

LouiEriksson::Engine
::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::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

LouiEriksson::Engine
::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

#m_FilterMode

#m_WrapMode

#m_Format

LouiEriksson::Engine
::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, Texture::
Parameters::Format _format,
Texture::Parameters::FilterMode
_filterMode, Texture::Parameters
::WrapMode _wrapMode) noexcept

LouiEriksson::Engine
::Graphics::Cubemap

+ ~Cubemap()
+ Cubemap(const Cubemap
&_other)=delete
+ Cubemap & operator
=(const Cubemap &_other)
=delete