

UIVSmokeHoleGeneratorComponent  
::RequestPenetrationHole

```
graph LR; A[UIVSmokeHoleGeneratorComponent  
::RequestPenetrationHole] --> B[UIVSmokeHolePreset  
::GetPresetID]; B --> B;
```

The diagram illustrates a sequence of operations. On the left, a grey rectangular box contains the text 'UIVSmokeHoleGeneratorComponent' followed by '::RequestPenetrationHole' on a new line. A straight blue arrow points from the right side of this box to the left side of a white rectangular box on the right. This white box contains the text 'UIVSmokeHolePreset' followed by '::GetPresetID' on a new line. A curved blue arrow originates from the top of the white box and points back to its top, indicating a self-call or a loop.

UIVSmokeHolePreset  
::GetPresetID