

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class FlatKit_UvScroller["FlatKit.UvScroller"] {
        +targetMaterial
        +speedX
        +speedY
    }
    FlatKit_UvScroller --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. At the bottom is the 'FlatKit.UvScroller' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment contains three public attributes: '+ targetMaterial', '+ speedX', and '+ speedY'. The bottom compartment is empty. A blue arrow with an open triangular head points from the 'FlatKit.UvScroller' class to the 'MonoBehaviour' class, indicating inheritance.

FlatKit.UvScroller

+ targetMaterial
+ speedX
+ speedY