

UnityEvent< char, int >

```
classDiagram
    class UnityEvent["UnityEvent< char, int >"]
    class TMPProTMP_TextEventHandler_CharacterSelectionEvent["TMPPro.TMP_TextEventHandler.CharacterSelectionEvent"]
    TMPProTMP_TextEventHandler_CharacterSelectionEvent --|> 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 hollow triangle pointing upwards, indicating inheritance. At the bottom is a gray rectangular box representing the derived class 'TMPPro.TMP_TextEventHandler.CharacterSelectionEvent'. It is also divided into three horizontal sections: the top section contains the class name, and the two bottom sections are empty.

TMPPro.TMP_TextEventHandler.
CharacterSelectionEvent