LouiEriksson::Engine ::Graphics::Texture

int m_Width
int m_Height
GLuint m_TextureID
Parameters::Format
m_Format
Parameters::FilterMode
m_FilterMode
Parameters::WrapMode
m_WrapMode

+ ~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::Cubemap

+ ~Cubemap()
+ Cubemap(const Cubemap
&_other)=delete
+ Cubemap & operator
=(const Cubemap &_other)
=delete