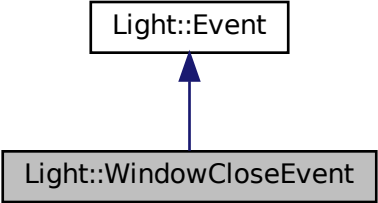


Light::Event



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

A UML class diagram illustrating inheritance. At the top is a white rectangular box with a black border containing the text "Light::Event". Below it is a gray rectangular box with a black border containing the text "Light::MouseMovedEvent". A blue arrow points vertically from the top center of the gray box to the bottom center of the white box, indicating that "Light::MouseMovedEvent" inherits from "Light::Event".

Light::MouseMovedEvent