

FIVSmokeRenderer::Render

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graph LR; A[FIVSmokeRenderer::Render] --> B[FIVSmokePostProcessPass::CreateOutputTexture]; A --> C[UIVSmokeSettings::Get];
```

The diagram illustrates a function call sequence. A central box on the left, labeled 'FIVSmokeRenderer::Render', has two blue arrows pointing to the right. The top arrow points to a box labeled 'FIVSmokePostProcessPass::CreateOutputTexture', and the bottom arrow points to a box labeled 'UIVSmokeSettings::Get'.

FIVSmokePostProcessPass
::CreateOutputTexture

UIVSmokeSettings::Get