



FIrradianceIntegrateCS

- + static constexpr uint32 ThreadGroupSizeX
- + static constexpr uint32 ThreadGroupSizeY
- + DECLARE_GLOBAL_SHADER(FIrradianceIntegrateCS)
- + SHADER_USE_PARAMETER_STRUCT(FIrradianceIntegrateCS, FGlobalShader)
- + static void ModifyCompilationEnvironment(const FGlobalShaderPermutationParameters &Parameters, FShaderCompilerEnvironment &OutEnvironment)