LouiEriksson::Graphics ::Texture::Parameters ::FilterMode
+ FilterMode(const GLenum &_min, const GLenum & _mag) noexcept + FilterMode(const Filter Mode &_other) + FilterMode & operator =(const FilterMode & _other) + FilterMode(FilterMode &&_other) noexcept + FilterMode & operator =(FilterMode &&_other) noexcept + const GLenum & Min () const noexcept + const GLenum & Mag () const noexcept