

RenderQueueAlloc

```
graph BT; A[Ogre::RenderQueueInvocation] --> B[RenderQueueAlloc];
```

A diagram illustrating a relationship between two classes. At the bottom is a gray rectangular box labeled "Ogre::RenderQueueInvocation". A blue arrow points vertically upwards from the center of this box to the center of a white rectangular box at the top labeled "RenderQueueAlloc".

Ogre::RenderQueueInvocation