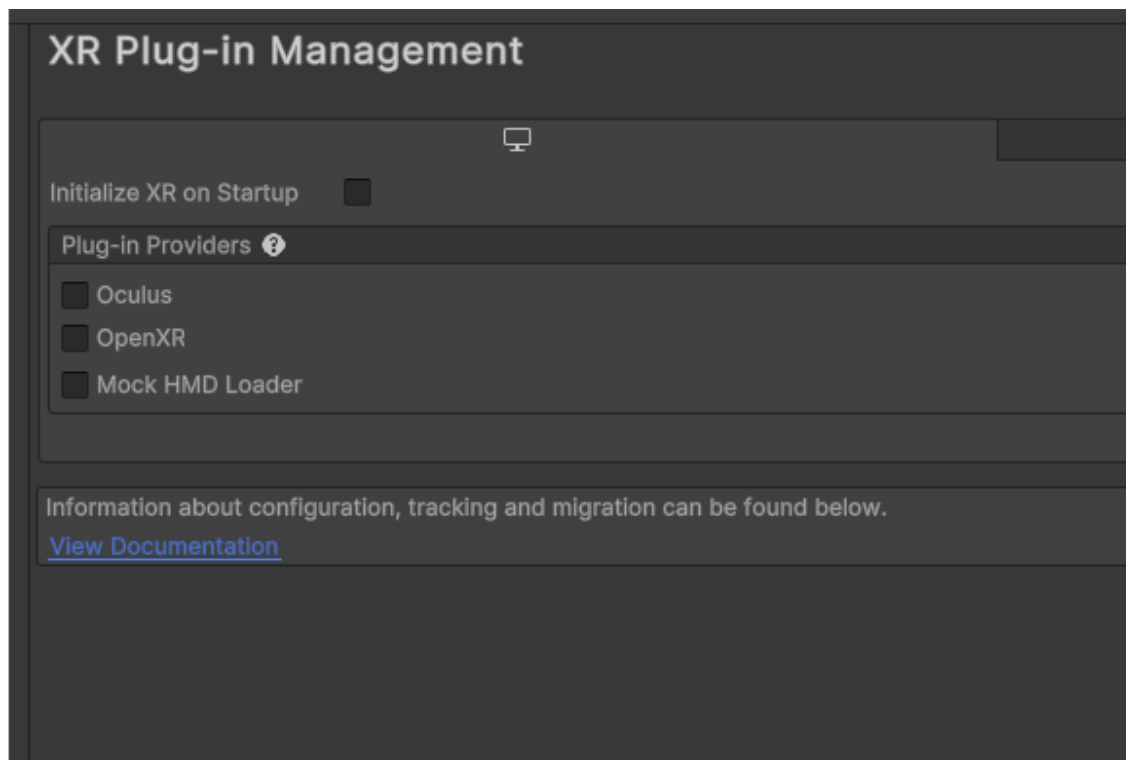La configuración Deep Submission (Vulkan) puede provocar que no se inicie la aplicación si está activada.

Initialize XR on Startup ✔

Plug-in Providers ❓

☐ ARCore
☑ Oculus
☐ OpenXR
☐ Mock HMD Loader

Information about configuration, tracking and migration can be found below.

View Documentation

Player

Company Name	DefaultCompany
Product Name	TFMUnityLaLagunaURP_VR
Version	0.1.0

Default Icon

Default Cursor

Cursor Hotspot   X 0   Y

Settings for Android

▶ Icon

▼ **Resolution and Presentation**

Fullscreen Mode	Fullscreen Window
Resizable Window	☐
Hide Navigation Bar	☑
Render outside safe area	☑
Optimized Frame Pacing	☐

Resolution Scaling

Resolution Scaling Mode	Disabled
Reset resolution on window resize	☐
Blit Type	Always

Supported Aspect Ratio

| Aspect Ratio Mode | Native Aspect Ratio |

Orientation

| Default Orientation* | Auto Rotation |

Allowed Orientations for Auto Rotation

Portrait	☑
Portrait Upside Down	☑
Landscape Right	☑
Landscape Left	☑

Use 32-bit Display Buffer*	☑
Disable Depth and Stencil*	☐
Render Over Native UI*	☐
Show Loading Indicator	Don't Show

* Shared setting between multiple platforms.

Player

▼ **Other Settings**

Rendering

Color Space*	Linear
Auto Graphics API	☐

Graphics APIs

= Vulkan

Color Gamut*

= sRGB

Multithreaded Rendering*	☑
Static Batching	☑
Sprite Batching Threshold	⬤────────
GPU Skinning*	☑
Graphics Jobs (Experimental)	☐

Texture Compression Formats

= ASTC

❗ Texture Compression Targeting is disabled. To use texture compression targeting, add more than one texture compression format to Texture Compression Formats.

