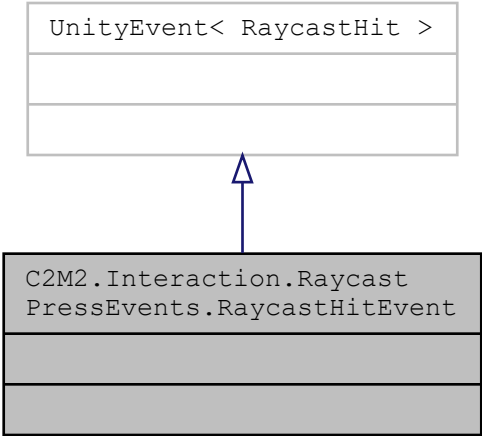


UnityEvent< RaycastHit >



```
classDiagram
    class UnityEvent {
        < RaycastHit >
    }
    class C2M2InteractionRaycastPressEventsRaycastHitEvent {
    }
    C2M2InteractionRaycastPressEventsRaycastHitEvent --|> UnityEvent
```

The diagram illustrates a class hierarchy. At the top is a class box for 'UnityEvent< RaycastHit >'. It has a top section with the text 'UnityEvent< RaycastHit >', and two empty rectangular sections below it. Below this is a class box for 'C2M2.Interaction.RaycastPressEvents.RaycastHitEvent'. It has a top section with the text 'C2M2.Interaction.RaycastPressEvents.RaycastHitEvent' and two empty rectangular sections below it. A blue arrow with an open triangular head points from the top of the lower class box to the bottom of the upper class box, indicating that the lower class inherits from the upper class.

C2M2.Interaction.Raycast  
PressEvents.RaycastHitEvent