

SyncObjectEditor

```
classDiagram
    class SyncObjectEditor
    class PhotonPunSimpleSyncTransformEditor["Photon.Pun.Simple.SyncTransformEditor"] {
        +Instructions
        +HelpURL
        +TextTexturePath
        #OnInspectorGUINjectMiddle()
    }
    PhotonPunSimpleSyncTransformEditor --|> SyncObjectEditor
```

The diagram shows a class hierarchy. The base class, SyncObjectEditor, is at the top and is represented by a white box with a black border and three horizontal compartments. The derived class, Photon.Pun.Simple.SyncTransformEditor, is at the bottom and is represented by a grey box with a black border and three horizontal compartments. A blue arrow with a hollow triangular head points from the derived class to the base class, indicating inheritance.

Photon.Pun.Simple.SyncTransform
Editor

+ Instructions
+ HelpURL
+ TextTexturePath

OnInspectorGUINjectMiddle()