

UPrimaryDataAsset



UIVSmokeHolePreset

+ HoleType
+ Radius
+ Duration
+ Softness
+ ExpansionDuration
+ ExpansionFadeRangeCurveOverTime
+ ShrinkFadeRangeCurveOverTime
+ ShrinkDensityMulCurveOverTime
+ DistortionCurveOverTime
+ DistortionDistance
+ DistortionCurveOverDistance
+ EndRadius
+ Extent
+ DistanceThreshold
+ GetPresetID()
+ FindByID()
+ GetCurveSamples()
+ GetFloatValue()
PostLoad()
BeginDestroy()