

FGlobalShader

```
classDiagram
    class FGlobalShader {
    }
    class FIVSmokeDepthSortedCompositePS {
        + EventName
        + DECLARE_GLOBAL_SHADER()
        + SHADER_USE_PARAMETER_STRUCT()
        + GetBlendState()
        + ShouldCompilePermutation()
    }
    FIVSmokeDepthSortedCompositePS --|> FGlobalShader
```

The diagram illustrates a class hierarchy. At the top is the 'FGlobalShader' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name, while the two lower compartments are empty. Below it is the 'FIVSmokeDepthSortedCompositePS' class, represented by a rectangle with a dark grey header and a lighter grey body. The header contains the class name, and the body contains a list of five members, each preceded by a '+' sign. A blue arrow with an open triangular head points from the bottom of the 'FIVSmokeDepthSortedCompositePS' class up to the bottom of the 'FGlobalShader' class, indicating that 'FIVSmokeDepthSortedCompositePS' inherits from 'FGlobalShader'.

FIVSmokeDepthSortedCompositePS

+ EventName

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_STRUCT()

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