

FSceneViewExtensionBase



FlIrradianceViewExtension

- std::atomic< uint32
 > FramesUntilCapture
- std::atomic< uint32
 > ResolutionPx
- TRefCountPtr< IPooledRender
 Target > CapturedSceneRT
- FlIntPoint CapturedSceneSize
- + FlIrradianceViewExtension
 (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 blsPassEnabled) override
- + FScreenPassTexture
 CustomPostProcessing
 (FRDGBuilder &GraphBuilder,
 const FSceneView &View,
 const FPostProcessMaterialInputs
 &Inputs)
- + void ArmSingleShot
 (uint32 InWarmupFrames,
 uint32 Res)
- + bool TryConsumeCapturedScene
 RT(TRefCountPtr< IPooledRenderTarget
 > &OutRT, FlIntPoint &OutSize)
- + const FlIntPoint GetCaptured
 SceneSize()
- + IPooledRenderTarget
 * GetCapturedSceneRTPtr
 () const
- void Capture(FRDGBuilder
 &GraphBuilder, const FSceneView
 &View, const FPostProcessMaterialInputs
 &Inputs, uint32 Res)