

UnityEvent< Change >

```
classDiagram
    class UnityEvent["UnityEvent< Change >"]
    class UnityEngine["UnityEngine.InputSystem.InputRecorder.ChangeEvent"]
    UnityEvent <|-- UnityEngine
```

The diagram consists of two class boxes. The top box is white with a gray border and is divided into three horizontal sections. The bottom section is empty. The middle section is empty. The top section contains the text 'UnityEvent< Change >'. The bottom box is gray with a black border and is also divided into three horizontal sections. The top section contains the text 'UnityEngine.InputSystem.InputRecorder.ChangeEvent'. The middle and bottom sections are empty. A blue arrow points from the top section of the bottom box to the bottom section of the top box, indicating inheritance.

UnityEngine.InputSystem.  
InputRecorder.ChangeEvent