

MonoBehaviour



```
graph BT; A[PlayerBehavior.PlayerCamera] --> B[MonoBehaviour]
```

The diagram illustrates an inheritance relationship. At the top is a white box with a black border labeled 'MonoBehaviour'. Below it is a gray box with a black border labeled 'PlayerBehavior.PlayerCamera'. A blue arrow points from the top of the gray box up to the bottom of the white box, indicating that 'PlayerBehavior.PlayerCamera' inherits from 'MonoBehaviour'.

PlayerBehavior.PlayerCamera