

PhysEvent

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

A UML class diagram showing a hierarchy. At the top is a box labeled 'PhysEvent'. Below it are two boxes: 'PhysEventRenderTime' on the left and 'PhysEventUserInput' on the right. A horizontal line connects the two bottom boxes, and a vertical arrow points from the center of this line up to the bottom of the 'PhysEvent' box, indicating inheritance.

PhysEventRenderTime

PhysEventUserInput