LouiEriksson::Texture

m_Width
m_Height
m_TextureID
m_Format
m_FilterMode
m_WrapMode

+ ~Texture()
+ Texture()
+ operator=()
+ Texture()
+ operator=()
+ Width()
+ Height()
+ Format()
+ FilterMode()
+ WrapMode()
+ Discard()
+ ID()
+ operator GLuint()
+ GetFormatData()
+ Bind()
+ Unbind()
# Texture()

LouiEriksson::RenderTexture

+ RenderTexture()
+ ~RenderTexture()
+ RenderTexture()
+ operator=()
+ Reinitialise()
+ Reinitialise()
+ Discard()
+ DepthID()
+ Bind()
+ Unbind()