

PropertyAttribute

```
classDiagram
    class PropertyAttribute {
    }
    class PhotonXYZSwitchMaskAttribute["Photon.Compression.XYZSwitchMaskAttribute"] {
        +XYZSwitchMaskAttribute()
    }
    PhotonXYZSwitchMaskAttribute --|> PropertyAttribute
```

The diagram illustrates a class hierarchy. At the top is the 'PropertyAttribute' class, represented by a white box with a thin grey border and two empty internal compartments. Below it is the 'Photon.Compression.XYZSwitchMaskAttribute' class, represented by a grey box with a thick black border and three compartments. The top compartment of the grey box contains the class name, the middle one is empty, and the bottom one contains the method signature '+ XYZSwitchMaskAttribute()'. A blue arrow with an open triangular head points from the top of the grey box to the bottom of the white box, indicating that 'Photon.Compression.XYZSwitchMaskAttribute' inherits from 'PropertyAttribute'.

Photon.Compression.XYZSwitch  
MaskAttribute

+ XYZSwitchMaskAttribute()