

Ui\_CatchInputCtrl

```
graph BT; A[Ui::CatchInputCtrl] --> B[Ui_CatchInputCtrl];
```

A UML diagram illustrating inheritance. At the bottom is a gray-shaded box labeled 'Ui::CatchInputCtrl'. A blue arrow points vertically upwards from this box to a white box at the top labeled 'Ui\_CatchInputCtrl'.

Ui::CatchInputCtrl