



FIrradianceReduceCS

- + static constexpr uint32  
ThreadGroupSize
- + DECLARE\_GLOBAL\_SHADER  
(FIrradianceReduceCS)
- + SHADER\_USE\_PARAMETER  
\_STRUCT(FIrradianceReduceCS,  
FGlobalShader)
- + static void ModifyCompilation  
Environment(const FGlobalShaderPermutation  
Parameters &Parameters, FShaderCompilerEnvironment  
&OutEnvironment)