

FSceneViewExtensionBase



FIrradianceViewExtension

- std::atomic< uint32  
    > FramesUntilCapture
- std::atomic< uint32  
    > ResolutionPx
- TRefCountPtr< IPooledRender  
    Target > CapturedSceneRT
- FIntPoint CapturedSceneSize
- + FIrradianceViewExtension  
    (const FAutoRegister &AutoReg)
- + virtual bool IsActiveThis  
    Frame\_Internal(const FSceneView  
    ExtensionContext &Context) const  
    override
- + virtual void SubscribeTo  
    PostProcessingPass(EPostProcessing  
    Pass PassId, const FSceneView  
    &View, FAfterPassCallbackDelegateArray  
    &InOutPassCallbacks, bool bIsPassEnabled) override
- + FScreenPassTexture  
    CustomPostProcessing  
    (FRDGBuilder &GraphBuilder,  
    const FSceneView &View,  
    const FPostProcessMaterialInputs  
    &Inputs)
- + void ArmSingleShot  
    (uint32 InWarmupFrames,  
    uint32 Res)
- + bool TryConsumeCapturedScene  
    RT(TRefCountPtr< IPooledRenderTarget  
    > &OutRT, FIntPoint &OutSize)
- + const FIntPoint GetCaptured  
    SceneSize()
- + IPooledRenderTarget  
    \* GetCapturedSceneRTPtr  
    () const
- void Capture(FRDGBuilder  
    &GraphBuilder, const FSceneView  
    &View, const FPostProcessMaterialInputs  
    &Inputs, uint32 Res)