

LouiEriksson::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