

LouiEriksson::Engine
::Settings::Graphics
::Material

```
+ static std::vector  
< const char * > s_Available  
Shaders  
+ static int s_CurrentShader  
Selection  
+ static std::weak_ptr  
< LouiEriksson::Engine  
::Graphics::Shader > s_Shader  
+ static float s_Roughness  
Amount  
+ static float s_Displacement  
Amount  
+ static float s_NormalAmount  
+ static float s_EmissionAmount  
+ static float s_AOAmount  
+ static glm::vec4 s  
_TextureScaleTranslate  
+ static std::vector  
< const char * > s_ShadowTechniques  
+ static int s_CurrentShadow  
Technique  
+ static std::vector  
< const char * > s_ShadowResolutions  
+ static int s_CurrentShadow  
ResolutionSelection  
+ static int s_ShadowSamples  
+ static float s_ShadowBias  
+ static float s_ShadowNormalBias  
+ static bool s_ParallaxShadows  
+ static std::vector  
< const char * > s_Available  
LightTypes  
+ static int s_CurrentLightType  
+ static glm::vec3 s  
_LightPosition  
+ static glm::vec3 s  
_LightRotation  
+ static glm::vec3 s  
_LightColor  
+ static float s_LightIntensity  
+ static float s_LightRange  
+ static float s_LightAngle  
+ static float s_LightSize
```

```
+ static void UpdateShader  
(const int &_index)
```