

Texture
+ id
+ width
+ height
+ mipmaps
+ format

Color
+ mU32
+ r
+ g
+ b
+ a
+ @2
+ r
+ g
+ b
+ a
+ sRed
+ sYellow
+ sPurple
+ sOrange
+ sWhite
+ Color()
+ Color()
+ operator=()
+ Color()
+ Color()
+ Color()
+ operator==(())
+ operator!=(())
+ GetUInt32()
+ operator>()()
+ operator>()()
+ ToVec4()
+ GetIntensity()
+ sGetDistinctColor()

+sBlack
 +sBlue
 +sCyan
 +sDarkBlue
 +sDarkGreen
 +sDarkOrange
 +sDarkRed
 +sGreen
 +sGrey
 +sLightGrey
 ...

MaterialMap
+ value

+texture +color