

AnimationAlloc

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

A UML class diagram showing an inheritance relationship. A gray box labeled 'Ogre::AnimationStateSet' is at the bottom, and a white box labeled 'AnimationAlloc' is at the top. A blue arrow points from the top of the gray box to the bottom of the white box, indicating that 'Ogre::AnimationStateSet' inherits from 'AnimationAlloc'.

Ogre::AnimationStateSet