

UnityEditor.Editor



```
graph BT; A[TriLibCore.Editor.LipSync MappingEditor] --> B[UnityEditor.Editor];
```

The diagram illustrates a class inheritance relationship. At the top is a white rectangular box with a black border containing the text 'UnityEditor.Editor'. Below it is a gray rectangular box with a black border containing the text 'TriLibCore.Editor.LipSync MappingEditor'. Two blue arrows originate from the top of the gray box and point upwards to the bottom of the white box, indicating that the gray box inherits from the white box.

TriLibCore.Editor.LipSync  
MappingEditor