

LouiEriksson::Engine  
::Graphics::Texture::  
Parameters::WrapMode

+ WrapMode(const GLenum  
&\_s, const GLenum &\_t  
=GL\_NONE, const GLenum  
&\_r=GL\_NONE) noexcept  
+ WrapMode(const WrapMode  
&\_other)  
+ WrapMode & operator  
=(const WrapMode &\_other)  
+ WrapMode(WrapMode  
&&\_other) noexcept  
+ WrapMode & operator  
=(WrapMode &&\_other)  
noexcept  
+ const GLenum & WrapS  
( ) const noexcept  
+ const GLenum & WrapT  
( ) const noexcept  
+ const GLenum & WrapR  
( ) const noexcept