LouiEriksson::Texture ::Parameters::FilterMode

+ FilterMode(const GLenum
 &_min, const GLenum &_mag)
+ FilterMode(const Filter
Mode &_other)
+ FilterMode & operator
=(const FilterMode &
_other)
+ FilterMode(FilterMode
 &&_other) noexcept
+ FilterMode & operator
=(FilterMode &&_other)
 noexcept
+ const GLenum & Min
() const
+ const GLenum & Mag
() const

LouiEriksson::Texture ::Parameters::Format

+ Format(const GLenum
 &_pixelFormat, bool
 _mips)
+ Format(const Format
 &_other)
+ Format & operator=
(const Format &_other)
+ Format(Format &&_other)
 noexcept
+ Format & operator=
(Format &&_other) noexcept
+ const GLenum & PixelFormat
() const
+ const GLenum & TextureFormat
() const
+ const int & Channels
() const
+ const bool & Mips()
 const

LouiEriksson::Texture ::Parameters::WrapMode

+ WrapMode(const GLenum
 &_s, const GLenum &_t
=GL_NONE, const GLenum
 &_r=GL_NONE)
+ WrapMode(const WrapMode
 &_other)
+ WrapMode & operator
=(const WrapMode &_other)
+ WrapMode(WrapMode
 &&_other) noexcept
+ WrapMode & operator
=(WrapMode &&_other)
 noexcept
+ const GLenum & WrapS
() const
+ const GLenum & WrapT
() const
+ const GLenum & WrapR
() const

#m_FilterMode   #m_Format   #m_WrapMode

LouiEriksson::Texture

int m_Width
int m_Height
GLuint m_TextureID

+ ~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)