AbstractOpenGlObject

m_handle
m_target

+ AbstractOpenGlObject()
+ ~AbstractOpenGlObject()
+ bind()
+ unbind()

GLTexture

- m_isCubeMap
- m_level
- m_internalFormat
- m_width
- m_height
- m_border
- m_format
- m_type

+ GLTexture()
+ GLTexture()
+ ~GLTexture()
+ setTexParamiteri()
+ setTexParamiterf()
+ resize()
+ setData()
+ setData()
+ bind()
+ bind()
+ unbind()
+ getHandle()
- GLTexture()