

UnityEvent< string >

```
classDiagram
    class PhotonPunDemoCockpitFormsConnectToRegionUIFormOnSubmitEvent["Photon.Pun.Demo.Cockpit.Forms.ConnectToRegionUIForm.OnSubmitEvent"]
    class UnityEventString["UnityEvent< string >"]
    PhotonPunDemoCockpitFormsConnectToRegionUIFormOnSubmitEvent --|> UnityEventString
```

The diagram consists of two class boxes. The top box is white with a black border and contains the text 'UnityEvent< string >'. It has two empty rectangular slots below the text. The bottom box is gray with a black border and contains the text 'Photon.Pun.Demo.Cockpit.Forms.ConnectToRegionUIForm.OnSubmitEvent'. It also has two empty rectangular slots below the text. A blue arrow with a hollow triangular head points from the top of the bottom box to the bottom of the top box, indicating an inheritance relationship.

Photon.Pun.Demo.Cockpit.  
Forms.ConnectToRegionUIForm.  
OnSubmitEvent