

FIVSmokePackedRenderData

- + PackedVoxelBirthTimes
- + PackedVoxelDeathTimes
- + VolumeDataArray
- + HoleTextures
- + HoleTextureSizes
- + VoxelResolution
- + HoleResolution
- + VolumeCount
- + Sharpness
- + MaxSteps
- and 34 more...

- + Reset()