

Ogre::SceneManager
::Listener

Ogre::HlmsManager

Ogre::Terrain

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graph TD; A[Ogre::SceneManager::Listener] --> B[Ogre::HlmsManager]; A --> C[Ogre::Terrain]
```

The diagram illustrates a class hierarchy or interface implementation. At the top is a box labeled "Ogre::SceneManager ::Listener". Two arrows point from this box down to two separate boxes below it: "Ogre::HlmsManager" on the left and "Ogre::Terrain" on the right. Both "Ogre::HlmsManager" and "Ogre::Terrain" are rendered in a lighter gray shade than the top box, indicating they inherit from or implement the interface defined in the top box.