

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