

UnityEvent< string >

```
classDiagram
    class UnityEvent["UnityEvent< string >"]
    class OnJoinRoomEvent["Photon.Pun.Demo.Cockpit.FriendListView.OnJoinRoomEvent"]
    OnJoinRoomEvent --|> UnityEvent
```

The diagram illustrates an inheritance relationship. At the top is a class box for 'UnityEvent< string >' with three horizontal compartments. Below it is a class box for 'Photon.Pun.Demo.Cockpit.FriendListView.OnJoinRoomEvent' with three horizontal compartments. A blue arrow with an open triangular head points from the top compartment of the lower class to the bottom compartment of the upper class, indicating that the lower class inherits from the upper class.

Photon.Pun.Demo.Cockpit.  
FriendListView.OnJoinRoomEvent