

ResourceAlloc



```
graph BT; A[Ogre::Quake3Shader] --> B[ResourceAlloc];
```

The diagram illustrates an inheritance relationship. At the bottom is a gray rectangular box labeled 'Ogre::Quake3Shader'. A vertical blue arrow points upwards from the top center of this box to the bottom center of a white rectangular box labeled 'ResourceAlloc' positioned above it. Both boxes have a thin black border.

Ogre::Quake3Shader