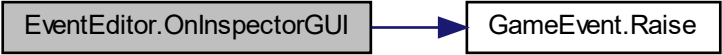


EventEditor.OnInspectorGUI



```
graph LR; A[EventEditor.OnInspectorGUI] --> B[GameEvent.Raise]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'EventEditor.OnInspectorGUI'. The right box is white and contains the text 'GameEvent.Raise'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

GameEvent.Raise