

UnityPrintNumber



```
graph LR; A[UnityPrintNumber] --> B[UnityPrintNumberUnsigned];
```

The diagram consists of two rectangular boxes. The left box is shaded gray and contains the text 'UnityPrintNumber'. A dark blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'UnityPrintNumberUnsigned'.

UnityPrintNumberUnsigned