

PhysEvent

```
classDiagram
    class PhysEvent
    class PhysEventRenderTime
    class PhysEventUserInput
    PhysEvent <|-- PhysEventRenderTime
    PhysEvent <|-- PhysEventUserInput
```

The diagram illustrates a class hierarchy. At the top is a box labeled 'PhysEvent'. Below it, a horizontal line connects two boxes: 'PhysEventRenderTime' on the left and 'PhysEventUserInput' on the right. A vertical line with an upward-pointing arrow connects the midpoint of this horizontal line to the bottom center of the 'PhysEvent' box, indicating that both 'PhysEventRenderTime' and 'PhysEventUserInput' inherit from 'PhysEvent'.

PhysEventRenderTime

PhysEventUserInput