**BuildPipeline**

class in UnityEditor

**Description**

允许您以编程方式构建可从 Web 加载的播放器或 AssetBundle。

**Static Variables**

|  |  |
| --- | --- |
| [isBuildingPlayer](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\BuildPipeline-isBuildingPlayer.html) | 目前是否正在构建播放器？ |

**Static Functions**

|  |  |
| --- | --- |
| [BuildAssetBundle](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\BuildPipeline.BuildAssetBundle.html)(Obsolete) | 构建一个资源包。 |
| [BuildAssetBundleExplicitAssetNames](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\BuildPipeline.BuildAssetBundleExplicitAssetNames.html)(Obsolete) | 使用资源的自定义名称构建资源包。 |
| [BuildAssetBundles](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\BuildPipeline.BuildAssetBundles.html) | 构建编辑器中指定的所有 AssetBundle。 |
| [BuildPlayer](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\BuildPipeline.BuildPlayer.html) | 构建一个播放器。 |
| [GetCRCForAssetBundle](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\BuildPipeline.GetCRCForAssetBundle.html) | 提取给定 AssetBundle 的 CRC 校验和。 |
| [GetHashForAssetBundle](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\BuildPipeline.GetHashForAssetBundle.html) | 提取给定 AssetBundle 的哈希值。 |
| [IsBuildTargetSupported](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\BuildPipeline.IsBuildTargetSupported.html) | 如果指定构建目标目前在编辑器中可用，则返回 true。 |