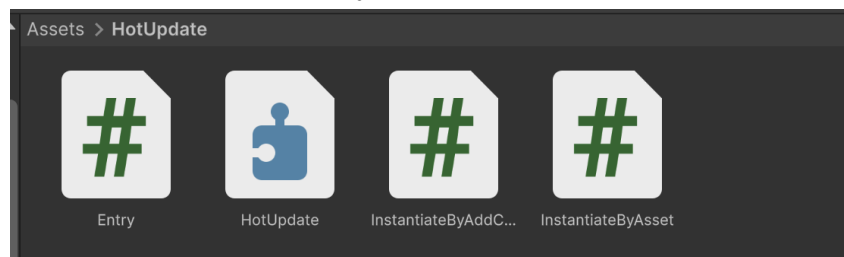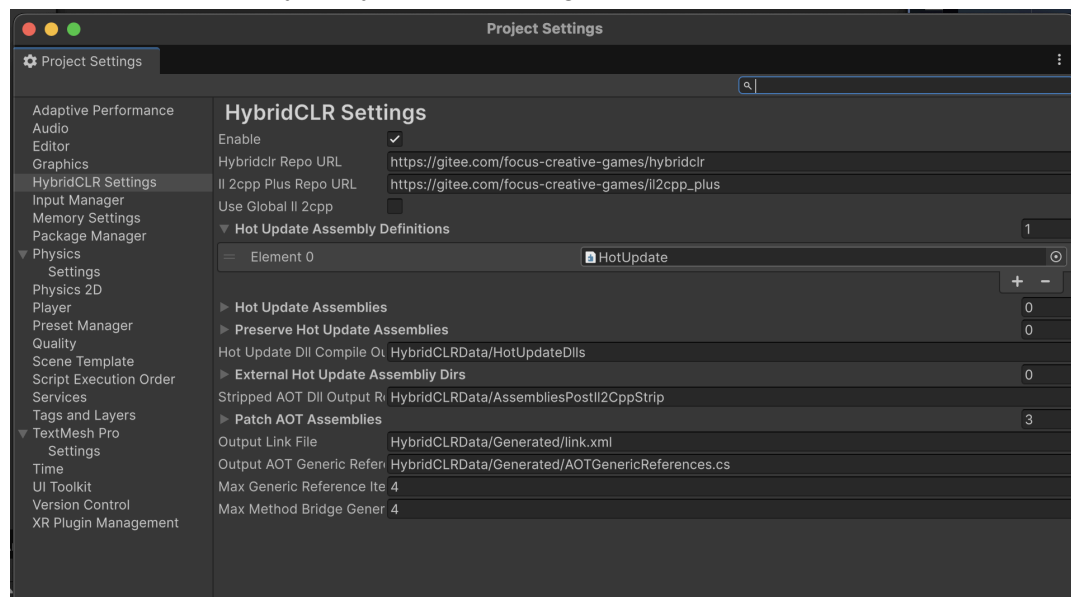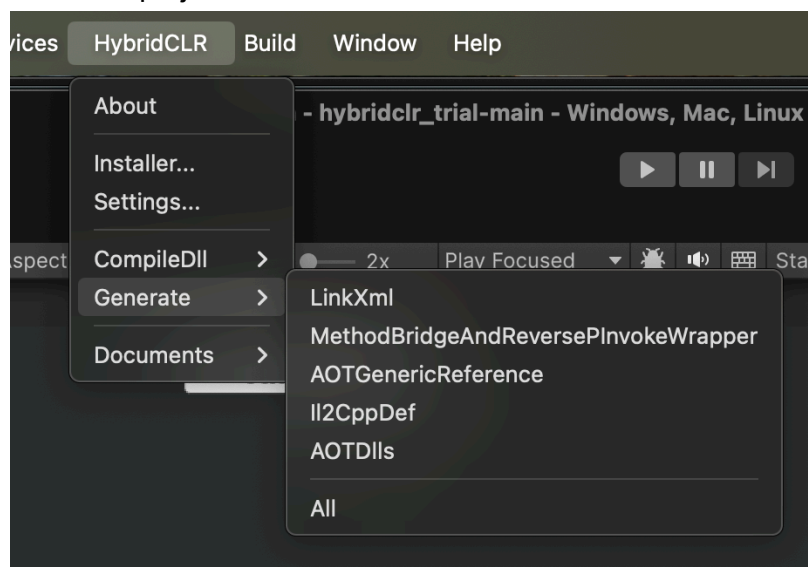Process to create a HotUpdate DLL and Asset Bundle

First we create an assembly Definition in a HotUpdate folder.

