

Ogre::SceneLoader



```
classDiagram
    class Ogre_SceneLoader["Ogre::SceneLoader"]
    class Ogre_BspSceneLoader["Ogre::BspSceneLoader"]
    Ogre_BspSceneLoader --|> Ogre_SceneLoader
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box labeled "Ogre::SceneLoader". Below it is a gray rectangular box labeled "Ogre::BspSceneLoader". A blue arrow points vertically from the top center of the gray box to the bottom center of the white box, indicating that "Ogre::BspSceneLoader" inherits from "Ogre::SceneLoader".

Ogre::BspSceneLoader