

Light::Component



```
classDiagram
    class LightComponent["Light::Component"]
    class LightMeshRendererComponent["Light::MeshRendererComponent"]
    LightMeshRendererComponent --|> LightComponent
```

The diagram illustrates a class hierarchy. At the top is a white rectangular box labeled "Light::Component". Below it is a gray rectangular box labeled "Light::MeshRendererComponent". A blue arrow points vertically from the top center of the gray box to the bottom center of the white box, indicating that "Light::MeshRendererComponent" inherits from "Light::Component".

Light::MeshRendererComponent