

`std::tr1::shared_ptr< PropT >`

`OpenVolumeMesh::BaseProperty`

`OpenVolumeMesh::PropertyPtr< PropT, Entity >`

```
graph TD; A[std::tr1::shared_ptr< PropT >] <--> B[OpenVolumeMesh::BaseProperty]; C[OpenVolumeMesh::PropertyPtr< PropT, Entity >] --> A; C --> B;
```

The diagram illustrates the relationship between three C++ types. At the top, two boxes represent `std::tr1::shared_ptr< PropT >` and `OpenVolumeMesh::BaseProperty`, connected by a double-headed vertical arrow. Below these, a third box represents `OpenVolumeMesh::PropertyPtr< PropT, Entity >`. Two vertical arrows point from this bottom box up to the top two boxes, indicating that `PropertyPtr` inherits from or is derived from both `shared_ptr` and `BaseProperty`.