

Ogre::Singleton< ShaderGenerator >

RTShaderSystemAlloc

Ogre::RTShader::ShaderGenerator

```
graph BT; A[Ogre::RTShader::ShaderGenerator] --> B[Ogre::Singleton< ShaderGenerator >]; A --> C[RTShaderSystemAlloc];
```

The diagram illustrates a class hierarchy or specialization. At the bottom is a gray-shaded box labeled 'Ogre::RTShader::ShaderGenerator'. Two blue arrows point upwards from this box to two white boxes above it. The left white box is labeled 'Ogre::Singleton< ShaderGenerator >' and the right white box is labeled 'RTShaderSystemAlloc'. This suggests that 'Ogre::RTShader::ShaderGenerator' is a specialized or derived version of both 'Ogre::Singleton< ShaderGenerator >' and 'RTShaderSystemAlloc'.