LouiEriksson::Engine ::Graphics::Texture:: Parameters::Format

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+ 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