

LouiEriksson::Engine
::Graphics::Texture::
Parameters::WrapMode

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