

PhysEvent

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

phys::EventQuit

PhysEventRenderTime

PhysEventUserInput