

Build Automation

Receive Callback On Build

```
using UnityEditor.Callbacks;

namespace Varneon.Editor.BuildPostProcessors
{
    public static class BuildPostProcessor
    {
        /// Callback order defines the order in which the callback will be invoked
        [PostProcessScene(-1)] // UdonSharp: If you modify any data on
        UdonSharpBehaviours, do it on -1 or before! UdonSharp applies data from proxies to the
        backing behaviours on 0
        public static void PostProcessBuild()
        {
            // Do anything you want here
        }
    }
}
```

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