

UnityEvent< string,  
string, LobbyType,  
string[]>

```
classDiagram
    class Base["UnityEvent< string, string, LobbyType, string[]>"]
    class Derived["Photon.Pun.Demo.Cockpit.Forms.CreateRoomUiForm.OnSubmitEvent"]
    Derived --|> Base
```

Photon.Pun.Demo.Cockpit.  
Forms.CreateRoomUiForm.OnSubmitEvent