

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