放置大陆打包文档
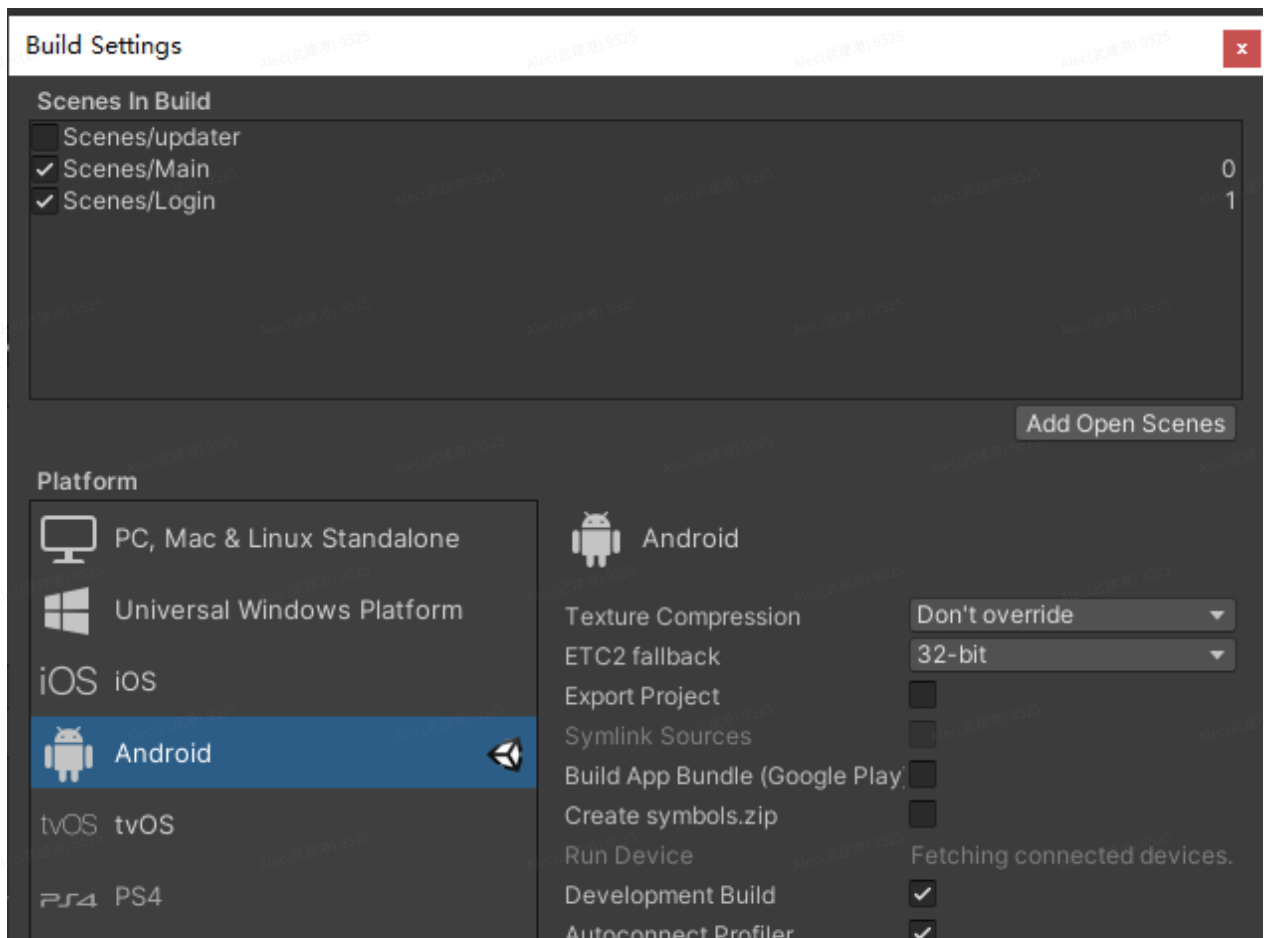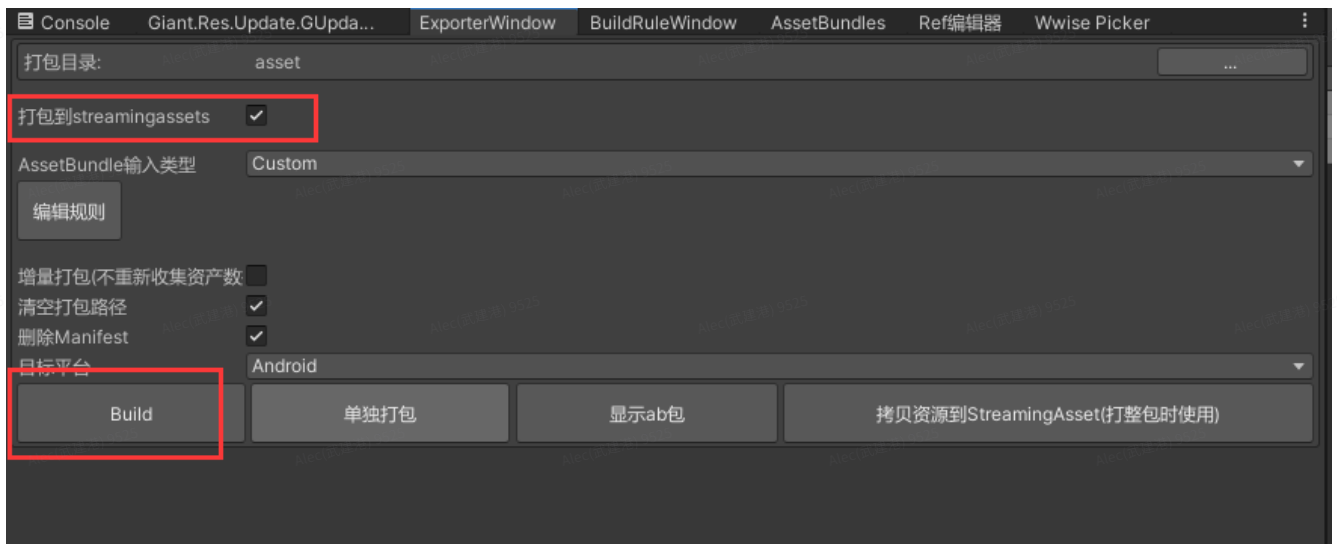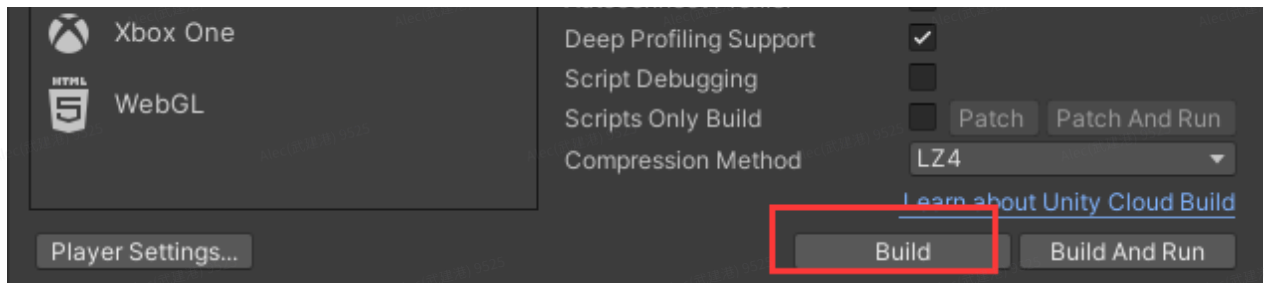
普通整包：

