

FGlobalShader

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

FIVSmokeNoiseGeneratorGlobalCS

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+ ThreadGroupSizeY

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+ EventName

+ DECLARE\_GLOBAL\_SHADER()

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