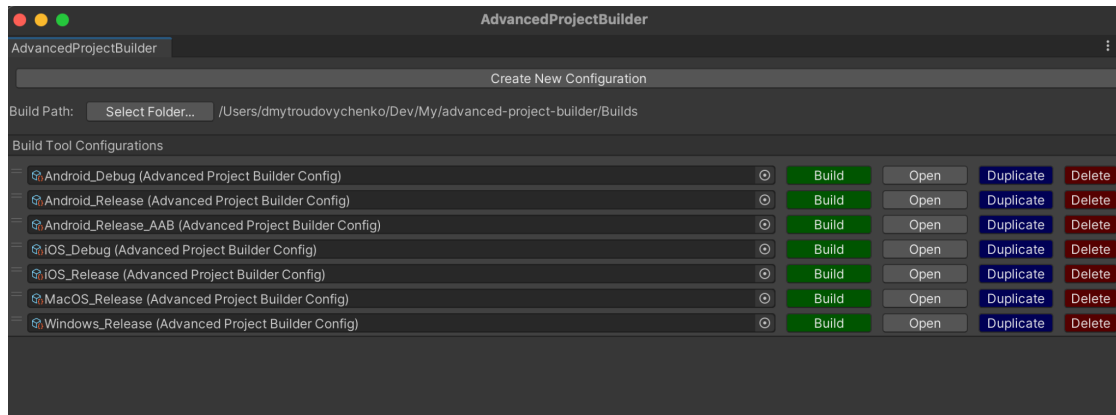


«Advanced Project Builder» is a tool that simplifies and automates the build process for Unity projects, both from within the editor (through a dedicated window) and from the command line (for CI/CD). You can create various configurations tailored for different platforms and save them for future use, enabling builds either locally via a menu or through the command line.

To open the tool window, select from the menu:

Tools>DmytroUdovychenko>AdvancedProjectBuilder

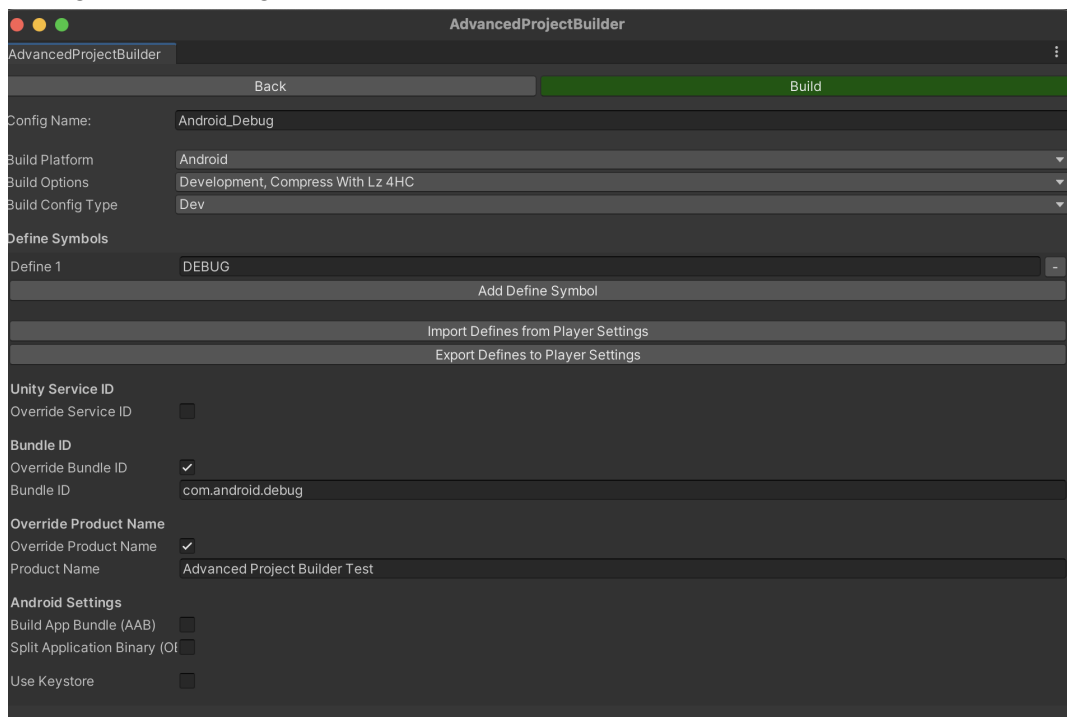


You will see a window displaying a list of created configurations and four buttons:

1. **Build** – Start the build process using the selected configuration file.
2. **Open** – Open the configuration file.
3. **Duplicate** – Create a duplicate of the configuration file.
4. **Delete** – Delete the configuration file.

And **SELECT FOLDER** button to set folder for builds.

Configuration setting



List of settings available through the «Advanced Project Builder»:

