LouiEriksson::Engine ::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::Engine ::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_WrapMode

LouiEriksson::Engine ::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::Engine

::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() LouiEriksson::Engine ::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

/#m_Format