```
LouiEriksson::Texture
 # m Width
 # m_Height
# m_TextureID
 # m Format
 # m FilterMode
 # m WrapMode
 + ~Texture()
 + Texture()
 + operator=()
 + Texture()
 + operator=()
 + Width()
 + Height()
 + Format()
 + FilterMode()
 + WrapMode()
 + Discard()
 + ID()
 + operator GLuint()
 + GetFormatData()
 + Bind()
 + Unbind()
 # Texture()
LouiEriksson::Cubemap
+ ~Cubemap()
+ Cubemap()
+ operator=()
```