

Editor

```
classDiagram
    class Editor
    class PhotonPunDemoSlotRacerUtilsBezierCurveInspector["Photon.Pun.Demo.SlotRacer.Utils.BezierCurveInspector"]
    PhotonPunDemoSlotRacerUtilsBezierCurveInspector --|> Editor
```

The diagram shows a class hierarchy. At the top is a class box labeled 'Editor'. It has three horizontal compartments: the top one contains the text 'Editor', and the two below it are empty. Below the 'Editor' box is a blue arrow pointing upwards, ending in a hollow triangle. This arrow originates from a larger class box at the bottom. The bottom box is shaded gray and has three horizontal compartments. The top compartment contains the text 'Photon.Pun.Demo.SlotRacer.Utils.BezierCurveInspector', while the two bottom compartments are empty. This represents that 'Photon.Pun.Demo.SlotRacer.Utils.BezierCurveInspector' inherits from 'Editor'.

Photon.Pun.Demo.SlotRacer.
Utils.BezierCurveInspector