

CScene



```
graph BT; CUiedit --> CScene
```

A diagram illustrating a class hierarchy. At the bottom is a dark gray rectangular box labeled 'CUiedit'. A blue arrow points vertically upwards from the top center of the 'CUiedit' box to the bottom center of a light gray rectangular box labeled 'CScene' at the top. Both boxes have a thin black border.

CUiedit