



AIVSmokeVoxelVolume

- + VolumeExtent
- + Radii
- + VoxelSize
- + MaxVoxelNum
- + bAutoStart
- + bDestroyOnFinish
- + blsInfinite
- + SmokePresetOverride
- + ExpansionDuration
- + SustainDuration
- and 12 more...

- + AIVSmokeVoxelVolume()
- + Tick()
- + ShouldTickIfViewportsOnly()
- + GetHoleGeneratorComponent()
- + GetCollisionComponent()
- + Initialize()
- + StartSimulation()
- + StopSimulation()
- + ResetSimulation()
- + GetCurrentState()
- and 19 more...
- # BeginPlay()
- # EndPlay()
- # GetLifetimeReplicatedProps()