

RTShaderSystemAlloc

```
graph BT; A[Ogre::RTShader::Function] --> B[RTShaderSystemAlloc];
```

A diagram illustrating a relationship between two classes. At the bottom is a gray rectangular box containing the text "Ogre::RTShader::Function". A blue arrow points vertically upwards from the center of this box to the center of a white rectangular box above it, which contains the text "RTShaderSystemAlloc".

Ogre::RTShader::Function