```
LouiEriksson::Engine
           ::Graphics::Texture
   # int m_Width
   # int m_
           Height
   # GLuint m_TextureID
   # Parameters::Format
   m Format
   # Parameters::FilterMode
   m FilterMode
   # Parameters::WrapMode
   m_WrapMode
     ~Texture()
   + Texture(const Texture
   &_other)=delete
+ 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, Texture::
   Parameters::Format format,
   Texture::Parameters::FilterMode
    filterMode, 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()
```