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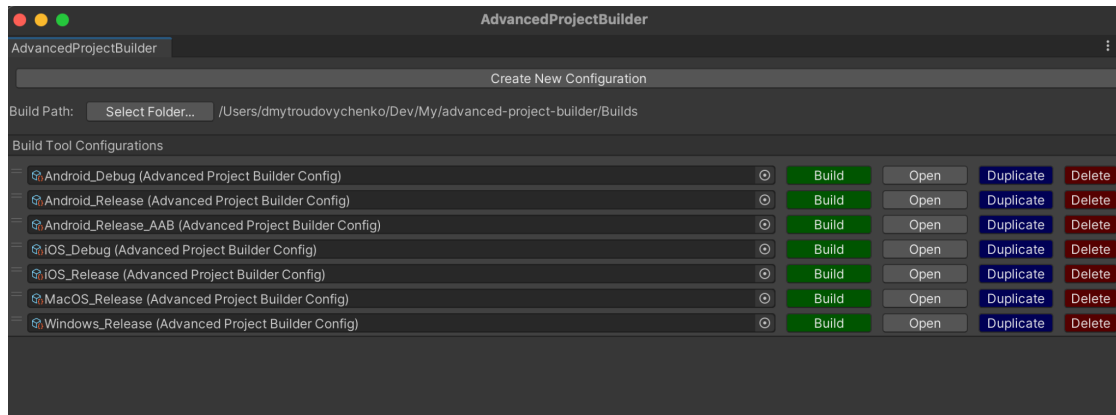
You will see a window displaying a list of created configurations and four buttons:

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.

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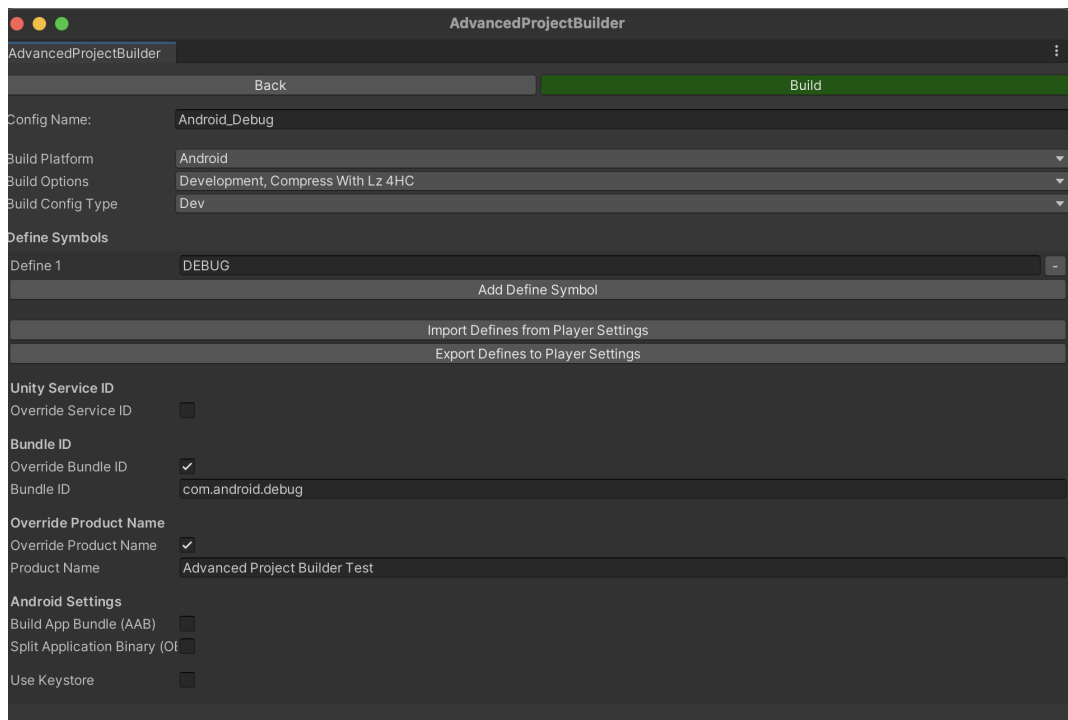
List of settings available through the «Advanced Project Builder»:

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. Build 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. **Unity Services Id Settings.**
   a. UNITY_SERVICE_ID_OVERRIDE - If you want to override ("true"). If you don't want to overide 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 ("maxigames-studio")
9. **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-PlayerSettingsAndroid.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") -

10. **iOS build settings.**
    a. APPLE_DEVELOPER_TEAM_ID - ("TeamId") - https://docs.unity3d.com/6000.0/Documentation/ScriptReference/PlayerSettings.iOS-appleDeveloperTeamID.html

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

BUILD_VERSION - ("1.2")
https://docs.unity3d.com/6000.0/Documentation/ScriptReference/Application-version.html

BUILD_VERSION_NUMBER="222" ^ ???
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 overide 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