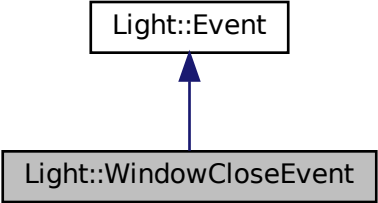


Light::Event



```
classDiagram
    class Light_Event["Light::Event"]
    class Light_MouseMovedEvent["Light::MouseMovedEvent"]
    Light_MouseMovedEvent --|> Light_Event
```

The diagram illustrates a class hierarchy. At the top is a white box labeled 'Light::Event'. Below it is a gray box labeled 'Light::MouseMovedEvent'. A blue arrow points from the top of the gray box to the bottom of the white box, indicating that 'Light::MouseMovedEvent' inherits from 'Light::Event'.

Light::MouseMovedEvent