

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 this box to a white box labeled 'Ogre::LodInputProvider' at the top. This indicates that 'Ogre::LodInputProviderMesh' inherits from 'Ogre::LodInputProvider'.

Ogre::LodInputProviderMesh