

PassAlloc

```
classDiagram
    class PassAlloc
    class ShaderManager["Ogre::ShaderManager"]
    ShaderManager --|> PassAlloc
```

The diagram consists of two rectangular boxes. The top box is white with a black border and contains the text "PassAlloc". The bottom box is gray with a black border and contains the text "Ogre::ShaderManager". A blue arrow points vertically from the top edge of the bottom box to the bottom edge of the top box, indicating an inheritance or specialization relationship.

Ogre::ShaderManager