

PathSceneTool

```
classDiagram
    class PathSceneTool
    class TrackConePathPlacer["Track.ConePathPlacer"] {
        +leftConeprefab
        +rightConeprefab
        +leftStartingConeprefab
        +rightStartingConeprefab
        +holder
        +spacing
        +trackwidth
        #PathUpdated()
    }
    TrackConePathPlacer <|-- PathSceneTool
```

The diagram shows a class hierarchy. At the top is a class box for 'PathSceneTool' with three empty compartments. Below it is a class box for 'Track.ConePathPlacer' with three compartments: the top for the class name, the middle for attributes, and the bottom for methods. A blue arrow with an open triangle head points from the 'Track.ConePathPlacer' box up to the 'PathSceneTool' box, indicating that 'PathSceneTool' inherits from 'Track.ConePathPlacer'.

Track.ConePathPlacer

- + leftConeprefab
- + rightConeprefab
- + leftStartingConeprefab
- + rightStartingConeprefab
- + holder
- + spacing
- + trackwidth

PathUpdated()