

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class TMProExamplesTextMeshProFloatingText["TMPro.Examples.TextMeshProFloatingText"]
    TMProExamplesTextMeshProFloatingText --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a rectangle divided into three horizontal sections. The top section contains the class name. Below it is a class 'TMPro.Examples.TextMeshProFloatingText', represented by a shaded rectangle divided into four horizontal sections. The top section contains the class name. The subsequent three sections contain a list of members: '+ TheFont', '+ SpawnType', '+ IsTextObjectScaleStatic', '+ DisplayTextMeshProFloatingText()', and '+ DisplayTextMeshProFloatingText()'. A blue arrow with an open triangular head points from the top of the 'TMPro.Examples.TextMeshProFloatingText' class to the bottom of the 'MonoBehaviour' class, indicating that 'TMPro.Examples.TextMeshProFloatingText' inherits from 'MonoBehaviour'.

TMPro.Examples.TextMeshPro
FloatingText

- + TheFont
- + SpawnType
- + IsTextObjectScaleStatic
- + DisplayTextMeshProFloatingText()
- + DisplayTextMeshProFloatingText()