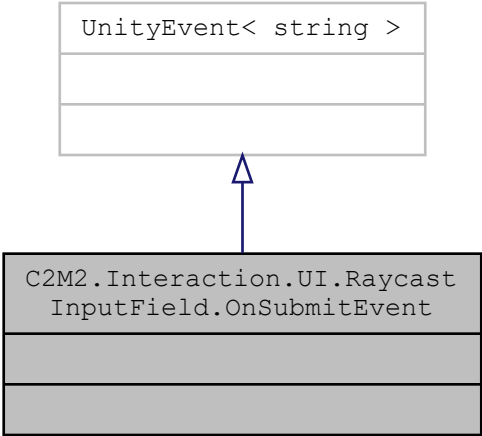


UnityEvent< string >



```
classDiagram
    class UnityEvent["UnityEvent< string >"]
    class C2M2["C2M2.Interaction.UI.Raycast\nInputField.OnChangeEvent"]
    C2M2 --|> UnityEvent
```

The diagram illustrates a class hierarchy. At the top is a class box for 'UnityEvent< string >' with three horizontal compartments. Below it is a class box for 'C2M2.Interaction.UI.Raycast InputField.OnChangeEvent' with three horizontal compartments. A blue arrow with an open triangular head points from the top compartment of the lower class to the bottom compartment of the upper class, indicating inheritance.

C2M2.Interaction.UI.Raycast
InputField.OnChangeEvent