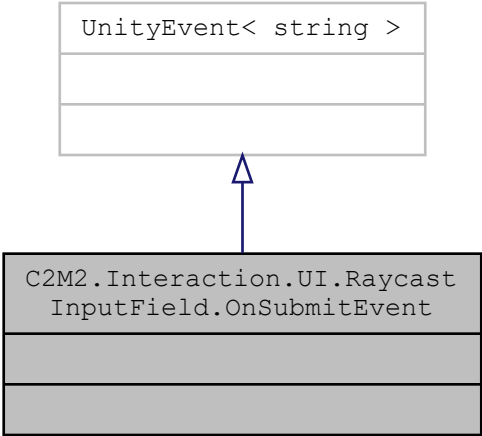


```
UnityEvent< string >
```



```
classDiagram
    class UnityEvent["UnityEvent< string >"]
    class C2M2["C2M2.Interaction.UI.Raycast\nInputField.OnSubmitEvent"]
    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.OnSubmitEvent' with three horizontal compartments. A blue arrow with an open triangular head points from the top compartment of the lower box to the bottom compartment of the upper box, indicating that the lower class inherits from the upper class.

```
C2M2.Interaction.UI.Raycast  
InputField.OnSubmitEvent
```