

WindowEditorTool



```
graph BT; A[Anima2D.BlendShapeFrameEditor] --> B[WindowEditorTool];
```

A UML class diagram showing an inheritance relationship. The class 'Anima2D.BlendShapeFrameEditor' is represented by a gray-shaded box at the bottom, and the class 'WindowEditorTool' is represented by a white box at the top. A blue arrow points from the bottom box to the top box, indicating that 'Anima2D.BlendShapeFrameEditor' inherits from 'WindowEditorTool'.

Anima2D.BlendShapeFrameEditor