

LouiEriksson::Graphics
::Texture::Parameters
::FilterMode

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

LouiEriksson::Graphics
::Texture::Parameters
::Format

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

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

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

#m_FilterMode #m_Format #m_WrapMode

LouiEriksson::Graphics
::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 noexcept
+ const int & Height
() const noexcept
+ const Parameters::Format
& Format() const noexcept
+ const Parameters::Filter
Mode & FilterMode() const
noexcept
+ const Parameters::WrapMode
& WrapMode() const noexcept
+ virtual void Discard
() const
+ const GLuint & ID()
const noexcept
+ operator GLuint()
const noexcept
+ 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, const Texture
::Parameters::Format &_format,
const Texture::Parameters::FilterMode
&_filterMode, const Texture::Parameters
::WrapMode &_wrapMode) noexcept

LouiEriksson::Graphics
::RenderTexture

+ RenderTexture(const
int &_width, const int
&_height, const Texture
::Parameters::Format &_format,
const Texture::Parameters::
FilterMode &_filterMode, const
Texture::Parameters::WrapMode
&_wrapMode, const RenderTexture
::Parameters::DepthMode &_depthMode)
+ ~RenderTexture()
+ RenderTexture(const
RenderTexture &_other)
=delete
+ RenderTexture & operator
=(const RenderTexture &
_other)=delete
+ void Reinitialise(const
int &_width, const int
&_height)
+ void Reinitialise(const
int &_width, const int
&_height, const Texture
::Parameters::Format &_format,
const Texture::Parameters::
FilterMode &_filterMode, const
Texture::Parameters::WrapMode
&_wrapMode, const RenderTexture
::Parameters::DepthMode &_depthMode)
+ void Discard() const
override
+ GLuint DepthID() const
noexcept
+ static void Bind(const
RenderTexture &_rt)
+ static void Unbind()