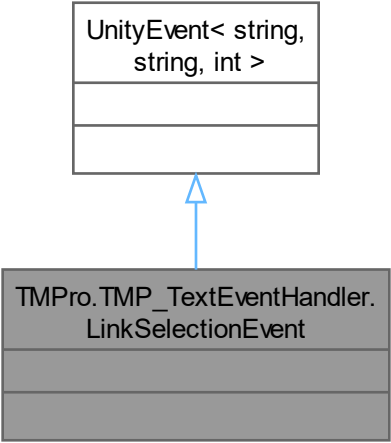


UnityEvent< string,
string, int >



```
classDiagram
    class UnityEvent {
        string
        string
        int
    }
    class TMPro_LinkSelectionEvent {
    }
    TMPro_LinkSelectionEvent --|> UnityEvent
```

The diagram illustrates a class hierarchy. At the top is a white box representing the `UnityEvent` class, which has three horizontal slots for attributes: `string`, `string`, and `int`. Below it is a gray box representing the `TMPro.TMP_TextEventHandler.LinkSelectionEvent` class, which has three empty horizontal slots. A blue arrow with an open triangular head points from the gray box up to the white box, indicating that `LinkSelectionEvent` inherits from `UnityEvent`.

TMPro.TMP_TextEventHandler.
LinkSelectionEvent