

Ogre::LodInputProvider

```
classDiagram
    class Ogre_LodInputProviderMesh["Ogre::LodInputProviderMesh"]
    class Ogre_LodInputProvider["Ogre::LodInputProvider"]
    Ogre_LodInputProviderMesh --|> Ogre_LodInputProvider
```

The diagram illustrates a class hierarchy. At the bottom is a gray-shaded box labeled "Ogre::LodInputProviderMesh". A blue arrow points vertically upwards from the top center of this box to the bottom center of a white box labeled "Ogre::LodInputProvider" at the top. This indicates that "Ogre::LodInputProviderMesh" inherits from "Ogre::LodInputProvider".

Ogre::LodInputProviderMesh