```
LouiEriksson::Engine
           ::Graphics::Texture
# int m_Width
# int m_Heigh
        Height
# GLuint m TextureID
# Parameters::Format
   Format
# Parameters::FilterMode
   FilterMode
m
# Parameters::WrapMode
m_WrapMode
  ~Texture()
+ Texture(const Texture
&_other)=ucics
+ 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::FilterMode
&_filterMode, const Texture::Parameters
::WrapMode &_wrapMode) noexcept
                   Δ
LouiEriksson::Engine
       ::Graphics::RenderTexture
+ RenderTexture(const
int &_width, const int
&_height, const Texture
::Parameters::Format &_format,
      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()
```