

CustomEditorBase

Editor

Leap.Unity.CustomEditorBase< T >

```
classDiagram
    class CustomEditorBase
    class Editor
    class LeapUnityCustomEditorBase["Leap.Unity.CustomEditorBase< T >"]
    CustomEditorBase <|-- Editor
    CustomEditorBase <|-- LeapUnityCustomEditorBase
```

The diagram illustrates a class hierarchy. At the top left is the 'CustomEditorBase' class. To its right is the 'Editor' class. A horizontal arrow points from 'Editor' up to 'CustomEditorBase', indicating inheritance. Below these two classes is a third class, 'Leap.Unity.CustomEditorBase< T >'. A vertical line descends from the midpoint between 'CustomEditorBase' and 'Editor', and then branches into two arrows pointing upwards to the bottom of each of these two classes, indicating that 'Leap.Unity.CustomEditorBase< T >' inherits from both.