

FIVSmokeHoleGPU::FIVSmoke
HoleGPU

```
graph LR; A[FIVSmokeHoleGPU::FIVSmokeHoleGPU] --> B[UIVSmokeHolePreset::GetCurveSamples]; A --> C[UIVSmokeHolePreset::GetFloatValue];
```

UIVSmokeHolePreset
::GetCurveSamples

UIVSmokeHolePreset
::GetFloatValue