



- FCaptureContext Capture
- ECaptureState State
- TSharedPtr< class FIrradianceViewExtension, ESPMode::ThreadSafe > ViewExt
- std::atomic< bool > bIrradianceValueReady
- std::atomic< float > LastIrradianceMean
- std::atomic< float > LastIrradianceR
- std::atomic< float > LastIrradianceG
- std::atomic< float > LastIrradianceB
- bool bForcedRes
- TWeakPtr< class SWindow > PrevPIEWindow

and 8 more...

- + virtual void Initialize(FSubsystemCollectionBase &Collection) override
- + virtual void Deinitialize() override
- + virtual bool ShouldCreateSubSystem(UObject *Outer) const override
- + virtual void Tick(float DeltaTime) override
- + virtual TStatId GetStatId() const override
- + virtual ETickableTickType GetTickableTickType() const override
- + virtual UWorld * GetTickableGameObjectWorld() const override
- + void StartSixFaceCapture(const FCaptureRequest &Req)
- + void ConfigureExport(bool bCSV, bool bExportImages, const FString &OutputDirPath)
- + bool ConsumeLatestIrradiance(float &OutValue, float MinSunAltitude=0.f)

and 6 more...

- void TickCapturing()
- void TickReadback()
- void EnqueueReadbackCopy()
- void EnqueueReadbackPolling()
- void EnsureCaptureCamera()
- void StartFaceCapture(const FVector &PosWS, const FQuat &RotWS)
- void ComputeFinalIrradiance()
- bool ComputeSunOcclusion(const FCaptureRequest &Req, bool &bOutSunOccluded, float &OutHitDistanceM) const
- float ComputeSunVisibility(const FCaptureRequest &Req, int32 NumSamples) const