

Editor

```
classDiagram
    class Editor
    class Valve_VR_SteamVR_RenderModelEditor["Valve.VR.SteamVR_RenderModelEditor"]
    Valve_VR_SteamVR_RenderModelEditor --|> Editor
```

A UML class diagram showing an inheritance relationship. The base class is 'Editor' and the derived class is 'Valve.VR.SteamVR_RenderModelEditor'. A vertical arrow points from the derived class to the base class.

Valve.VR.SteamVR_RenderModelEditor