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