

FGlobalShader



FIVSmokeMultiVolumeRayMarchCS

- + ThreadGroupSizeX
- + ThreadGroupSizeY
- + ThreadGroupSizeZ
- + EventName
- + DECLARE\_GLOBAL\_SHADER()
- + SHADER\_USE\_PARAMETER\_STRUCT()
- + ShouldCompilePermutation()
- + ModifyCompilationEnvironment()