

LouiEriksson::Texture
::Parameters::FilterMode

+ FilterMode(const GLenum
 &_min, const GLenum &_mag)
+ FilterMode(const Filter
Mode &_other)
+ FilterMode & operator
=(const FilterMode &
 _other)
+ FilterMode(FilterMode
 &&_other) noexcept
+ FilterMode & operator
=(FilterMode &&_other)
 noexcept
+ const GLenum & Min
() const
+ const GLenum & Mag
() const