

FGlobalShader

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

The diagram shows a class hierarchy. At the top is a box for 'FGlobalShader' with two empty slots below the name. Below it is a box for 'FIVSmokeSharpenCompositePS' containing a list of attributes and methods. A blue arrow points from the 'FIVSmokeSharpenCompositePS' box up to the 'FGlobalShader' box, indicating inheritance.

FIVSmokeSharpenCompositePS

+ EventName

+ DECLARE\_GLOBAL\_SHADER()

+ SHADER\_USE\_PARAMETER  
\_STRUCT()

+ GetBlendState()

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