

UnityEvent< string >

```
classDiagram
    class PhotonPunDemoCockpitFormsLoadLevelUIFormOnSubmitEvent["Photon.Pun.Demo.Cockpit.Forms.LoadLevelUIForm.OnSubmitEvent"]
    class UnityEventString["UnityEvent< string >"]
    PhotonPunDemoCockpitFormsLoadLevelUIFormOnSubmitEvent --|> UnityEventString
```

The diagram illustrates an inheritance relationship. At the bottom is a gray-shaded class box for 'Photon.Pun.Demo.Cockpit.Forms.LoadLevelUIForm.OnSubmitEvent'. A blue arrow with an open triangular head points from this box to a white class box at the top for 'UnityEvent< string >'. The white box has two empty rectangular slots below its name, while the gray box has two empty slots below its name.

Photon.Pun.Demo.Cockpit.
Forms.LoadLevelUIForm.OnSubmitEvent