

UnityEvent< string >

```
classDiagram
    class UnityEvent["UnityEvent< string >"]
    class TabChangeEvent["Photon.Pun.UtilityScripts.TabViewManager.TabChangeEvent"]
    TabChangeEvent --|> 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.UtilityScripts.TabViewManager.TabChangeEvent' with two empty compartments below the name. A blue arrow with an open triangular head points from the TabChangeEvent box up to the UnityEvent box, indicating that TabChangeEvent inherits from UnityEvent.

Photon.Pun.UtilityScripts.
TabViewManager.TabChangeEvent