

Ogre::D3D11DeviceResource
Manager



```
graph BT; A[Ogre::D3D11RenderSystem] --> B[Ogre::D3D11DeviceResource Manager];
```

The diagram consists of two rectangular boxes. The top box is shaded gray and contains the text 'Ogre::D3D11DeviceResource Manager'. The bottom box is white and contains the text 'Ogre::D3D11RenderSystem'. A red arrow points vertically from the top of the bottom box to the bottom of the top box, indicating an inheritance or dependency relationship.

Ogre::D3D11RenderSystem