

ScriptableObject

```
classDiagram
    class ScriptableObject
    class CartoonFX_CFXR_ParticleText_FontAsset {
        +CharSequence
        +letterCase
        +CharSprites
        +CharKerningOffsets
        +IsValid()
    }
    ScriptableObject <|-- CartoonFX_CFXR_ParticleText_FontAsset
```

The diagram illustrates a class hierarchy. At the top is the 'ScriptableObject' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name, while the other two are empty. Below it is the 'CartoonFX.CFXR\_ParticleText FontAsset' class, represented by a shaded rectangle with four horizontal compartments. The top compartment contains the class name. The subsequent three compartments contain a list of attributes and a method, each preceded by a '+' sign. A blue arrow with an open triangular head points from the top of the 'CartoonFX.CFXR\_ParticleText FontAsset' class to the bottom of the 'ScriptableObject' class, indicating inheritance.

CartoonFX.CFXR\_ParticleText  
FontAsset

+ CharSequence

+ letterCase

+ CharSprites

+ CharKerningOffsets

+ IsValid()