LouiEriksson::Graphics ::Mesh

+ ~Mesh()
+ const GLuint & VAO
_ID() const noexcept
+ const GLuint & PositionVBO
_ID() const noexcept
+ const GLuint & TexCoordVBO
_ID() const noexcept
+ const GLuint & NormalVBO
_ID() const noexcept
+ const GLuint & TangentVBO
_ID() const noexcept
+ const GLuint & Bitangent
VBO_ID() const noexcept
+ const unsigned long
 & VertexCount() const
 noexcept
+ static void Bind(const
 Mesh &_mesh)
+ static void Unbind()