

UIVSmokeGridLibrary
::SetVoxelBit

```
graph LR; A[UIVSmokeGridLibrary::SetVoxelBit] --> B[UIVSmokeGridLibrary::GridToVoxelBitIndex]; B --> B;
```

The diagram illustrates a function call. A grey box on the left contains the text 'UIVSmokeGridLibrary::SetVoxelBit'. A blue arrow points from this box to a white box on the right. The white box contains the text 'UIVSmokeGridLibrary::GridToVoxelBitIndex'. A curved blue arrow originates from the top of the white box and points back to the top of the same box, indicating a self-call or a recursive operation.

UIVSmokeGridLibrary
::GridToVoxelBitIndex