

Engine::MeshRenderer

```
classDiagram
    class Engine_UIElement["Engine::UIElement"]
    class Engine_MeshRenderer["Engine::MeshRenderer"]
    Engine_UIElement --|> Engine_MeshRenderer
```

The diagram consists of two rectangular boxes. The top box is white with a black border and contains the text "Engine::MeshRenderer". The bottom box is gray with a black border and contains the text "Engine::UIElement". A blue arrow points vertically from the top center of the bottom box to the bottom center of the top box, indicating an inheritance relationship.

Engine::UIElement