

PassAlloc

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

A UML class diagram showing an inheritance relationship. At the top is a white box labeled 'PassAlloc'. Below it is a gray box labeled 'Ogre::ShaderPiecesManager'. A blue arrow points from the gray box up to the white box, indicating that 'Ogre::ShaderPiecesManager' inherits from 'PassAlloc'.

Ogre::ShaderPiecesManager