

UnityEvent< string >

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

The diagram illustrates an inheritance relationship. At the top is a class box for 'UnityEvent< string >' with two empty compartments below the name. At the bottom is a class box for 'Photon.Pun.Demo.Cockpit.RoomListView.OnJoinRoomEvent' with two empty compartments below the name. A blue arrow with an open triangular head points from the top of the bottom box to the bottom of the top box, indicating that the bottom class inherits from the top class.

Photon.Pun.Demo.Cockpit.
RoomListView.OnJoinRoomEvent