

SyncObjectEditor

```
classDiagram
    class SyncObjectEditor
    class PhotonPunSimpleSyncAnimatorEditor["Photon.Pun.Simple.SyncAnimatorEditor"] {
        + passThruTypeNames
        + passThruHelpText
        + Instructions
        + HelpURL
        + TextTexturePath
        + OnEnable()
        + OnInspectorGUI()
    }
    PhotonPunSimpleSyncAnimatorEditor --|> SyncObjectEditor
```

Photon.Pun.Simple.SyncAnimator
Editor

- + passThruTypeNames
- + passThruHelpText
- + Instructions
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- + OnEnable()
- + OnInspectorGUI()