**BuildAssetBundleOptions**

enumeration

**Variables**

|  |  |
| --- | --- |
| [None](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\BuildAssetBundleOptions.None.html) | 不使用任何特殊选项构建 assetBundle。 |
| [UncompressedAssetBundle](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\BuildAssetBundleOptions.UncompressedAssetBundle.html) | 创建资源包时不压缩数据。 |
| [DisableWriteTypeTree](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\BuildAssetBundleOptions.DisableWriteTypeTree.html) | 不包括 AssetBundle 中的类型信息。 |
| [DeterministicAssetBundle](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\BuildAssetBundleOptions.DeterministicAssetBundle.html) | 使用存储在资源包中对象的 ID 的哈希构建资源包。 |
| [ForceRebuildAssetBundle](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\BuildAssetBundleOptions.ForceRebuildAssetBundle.html) | 强制重新构建 assetBundle。 |
| [IgnoreTypeTreeChanges](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\BuildAssetBundleOptions.IgnoreTypeTreeChanges.html) | 在执行增量构建检查时忽略类型树更改。 |
| [AppendHashToAssetBundleName](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\BuildAssetBundleOptions.AppendHashToAssetBundleName.html) | 向 assetBundle 名称附加哈希。 |
| [ChunkBasedCompression](file:///E:\\BDCloud\\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\\UnityDocumentation_2019.1\\ScriptReference\\BuildAssetBundleOptions.ChunkBasedCompression.html) | 创建 AssetBundle 时使用基于语块的 LZ4 压缩。 |
| [StrictMode](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\BuildAssetBundleOptions.StrictMode.html) | 如果在此期间报告任何错误，则构建无法成功。 |
| [DryRunBuild](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\BuildAssetBundleOptions.DryRunBuild.html) | 进行干运行构建。 |
| [DisableLoadAssetByFileName](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\BuildAssetBundleOptions.DisableLoadAssetByFileName.html) | 禁用按照文件名称查找资源包 LoadAsset。 |
| [DisableLoadAssetByFileNameWithExtension](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\BuildAssetBundleOptions.DisableLoadAssetByFileNameWithExtension.html) | 禁用按照带扩展名的文件名称查找资源包 LoadAsset。 |