

PassAlloc

```
classDiagram
    class PassAlloc
    class "Ogre::ShaderManager"
    PassAlloc <|-- "Ogre::ShaderManager"
```

A UML class diagram showing an inheritance relationship. At the top is a white rectangular box labeled 'PassAlloc'. Below it is a gray rectangular box labeled 'Ogre::ShaderManager'. A solid blue arrow points vertically from the top center of the 'Ogre::ShaderManager' box to the bottom center of the 'PassAlloc' box, indicating that 'Ogre::ShaderManager' inherits from 'PassAlloc'.

Ogre::ShaderManager