

UnityEvent< bool >

```
classDiagram
    class UnityEvent["UnityEvent< bool >"]
    class BoolInputField["Photon.Pun.Demo.Cockpit.BoolInputField.OnSubmitEvent"]
    BoolInputField --|> UnityEvent
```

The diagram consists of two class boxes. The top box, representing the base class, is titled 'UnityEvent< bool >' and contains two empty rectangular slots. The bottom box, representing the derived class, is titled 'Photon.Pun.Demo.Cockpit.BoolInputField.OnSubmitEvent' and contains two empty rectangular slots. A blue arrow with an open triangular head points from the top of the bottom box to the bottom of the top box, indicating an inheritance relationship.

Photon.Pun.Demo.Cockpit.
BoolInputField.OnSubmitEvent