

RenderQueueAlloc

```
graph BT; A[Ogre::RenderPriorityGroup] --> B[RenderQueueAlloc];
```

A UML class diagram showing an inheritance relationship. At the bottom is a box labeled 'Ogre::RenderPriorityGroup' with a light gray fill. A blue arrow points upwards from this box to a box at the top labeled 'RenderQueueAlloc' which has a white fill. Both boxes have black borders.

Ogre::RenderPriorityGroup