variant

The *variant* table of the *rd_releasemgr* lists the optimization compile modes possible for each build and the associated **variantId** used to identify them throughout the tables. Currently there are only two Debug and Optimized. The current (July 2013) contents of the table are:

variantId	variantName
1	Debug
2	Optimized

The **variantName** is used as an argument to the --variant option when invoking the triggerBuild and deleteBuild programs.