

FGlobalShader

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

FIVSmokeVoxelFXAACS

+ ThreadGroupSizeX

+ ThreadGroupSizeY

+ ThreadGroupSizeZ

+ EventName

+ DECLARE\_GLOBAL\_SHADER()

+ SHADER\_USE\_PARAMETER  
\_STRUCT()