

UnityEvent< string >

```
classDiagram
    class UnityEvent["UnityEvent< string >"]
    class PhotonPunDemoCockpitStringInputFieldOnSubmitEvent["Photon.Pun.Demo.Cockpit.StringInputField.OnSubmitEvent"]
    PhotonPunDemoCockpitStringInputFieldOnSubmitEvent --|> UnityEvent
```

The diagram illustrates an inheritance relationship. At the top is a class box for 'UnityEvent< string >' with two empty compartments below the name. At the bottom is a class box for 'Photon.Pun.Demo.Cockpit.StringInputField.OnSubmitEvent' with two empty compartments below the name. A blue arrow with an open triangular head points from the bottom class box up to the top class box, indicating that the bottom class inherits from the top class.

Photon.Pun.Demo.Cockpit.  
StringInputField.OnSubmitEvent