

Ui_EditWindow

```
graph BT; Ui_EditWindow[Ui_EditWindow] --|> Ui_EditWindow[Ui::EditWindow];
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border containing the text "Ui_EditWindow". Below it is a gray rectangular box with a black border containing the text "Ui::EditWindow". A solid blue arrow points vertically from the top center of the gray box to the bottom center of the white box, indicating that "Ui::EditWindow" inherits from "Ui_EditWindow".

Ui::EditWindow