1. Build Path - Path for the builds
2. Build Platform -
<https://docs.unity3d.com/6000.0/Documentation/ScriptReference/BuildTarget.html>
3. Build Options -
<https://docs.unity3d.com/6000.0/Documentation/ScriptReference/BuildOptions.html>
4. Build Version -
<https://docs.unity3d.com/6000.0/Documentation/ScriptReference/Application-version.html>
5. Bundle Version Number -
 - a. Android:
<https://docs.unity3d.com/6000.0/Documentation/ScriptReference/PlayerSettings.Android-bundleVersionCode.html>
 - b. iOS:
<https://docs.unity3d.com/6000.0/Documentation/ScriptReference/PlayerSettings.iOS-buildNumber.html>
6. Product Name -
<https://docs.unity3d.com/6000.0/Documentation/ScriptReference/Application-productName.html>
7. Bundle ID -
<https://docs.unity3d.com/6000.0/Documentation/ScriptReference/Application-identifier.html>
8. Create Zip File - Create a ZIP file of the build file or folder
9. **Unity Services Id Settings.**
 - a. UNITY_SERVICE_ID_OVERRIDE - If you want to override ("true"). If you don't want to override value can be "false" or remove this parameter from the command line
 - b. UNITY_SERVICE_PROJECT_ID - ID of the project
("xxxxxxx-xxxx-1234-qwerty-qwerty")
 - c. UNITY_SERVICE_ORGANIZATION_ID - Name of organization
("dmytro-udovychenko")
10. **Android build settings.**
 - a. ANDROID_APP_BUNDLE -
<https://docs.unity3d.com/6000.0/Documentation/Manual/android-BuildProcess.html>
 - b. ANDROID_SPLIT_BINARY -
<https://docs.unity3d.com/6000.0/Documentation/ScriptReference/PlayerSettings.Android-splitApplicationBinary.html>
 - c. Android Keystore -
<https://docs.unity3d.com/6000.0/Documentation/Manual/class-PlayerSettings.Android.html#projectkeystore>
 - i. ANDROID_USE_KEYSTORE - If you want to use Keystore or not.
("true", "false")
 - ii. ANDROID_KEYSTORE_PATH - ("Assets\key.keystore")
 - iii. ANDROID_KEYSTORE_PASS - ("12345678")
 - iv. ANDROID_KEYALIAS_NAME - ("Advanced Project Builder")
 - v. ANDROID_KEYALIAS_PASS - ("qwerty") -

11. iOS build settings.

- a. APPLE_DEVELOPER_TEAM_ID - ("TeamId") -
<https://docs.unity3d.com/6000.0/Documentation/ScriptReference/PlayerSettings.iOS-appleDeveloperTeamID.html>
- b. APPLE_BUILD_COCOA_PODS - ("true") - call `pod init` and `pod install` after build is done <https://guides.cocoapods.org/using/using-cocoapods>

If you want to use settings from the configuration file in the command line build you need to use this. If you don't want to use it, remove this parameter. If a file with configuration name does not exist, the build process will stop.

If you are using a configuration file, any of the parameters can be overridden by using parameters that you need. You can set all parameters through command line parameters if you don't want to use a configuration file.

Pre-configured build settings.

BUILD_CONFIGURATION_NAME - Configuration name of the file that was configured locally ("Android_Release")

General build setting

BUILD_PATH - Path with a build file or folder name ("C:\Dev\Builds\game.apk")

BUILD_PLATFORM - Target build platform ("Android")

<https://docs.unity3d.com/6000.0/Documentation/ScriptReference/BuildTarget.html>

BUILD_OPTION - Building options. Multiple options can be combined together. ("Development;CompressWithLz4HC")

<https://docs.unity3d.com/6000.0/Documentation/ScriptReference/BuildOptions.html>

CREATE_ZIP - ("true", "false") - Create a ZIP file of the build file or folder

<https://learn.microsoft.com/en-us/dotnet/api/system.io.compression.ziparchive?view=net-9.0>

BUILD_VERSION - ("1.2")

<https://docs.unity3d.com/6000.0/Documentation/ScriptReference/Application-version.html>

BUNDLE_VERSION_NUMBER - ("125564")

Android:

<https://docs.unity3d.com/6000.0/Documentation/ScriptReference/PlayerSettings.Android-bundleVersionCode.html>

iOS:

<https://docs.unity3d.com/6000.0/Documentation/ScriptReference/PlayerSettings.iOS-buildNumber.html>

BUILD_PRODUCT_NAME - ("PRODUCT_NAME")

<https://docs.unity3d.com/6000.0/Documentation/ScriptReference/Application-productName.html>

BUNDLE_ID - ("com.commandline.Android")

<https://docs.unity3d.com/6000.0/Documentation/ScriptReference/Application-identifier.html>

Unity Services Id Settings.

UNITY_SERVICE_ID_OVERRIDE - If you want to override ("true"). If you don't want to override value can be "false" or remove this parameter from the command line

UNITY_SERVICE_PROJECT_ID - ID of the project ("xxxxxxx-xxxx-1234-qwerty-qwerty")

UNITY_SERVICE_ORGANIZATION_ID - Name of organization ("maxigames-studio")

Android build settings.

ANDROID_APP_BUNDLE - ("true", "false")

<https://docs.unity3d.com/6000.0/Documentation/Manual/android-BuildProcess.html>

ANDROID_SPLIT_BINARY - ("true", "false")

<https://docs.unity3d.com/6000.0/Documentation/ScriptReference/PlayerSettings.Android-splitApplicationBinary.html>

ANDROID_USE_KEYSTORE - If you want to use Keystore or not. ("true", "false")

ANDROID_KEYSTORE_PATH - ("Assets\key.keystore")

ANDROID_KEYSTORE_PASS - ("12345678")

ANDROID_KEYALIAS_NAME - ("Advanced Project Builder")

ANDROID_KEYALIAS_PASS - ("qwerty")

<https://docs.unity3d.com/6000.0/Documentation/Manual/class-PlayerSettingsAndroid.html#projectkeystore>

iOS build settings.

APPLE_DEVELOPER_TEAM_ID - ("TeamId")

<https://docs.unity3d.com/6000.0/Documentation/ScriptReference/PlayerSettings.iOS-appleDeveloperTeamID.html>

APPLE_BUILD_COCOA_PODS - ("true") - call `pod init` and `pod install` after build is done

<https://guides.cocoapods.org/using/using-cocoapods>