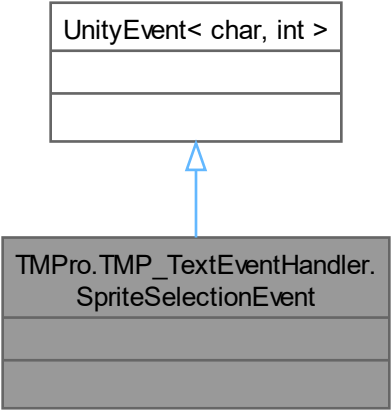


UnityEvent< char, int >



```
classDiagram
    class UnityEvent["UnityEvent< char, int >"]
    class TMPro["TMPro.TMP_TextEventHandler.SpriteSelectionEvent"]
    TMPro --|> UnityEvent
```

The diagram illustrates an inheritance relationship. At the top is a white rectangular box representing the base class 'UnityEvent< char, int >'. It is divided into three horizontal sections: the top section contains the class name, and the two bottom sections are empty. Below this box is a blue arrow pointing upwards, indicating inheritance. At the bottom is a gray rectangular box representing the derived class 'TMPro.TMP\_TextEventHandler.SpriteSelectionEvent'. It is also divided into three horizontal sections: the top section contains the class name, and the two bottom sections are empty.

TMPro.TMP\_TextEventHandler.  
SpriteSelectionEvent