

FGlobalShader

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

FIVSmokeDepthToVarianceCS

+ ThreadGroupSizeX

+ ThreadGroupSizeY

+ ThreadGroupSizeZ

+ EventName

+ DECLARE_GLOBAL_SHADER()

+ SHADER_USE_PARAMETER
_STRUCT()

+ ShouldCompilePermutation()

+ ModifyCompilationEnvironment()