

PhysEvent

```
graph BT; PhysEventRenderTime --> PhysEvent; PhysEventUserInput --> PhysEvent;
```

The diagram illustrates a class hierarchy. At the top is a box labeled 'PhysEvent'. Below it, two boxes labeled 'PhysEventRenderTime' and 'PhysEventUserInput' are positioned side-by-side. A horizontal line connects the top of these two boxes, and a vertical arrow points upwards from the center of this line to the bottom of the 'PhysEvent' box, indicating that both 'PhysEventRenderTime' and 'PhysEventUserInput' inherit from 'PhysEvent'.

PhysEventRenderTime

PhysEventUserInput