

NetworkBehaviour

```
classDiagram
    class NetworkBehaviour {
    }
    class DeactivateOthers {
        + OnNetworkSpawn()
    }
    DeactivateOthers --|> NetworkBehaviour
```

The diagram illustrates a class hierarchy. At the top is the 'NetworkBehaviour' class, represented by a white box with a black border and three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. At the bottom is the 'DeactivateOthers' class, represented by a grey box with a black border and three horizontal compartments. The top compartment contains the class name, the middle compartment is empty, and the bottom compartment contains the method signature '+ OnNetworkSpawn()'. A blue arrow with an open triangular head points from the top of the 'DeactivateOthers' box to the bottom of the 'NetworkBehaviour' box, indicating that 'DeactivateOthers' inherits from 'NetworkBehaviour'.

DeactivateOthers

+ OnNetworkSpawn()