

UPrimaryDataAsset

```
classDiagram
    class UPrimaryDataAsset
    class UIVSmokeSmokePreset {
        + SmokeColor
        + SmokeAbsorption
        + VolumeDensity
        + GetPrimaryAssetId()
    }
    UIVSmokeSmokePreset --|> UPrimaryDataAsset
```

The diagram illustrates a class hierarchy. At the top is the 'UPrimaryDataAsset' class, represented by a white box with a grey border and two empty internal compartments. Below it is the 'UIVSmokeSmokePreset' class, represented by a grey box with a grey border and three compartments. The first compartment of the grey box contains the class name. The subsequent compartments contain a list of attributes (SmokeColor, SmokeAbsorption, VolumeDensity) and a method (GetPrimaryAssetId()), each preceded by a plus sign. A blue arrow with an open triangular head points from the top of the 'UIVSmokeSmokePreset' box to the bottom of the 'UPrimaryDataAsset' box, indicating that 'UIVSmokeSmokePreset' inherits from 'UPrimaryDataAsset'.

UIVSmokeSmokePreset

+ SmokeColor

+ SmokeAbsorption

+ VolumeDensity

+ GetPrimaryAssetId()