

FIVSmokePackedRenderData

- + PackedVoxelBirthTimes
- + PackedVoxelDeathTimes
- + VolumedataArray
- + HoleTextures
- + HoleTextureSizes
- + VoxelResolution
- + HoleResolution
- + VolumeCount
- + Sharpness
- + MaxSteps
- and 34 more...
- + Reset()