[preset.0]

name="Windows Desktop"

platform="Windows Desktop"

runnable=true

custom\_features=""

export\_filter="all\_resources"

include\_filter=""

exclude\_filter=""

export\_path="/home/jpalvesl/Documentos/jam-game/bin/win.exe"

patch\_list=PoolStringArray( )

script\_export\_mode=1

script\_encryption\_key=""

[preset.0.options]

texture\_format/bptc=false

texture\_format/s3tc=true

texture\_format/etc=false

texture\_format/etc2=false

texture\_format/no\_bptc\_fallbacks=true

binary\_format/64\_bits=true

custom\_template/release=""

custom\_template/debug=""

application/icon=""

application/file\_version=""

application/product\_version=""

application/company\_name=""

application/product\_name=""

application/file\_description=""

application/copyright=""

application/trademarks=""

[preset.1]

name="Linux/X11"

platform="Linux/X11"

runnable=true

custom\_features=""

export\_filter="all\_resources"

include\_filter=""

exclude\_filter=""

export\_path="/home/jpalvesl/Documentos/jam-game/bin/linux.x86\_64"

patch\_list=PoolStringArray( )

script\_export\_mode=1

script\_encryption\_key=""

[preset.1.options]

texture\_format/bptc=false

texture\_format/s3tc=true

texture\_format/etc=false

texture\_format/etc2=false

texture\_format/no\_bptc\_fallbacks=true

binary\_format/64\_bits=true

custom\_template/release=""

custom\_template/debug=""