

Editor

```
classDiagram
    class Editor
    class "RacingGameBot.Editors.UpdatableDataEditor"
    "RacingGameBot.Editors.UpdatableDataEditor" --|> Editor
```

A UML class diagram showing an inheritance relationship. A light gray box labeled 'Editor' is at the top. A dark gray box labeled 'RacingGameBot.Editors.UpdatableDataEditor' is at the bottom. A blue arrow points from the bottom box to the top box, indicating that 'RacingGameBot.Editors.UpdatableDataEditor' inherits from 'Editor'.

RacingGameBot.Editors.Updatable
DataEditor