

UBoxComponent



UIVSmokeHoleGeneratorComponent

+ MaxHoles
+ VoxelResolution
+ ObstacleObjectTypes
+ UIVSmokeHoleGeneratorComponent()
+ RequestPenetrationHole()
+ RequestExplosionHole()
+ RequestTrackDynamicObject()
+ GetSyncedTime()
+ GetHoleTextureRHI()
+ SetBoxToVoxelAABB()
+ MarkHoleTextureDirty()
BeginPlay()
TickComponent()
EndPlay()
GetLifetimeReplicatedProps()