

Ogre::D3D11DeviceResource  
Manager



```
classDiagram
    class OgreD3D11RenderSystem["Ogre::D3D11RenderSystem"]
    class OgreD3D11DeviceResourceManager["Ogre::D3D11DeviceResourceManager"]
    OgreD3D11RenderSystem --|> OgreD3D11DeviceResourceManager
```

Ogre::D3D11RenderSystem