

FGlobalShader

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

The diagram illustrates a class hierarchy. At the top is the 'FGlobalShader' class, represented by a white box with a black border and three empty internal compartments. Below it is the 'FIVSmokeCopyPS' class, represented by a grey box with a black border. A blue arrow with a hollow triangular head points from the 'FIVSmokeCopyPS' class to the 'FGlobalShader' class, indicating that 'FIVSmokeCopyPS' inherits from 'FGlobalShader'.

FIVSmokeCopyPS

+ EventName

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