

UnityEvent< string >

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

The diagram consists of two class boxes. The top box, representing the base class, is divided into three horizontal sections. The first section contains the text 'UnityEvent< string >', while the other two are empty. The bottom box, representing the derived class, is a single solid block divided into three horizontal sections. The top section contains the text 'Photon.Pun.Demo.Cockpit.Forms.UserIdUiForm.OnSubmitEvent', while the other two are empty. A blue arrow with an open triangular head points from the top section of the bottom box to the bottom section of the top box, indicating an inheritance relationship.

Photon.Pun.Demo.Cockpit.  
Forms.UserIdUiForm.OnSubmitEvent