

Editor

```
graph BT; A[RTS_Cam.RTS_CameraEditor] --> B[Editor];
```

A UML class diagram showing an inheritance relationship. A box labeled 'Editor' is at the top. A box labeled 'RTS_Cam.RTS_CameraEditor' is at the bottom. A blue arrow points from the bottom box to the top box, indicating that 'RTS_Cam.RTS_CameraEditor' inherits from 'Editor'.

RTS_Cam.RTS_CameraEditor