

AnimationAlloc

```
graph BT; A[Ogre::AnimationState] --> B[AnimationAlloc];
```

A UML diagram showing a generalization relationship. At the bottom is a box labeled 'Ogre::AnimationState' with a light gray fill. A blue arrow points vertically upwards from the top center of this box to the bottom center of a box above it labeled 'AnimationAlloc'.

Ogre::AnimationState