

PassAlloc

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

A UML class diagram showing an inheritance relationship. The base class, 'PassAlloc', is represented by a white rectangular box with a black border at the top. The derived class, 'Ogre::ShaderManager', is represented by a gray rectangular box with a black border at the bottom. 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