

LouiEriksson::Engine  
::Settings::Graphics  
::Skybox

+ static std::vector  
< const char \* > s\_Available  
Skyboxes  
+ static int s\_CurrentSkybox  
Selection  
+ static std::weak\_ptr  
< LouiEriksson::Engine  
::Graphics::Texture > s\_Skybox  
+ static float s\_Blur  
+ static float s\_Exposure

+ static void UpdateSkybox  
(const int &\_index)