

phys::Event

```
classDiagram
    class phys_EventQuit["phys::EventQuit"]
    class PhysEventRenderTime
    class PhysEventUserInput
    class phys_Event["phys::Event"]
    phys_EventQuit --|> phys_Event
    PhysEventRenderTime --|> phys_Event
    PhysEventUserInput --|> phys_Event
```

phys::EventQuit

PhysEventRenderTime

PhysEventUserInput