

EditorWindow



```
graph BT; A[AlignToSurfaceEditor] --> B[EditorWindow];
```

A UML class diagram illustrating inheritance. At the bottom is a gray rectangular box labeled "AlignToSurfaceEditor". A blue arrow points vertically upwards from the top center of this box to the bottom center of a white rectangular box with a gray border at the top, labeled "EditorWindow".

AlignToSurfaceEditor