We add that Assembly to HybridCLR settings


We go to HybridCLR>Generate>All This compiles the assembly and creates the Dlls in a folder inside the project

Then We go Builde>BuildAssetsAndCopyToStreamingAssets to compile the assetbundle and then it copies automatically both the HotUpdate DLLs and the AssetBundle to the correct Folder, which is StreamingAssets
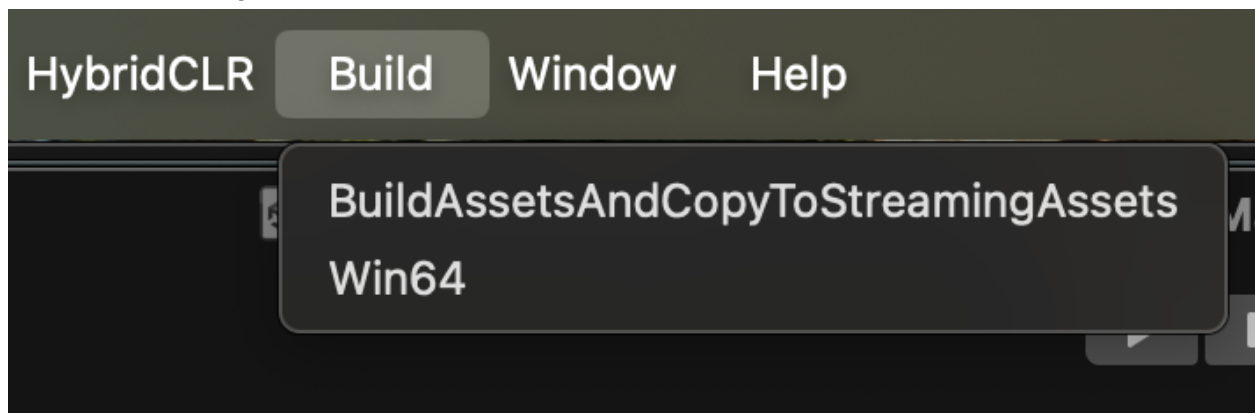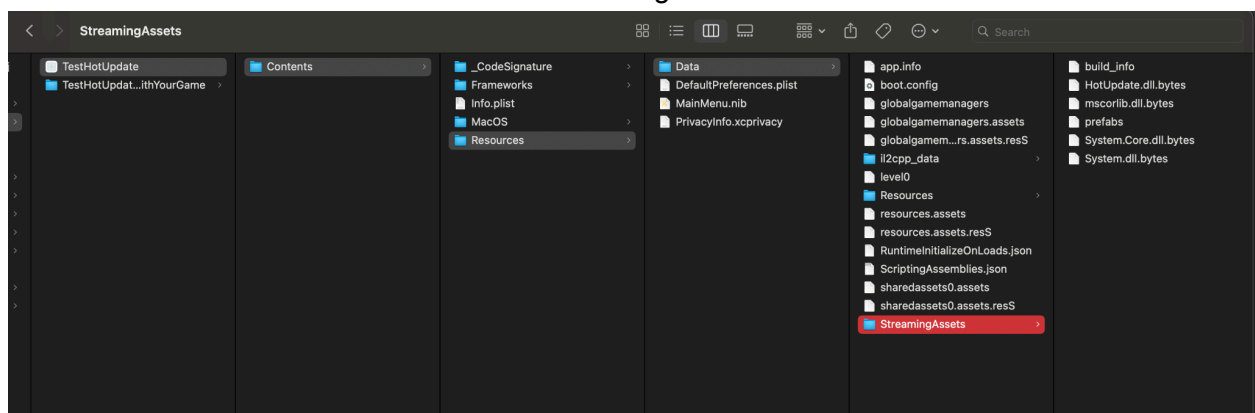

So What you have now is the following picture files, if its the first time you make a build then you dont have to do anything else, just build.
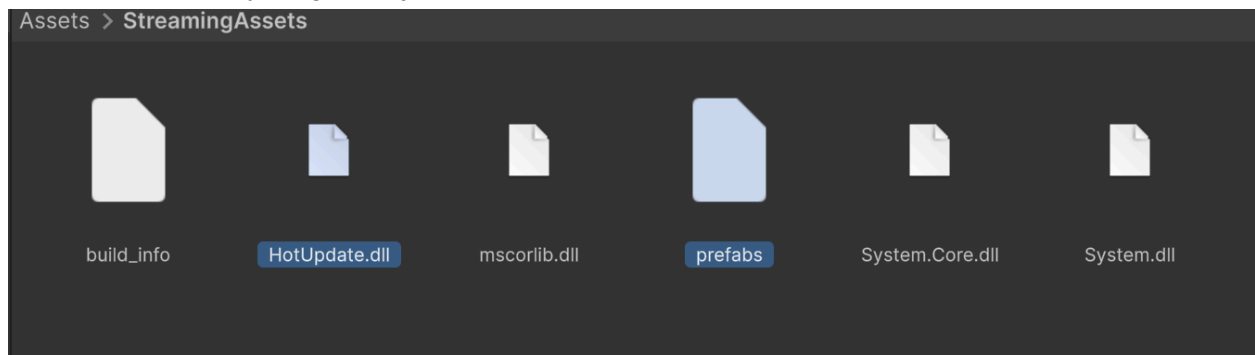
but if you already have a build and want to make a hot update in that build then you simply copy those 2 files and you copy them inside Build Executable>Contents>Resources>Data>StreamingAssets

This is where the way of doing it changes depending on the platform, because if we have a IOS then what we have to do is do this by code and fetched by a server instead of just loading them manually. Now you can just play the build and you would see the changes of code or assets you have made without having to build again.