

Editor

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

The diagram illustrates 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 top of the dark gray box to the bottom of the light gray box, indicating that 'RacingGameBot.Editors.UpdatableDataEditor' inherits from 'Editor'.

RacingGameBot.Editors.Updatable
DataEditor