LouiEriksson::Texture ::Parameters::FilterMode

- + FilterMode(const GLenum & min, const GLenum & mag)
- + FilterMode(const Filter Mode & other)
- + FilterMode & operator
- =(const FilterMode & other)
- + FilterMode(FilterMode &&_other) noexcept
- + FilterMode & operator
- =(FilterMode && other) noexcept
- + const GLenum & Min
- () const
- + const GLenum & Mag
- () const

LouiEriksson::Texture ::Parameters::Format

- + Format(const GLenum & pixelFormat, bool mips)
- + Format(const Format
- & other)
- + Format & operator= (const Format &_other)
- + Format(Format &&_other) noexcept
- + Format & operator=
- (Format &&_other) noexcept
- + const GLenum & PixelFormat
- () const
- + const GLenum & TextureFormat
- () const
- + const int & Channels
- () const
- + const bool & Mips() const

#m FilterMode

#m Format

LouiEriksson::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
- + const int & Height
- () const
- + const Parameters::Format
- & Format() const
- + const Parameters::Filter
- Mode & FilterMode() const
- + const Parameters::WrapMode
- & WrapMode() const
- + virtual void Discard
- () const
- + const GLuint & ID() const
- + operator GLuint() const + 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, Texture::

Parameters::Format_format, Texture::Parameters::FilterMode

filterMode, Texture::Parameters ::WrapMode _wrapMode)

LouiEriksson::Cubemap

+ ~Cubemap()

- + Cubemap(const Cubemap
- & other)=delete
- + Cubemap & operator
- =(const Cubemap & other)
- =delete

LouiEriksson::Texture ::Parameters::WrapMode

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

#m WrapMode