

PassAlloc

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

A UML class diagram showing an inheritance relationship. A gray box labeled 'Ogre::ShaderTemplate' is at the bottom, and a white box labeled 'PassAlloc' is at the top. A blue arrow points from the top of the 'Ogre::ShaderTemplate' box to the bottom of the 'PassAlloc' box, indicating that 'Ogre::ShaderTemplate' inherits from 'PassAlloc'.

Ogre::ShaderTemplate