

Ogre::SceneManager
::Listener

Ogre::HlmsManager

Ogre::Terrain

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graph TD; A[Ogre::SceneManager::Listener] --> B[Ogre::HlmsManager]; A --> C[Ogre::Terrain]
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The diagram illustrates a class hierarchy or interface implementation. At the top is a gray rectangular box containing the text "Ogre::SceneManager ::Listener". Two blue arrows point from this box down to two separate white rectangular boxes at the bottom. The left arrow points to a box labeled "Ogre::HlmsManager" and the right arrow points to a box labeled "Ogre::Terrain". This visualizes how "Ogre::HlmsManager" and "Ogre::Terrain" implement or inherit from the "Ogre::SceneManager::Listener" interface.