

PassAlloc

```
classDiagram
    class PassAlloc
    class "Ogre::ShaderManager"
    PassAlloc <|-- "Ogre::ShaderManager"
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box labeled "PassAlloc". Below it is a gray rectangular box labeled "Ogre::ShaderManager". A solid blue arrow points vertically from the top center of the "Ogre::ShaderManager" box to the bottom center of the "PassAlloc" box, indicating that "Ogre::ShaderManager" inherits from "PassAlloc".

Ogre::ShaderManager