

LouiEriksson::Engine
::Graphics::Mesh

+ ~Mesh()
+ const GLuint & VAO_ID() const noexcept
+ const GLuint & PositionVBO_ID() const noexcept
+ const GLuint & TexCoordVBO_ID() const noexcept
+ const GLuint & NormalVBO_ID() const noexcept
+ const GLuint & TangentVBO_ID() const noexcept
+ const GLuint & BitangentVBO_ID() const noexcept
+ const unsigned long & VertexCount() const noexcept
+ static void Bind(const Mesh & _mesh)
+ static void Unbind()