

PassAlloc

```
graph BT; A[Ogre::ShaderTemplate] --> B[PassAlloc];
```

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

Ogre::ShaderTemplate