CI打包：https://devops.devcloud.ztgame.com/console/pipeline/dbt/p-86ba2180772d48a8b1537728e1d48f99/preview

本地打包：先打AB，然后点Unity的Build选项即可

可以热更的小包(大概200M):

CI打包: https://devops.devcloud.ztgame.com/console/pipeline/dbt/p-435047bfd30b4ff2966e
b03970174cc0/preview

本地打包: Bat脚本

打好的包在 development\Client\builds 目录下

```Bash
"D:\FZDL\development\Unity_win\WindowsEditor\Unity.exe" -batchmode -quit -proj
ectPath "D:\FZDL\development\Client" -executeMethod CIBuilder.BuildAndroid -de
bug -buildTarget android -logFile "D:\Editor.log" -uArgs=1.0.120::false:true:f
alse:1_203_20210601_040028:DevelopMent:203:Enterprise:1.0.121:false -gupdate -
gHost http://10.254.26.11:8080 -nRelease -nWhole -nBuildAsset -gVersion 1.0.14
1.443.0
```

可以热更的整包(大概1G)：

CI打包：https://devops.devcloud.ztgame.com/console/pipeline/dbt/p-435047bfd30b4ff2966e
b03970174cc0/preview

本地打包：Bat脚本

打好的包在 development\Client\builds 目录下

Bash

```
1   "D:\FZDL\development\Unity_win\WindowsEditor\Unity.exe" -batchmode -quit -proj
    ectPath "D:\FZDL\development\Client" -executeMethod CIBuilder.BuildAndroid -de
    bug -buildTarget android -logFile "D:\Editor.log" -uArgs=1.0.120::false:true:f
    alse:1_203_20210601_040028:DevelopMent:203:Enterprise:1.0.121:false -gupdate -
    gHost http://10.254.26.11:8080 -nRelease -gWhole -gBuildAsset -gVersion 1.0.14
    1.333.0
```

AssetBundle差异包构建：

CI打包：https://devops.devcloud.ztgame.com/console/pipeline/dbt/p-0dbb08992216496b95a
9b441cd9760cb/preview

本地打包：Bat脚本

```bash
@set pChannel=%1%
@set pPlatform=%2%
@set pCalcCount=%3%

@set nowTime=%date:~0,4%-%date:~5,2%-%date:~8,2%-%time:~0,2%-%time:~3,2%-%time:~6,2%
@echo %nowTime%
@set aa=D:\versions\logs\BuildPatch
@set cc=.log
@set logFile=%aa%-%nowTime%%cc%
@echo %logFile%

"D:\FZDL\development\Unity_win\WindowsEditor\Unity.exe" -batchmode -quit -projectPath "D:\FZDL\development\Client" -executeMethod CIBuilder.BuildAssetPatch -debug -logFile "%logFile%" -uArgs=1.0 -pChannel %pChannel% -pPlatform %pPlatform% -pCalcCount %pCalcCount%
```