

FGlobalShader

```
classDiagram
    class FGlobalShader
    class FIVSmokeStructuredToTextureCS {
        + ThreadGroupSizeX
        + ThreadGroupSizeY
        + ThreadGroupSizeZ
        + EventName
        + DECLARE_GLOBAL_SHADER()
        + SHADER_USE_PARAMETER_STRUCT()
        + ShouldCompilePermutation()
    }
    FIVSmokeStructuredToTextureCS --|> FGlobalShader
```

FIVSmokeStructuredToTextureCS

+ ThreadGroupSizeX

+ ThreadGroupSizeY

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+ EventName

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