

FGlobalShader

```
classDiagram
    class FGlobalShader {
    }
    class FIVSmokeTranslucencyCompositePS {
        + EventName
        + DECLARE_GLOBAL_SHADER()
        + SHADER_USE_PARAMETER_STRUCT()
        + GetBlendState()
        + ShouldCompilePermutation()
    }
    FIVSmokeTranslucencyCompositePS --|> FGlobalShader
```

FIVSmokeTranslucencyCompositePS

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