

Ogre::Singleton< ShaderGenerator >

RTShaderSystemAlloc

Ogre::RTShader::ShaderGenerator

```
graph BT; A[Ogre::RTShader::ShaderGenerator] --> B[Ogre::Singleton< ShaderGenerator >]; A --> C[RTShaderSystemAlloc];
```

The diagram illustrates a class hierarchy or specialization. At the bottom is a gray-shaded box labeled 'Ogre::RTShader::ShaderGenerator'. Two blue arrows originate from this box: one points diagonally up and to the left to a white box labeled 'Ogre::Singleton< ShaderGenerator >', and the other points diagonally up and to the right to a white box labeled 'RTShaderSystemAlloc'.