

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