

UnityEditor.Editor

```
graph BT; A[TriLibCore.Editor.AssetLoader  
OptionsEditor] --> B[UnityEditor.Editor];
```

The diagram illustrates a class inheritance relationship. At the top is a white box with a black border containing the text 'UnityEditor.Editor'. Below it is a gray box containing the text 'TriLibCore.Editor.AssetLoader' and 'OptionsEditor' on two lines. Two blue arrows point upwards from the gray box to the white box, indicating that the classes in the gray box inherit from the class in the white box.

TriLibCore.Editor.AssetLoader
OptionsEditor