

Editor

```
classDiagram
    class Editor
    class PhotonPunDemoSlotRacerUtilsLineInspector["Photon.Pun.Demo.SlotRacer.Utils.LineInspector"]
    PhotonPunDemoSlotRacerUtilsLineInspector --|> 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. This bottom box is shaded gray and has three horizontal compartments. The top compartment contains the text 'Photon.Pun.Demo.SlotRacer.Utils.LineInspector', while the two bottom compartments are empty. The overall structure indicates that 'Photon.Pun.Demo.SlotRacer.Utils.LineInspector' inherits from 'Editor'.

Photon.Pun.Demo.SlotRacer.
Utils.LineInspector