

FCaptureRequest

+ FVector PosWS
+ FVector NormalWS
+ int32 SidePx
+ uint32 WarmupFrames
+ FGuid RequestId
+ FGuid SensorId
+ FString SensorName
+ FDateTime TimestampUTC
+ float SkyViewFactor

+ FCaptureRequest()

+ FCaptureRequest(const FVector &InPosWS, const FVector &InNormalWS, int32 InSidePx, uint32 InWarmupFrames, FGuid InSensorId, const FString &InSensorName, FDateTime InTimestampUTC = FDateTime(0), FGuid InRequestId=FGuid())

+ FORCEINLINE bool IsValid()
() const

+ FORCEINLINE FCaptureRequest WithSidePx(int32 InSidePx) const

+ FORCEINLINE FCaptureRequest WithWarmup(uint32 InWarmup) const

+ FORCEINLINE FCaptureRequest WithTimestamp(FDateTime InUTC) const

+ FORCEINLINE FCaptureRequest WithSensorId(FGuid InId) const

+ bool operator==(const FCaptureRequest &Other)
const

+ bool operator!=(const FCaptureRequest &Other)
const

+ FString ToString()
const

+ static FORCEINLINE FCaptureRequest Make(const FVector &InPosWS, const FVector &InNormalWS, int32 InSidePx, uint32 InWarmupFrames, FGuid InSensorId, FString InSensorName, FDateTime InTimestampUTC=FDateTime(0), FGuid InRequestId=FGuid())

+Request

FCaptureContext

+ int32 FaceIndex
+ int32 FacesCollected
+ TArray< FQuat > FixedFaceRots
+ TStaticArray< TRefCountPtr < IPooledRenderTarget >, NumFaces > FaceRTs
+ TRefCountPtr< FRDGBuffer > ExtractedIrradiance Buffer
+ TUniquePtr< FRHIGPUBuffer Readback > IrradianceReadback
+ bool bReadbackEnqueued
+ static constexpr int32 NumFaces

+ void Begin(const FCapture Request &InRequest)

+ void Reset()

+ bool IsValid() const

+ FVector GetPosWS()
const

+ FVector GetNormalWS()
const

+ int32 GetSidePx() const

+ uint32 GetWarmup()
const

+ const FCaptureRequest & GetRequest() const

+ const FQuat & GetCurrent FaceRot() const

+ bool HasMoreFaces()
const

and 11 more...