Normal Map Encoding	DXT5nm-style
Lightmap Encoding	Normal Quality
HDR Cubemap Encoding	Normal Quality
Lightmap Streaming	☑
Streaming Priority	0
Frame Timing Stats	☐
OpenGL: Profiler GPU Recorders	☑

❗ On OpenGL, Profiler GPU Recorders may disable the GPU Profiler.

Allow HDR Display Output*	☐
Virtual Texturing (Experimental)*	☐
360 Stereo Capture*	☐
Load/Store Action Debug Mode	☐

Vulkan Settings

SRGB Write Mode*	☐
Number of swapchain buffers*	3
Acquire swapchain image late as possible*	☐
Recycle command buffers*	☑
Apply display rotation during rendering	☑

Identification

Override Default Package Name	☐
Package Name	com.DefaultCompany.TFMUnityLaLagunaURP_VR
Version*	0.1.0

Player

Minimum API Level	Android 11.0 (API level 30)
Target API Level	Automatic (highest installed)

Configuration

Scripting Backend	IL2CPP
Api Compatibility Level*	.NET Standard 2.1
Editor Assemblies Compatibility Level*	Default (.NET Framework)
IL2CPP Code Generation	Faster runtime
C++ Compiler Configuration	Release
IL2CPP Stacktrace Information	Method Name
Use incremental GC	☐
Allow downloads over HTTP*	Not allowed
Mute Other Audio Sources*	☐
Target Architectures	
ARMv7	☐
ARM64	☑
x86 (Chrome OS)	☐
x86-64 (Chrome OS and Magic Leap 2)	☐
Enable Armv9 Security Features for Arm64	☐
Split APKs by target architecture	☐
Target Devices	All Devices
Install Location	Prefer External
Internet Access	Auto
Write Permission	Internal
Filter Touches When Obscured	☐
Sustained Performance Mode	☐
Low Accuracy Location	☐
Chrome OS Input Emulation	☑
Android TV Compatibility	☐
Warn about App Bundle size	☑
App Bundle size threshold	150
Application Entry Point	
Activity	☑
GameActivity	☐
Active Input Handling*	Input System Package (New)

Shader Settings

Shader precision model*	Use platform defaults for sampler precision
Strict shader variant matching*	☐
Keep Loaded Shaders Alive*	☐

Shader Variant Loading Settings

Default chunk size (MB)*	16
Default chunk count*	0
Override	☐

Script Compilation

Scripting Define Symbols

≡ USE_INPUT_SYSTEM_POSE_CONTROL

Copy Defines   Revert   Ap

Additional Compiler Arguments
List is Empty

+
Revert   Ap

Suppress Common Warnings ☑
Allow 'unsafe' Code ☐
Use Deterministic Compilation ☑
Optimization
Prebake Collision Meshes* ☐
▶ Preloaded Assets*
Strip Engine Code* ☑
Managed Stripping Level   Minimal
Enable Internal Profiler* (Deprecated) ☐

Vertex Compression*   Normal, Tangent, Tex Coord 0, Tex Coord 2, Tex Coord 3
Optimize Mesh Data* ☐
Texture MipMap Stripping* ☐
Stack Trace*
Log Type   None   ScriptOnly   Full
Error   ☐   ☑   ☐
Assert   ☐   ☑   ☐
Warning   ☐   ☑   ☐
Log   ☐   ☑   ☐
Exception   ☐   ☑   ☐
Legacy
Clamp BlendShapes (Deprecated)* ☐

Build Settings

— □ ✕

Build Settings   ⋮

Scenes In Build
☑ _TFMLaLagunaUnity/Scenes/PlazaAdelantado   0

Add Open Scenes

Platform   🤖 **Android**

🖥 Windows, Mac, Linux   Texture Compression   Use Player Settings   ▼
                                ETC2 fallback   32-bit   ▼
🤖 **Android**   ✧   Export Project   ☐
                                Symlink Sources   ☐
🔲 WebGL   Build App Bundle (Google Play) ☐
                                Create symbols.zip   Disabled   ▼
🔲 Dedicated Server   Run Device   Default devic ▼   Refresh
                                Build to Device   Patch   Patch And Run
iOS iOS   Patching is disabled for Release builds
                                Development Build   ☐
PS4 PS4   Autoconnect Profiler   ☐
                                Deep Profiling   ☐
PS5 PS5   Script Debugging   ☐
                                Compression Method   LZ4   ▼
🪟 Universal Windows Platform

▼ **Asset Import Overrides**
Max Texture Size   No Override   ▼
Texture Compression   No Override   ▼
                                                        Learn about Unity Cloud Build

Player Settings...   Build   ▼   Build And Run