

UEngineSubsystem



```
graph BT; URealTimeTimerSubsystem --> UEngineSubsystem
```

The diagram illustrates a class hierarchy. At the bottom is a gray rectangular box labeled 'URealTimeTimerSubsystem'. A blue arrow points vertically upwards from the center of this box to the center of a white rectangular box with a black border at the top, labeled 'UEngineSubsystem'.

URealTimeTimerSubsystem