Build Assistant Tool

Descripción

Files: CGFBuildAssistantTool.cs

Path: "CGF/Editor/Tools/BuildAssistant"

Menu: "CGF/General/Build Assistant"

Description

Tool thats allows to custom Window that allows the user to build in different platforms sequentially.

Reference

- **Target Platform Tree Asset** – Visual tree asset for the target platform list UI.
- **Visual Tree Asset** – Visual tree asset for the UI layout.

Use

Open the tool from `CGF/General/Build Assistant` in the Unity editor.
Use the controls listed in Reference to configure the window workflow.