

UnityEvent< string,
int, int >

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

TMPro.TMP_TextEventHandler.
WordSelectionEvent