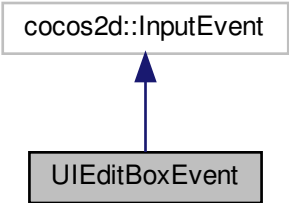


cocos2d::InputEvent



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

UIEditBoxEvent