## FIVSmokeCSMRenderer

+ FIVSmokeCSMRenderer()
+ ~FIVSmokeCSMRenderer()
+ Initialize()
+ Shutdown()
+ IsInitialized()
+ Update()
+ GetNumCascades()
+ GetCascade()
+ GetCascades()
+ GetSplitDistances()
+ GetVSMTexture()
+ GetDepthTexture()
+ HasValidShadowData()
+ GetLightCameraPosition()
+ GetMainCameraPosition()