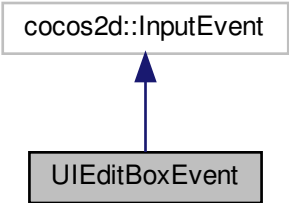


cocos2d::InputEvent



```
graph BT; UIEditBoxEvent --> cocos2dInputEvent[cocos2d::InputEvent]
```

UIEditBoxEvent