

## FIVSmokeRenderer

- + Initialize()
- + Shutdown()
- + IsInitialized()
- + AddVolume()
- + RemoveVolume()
- + HasVolumes()
- + GetVolumes()
- + GetVolumesMutex()
- + PrepareRenderData()
- + SetCachedRenderData()
- + Render()
- + Get()