LouiEriksson::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
+ const int & Height
() const
+ const Parameters::Format
 & Format() const
+ const Parameters::Filter
Mode & FilterMode() const
+ const Parameters::WrapMode
 & WrapMode() const
+ virtual void Discard
() const
+ const GLuint & ID()
 const
+ operator GLuint()
 const
+ 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)

LouiEriksson::Cubemap

+ ~Cubemap()
+ Cubemap(const Cubemap
 &_other)=delete
+ Cubemap & operator
=(const Cubemap &_other)
=delete