

AssetPostprocessor



```
classDiagram
    class AssetPostprocessor
    class SpriteMeshInstancePostProcessor
    SpriteMeshInstancePostProcessor --|> AssetPostprocessor
```

The diagram illustrates a class hierarchy. At the top is a white box labeled 'AssetPostprocessor'. Below it is a gray box labeled 'SpriteMeshInstancePostProcessor'. A blue arrow points from the top of the gray box to the bottom of the white box, indicating that 'SpriteMeshInstancePostProcessor' inherits from 'AssetPostprocessor'.

SpriteMeshInstancePostProcessor