

UnityEvent< string >

```
classDiagram
    class UnityEvent["UnityEvent< string >"]
    class PhotonPunDemoCockpitFormsSetRoomCustomPropertyUIFormOnSubmitEvent["Photon.Pun.Demo.Cockpit.Forms.SetRoomCustomPropertyUIForm.OnSubmitEvent"]
    PhotonPunDemoCockpitFormsSetRoomCustomPropertyUIFormOnSubmitEvent --|> UnityEvent
```

The diagram consists of two class boxes. The top box is white with a black border and is divided into three horizontal sections. The top section contains the text 'UnityEvent< string >'. The bottom box is gray with a black border and is also divided into three horizontal sections. The top section contains the text 'Photon.Pun.Demo.Cockpit.Forms.SetRoomCustomPropertyUIForm.OnSubmitEvent'. A blue arrow with an open triangular head points from the top section of the gray box to the bottom edge of the white box.

Photon.Pun.Demo.Cockpit.
Forms.SetRoomCustomPropertyUIForm.
OnSubmitEvent