

UnityEvent< int >

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

The diagram illustrates an inheritance relationship. At the top is a class box for 'UnityEvent< int >' with three horizontal compartments. Below it is a class box for 'Photon.Pun.Demo.Cockpit.IntInputField.OnSubmitEvent' with three horizontal compartments. A blue arrow with an open triangular head points from the top compartment of the bottom box to the bottom of the top box, indicating that the bottom class inherits from the top class.

Photon.Pun.Demo.Cockpit.
IntInputField.OnSubmitEvent