

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

LouiEriksson::Graphics  
::Texture::Parameters  
::Format

+ Format(const GLenum  
&\_pixelFormat, const  
bool &\_mips)  
 + Format(const Format  
&\_other)  
 + Format & operator=  
(const Format &\_other)  
 + Format(Format &&\_other)  
 noexcept  
 + Format & operator=  
(Format &&\_other) noexcept  
 + const GLenum & PixelFormat  
() const noexcept  
 + const GLenum & TextureFormat  
() const noexcept  
 + const int & Channels  
() const noexcept  
 + const bool & Mips()  
const noexcept

LouiEriksson::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

#m\_FilterMode #m\_Format #m\_WrapMode

LouiEriksson::Graphics  
::Texture

# int m\_Width  
# int m\_Height  
# GLuint m\_TextureID

+ ~Texture()  
 + Texture(const Texture  
&\_other)=delete  
 + Texture & operator  
=(const Texture &\_other)  
=delete  
 + Texture(Texture &&  
\_other) noexcept  
 + Texture & operator  
=(Texture &&\_other)  
noexcept  
 + const int & Width()  
const noexcept  
 + const int & Height  
() const noexcept  
 + const Parameters::Format  
& Format() const noexcept  
 + const Parameters::Filter  
Mode & FilterMode() const  
noexcept  
 + const Parameters::WrapMode  
& WrapMode() const noexcept  
 + virtual void Discard  
() const  
 + const GLuint & ID()  
const noexcept  
 + operator GLuint()  
const noexcept  
 + static void GetFormatData  
(const GLenum &\_pixelFormat,  
GLenum &\_textureFormat, int  
&\_channels)  
 + static void Bind(const  
Texture &\_texture)  
 + static void Unbind()  
 # Texture(const int  
&\_width, const int  
&\_height, const GLuint  
&\_textureID, const Texture  
::Parameters::Format &\_format,  
const Texture::Parameters::Filter  
Mode &\_filterMode, const Texture::Parameters  
::WrapMode &\_wrapMode) noexcept

LouiEriksson::Graphics  
::RenderTexture

+ RenderTexture(const  
int &\_width, const int  
&\_height, const Texture  
::Parameters::Format &\_format,  
const Texture::Parameters::  
FilterMode &\_filterMode, const  
Texture::Parameters::WrapMode  
&\_wrapMode, const RenderTexture  
::Parameters::DepthMode &\_depthMode)  
 + ~RenderTexture()  
 + RenderTexture(const  
RenderTexture &\_other)  
=delete  
 + RenderTexture & operator  
=(const RenderTexture &  
\_other)=delete  
 + void Reinitialise(const  
int &\_width, const int  
&\_height)  
 + void Reinitialise(const  
int &\_width, const int  
&\_height, const Texture  
::Parameters::Format &\_format,  
const Texture::Parameters::  
FilterMode &\_filterMode, const  
Texture::Parameters::WrapMode  
&\_wrapMode, const RenderTexture  
::Parameters::DepthMode &\_depthMode)  
 + void Discard() const  
override  
 + GLuint DepthID() const  
noexcept  
 + static void Bind(const  
RenderTexture &\_rt)  
 + static void Unbind()