LouiEriksson::Engine ::Settings::Graphics ::Material

+ static std::vector
< const char * > s_Available
Shaders
+ static int s_CurrentShader
Selection
+ static std::weak_ptr
< LouiEriksson::Engine
::Graphics::Shader > s_Shader
+ static float s_Roughness
Amount
+ static float s_Displacement
Amount
+ static float s_NormalAmount
+ static float s_EmissionAmount
+ static float s_AOAmount
+ static glm::vec4 s
_TextureScaleTranslate
+ static std::vector
< const char * > s_ShadowTechniques
+ static int s_CurrentShadow
Technique
+ static std::vector
< const char * > s_ShadowResolutions
+ static int s_CurrentShadow
ResolutionSelection
+ static int s_ShadowSamples
+ static float s_ShadowBias
+ static float s_ShadowNormalBias
+ static bool s_ParallaxShadows
+ static std::vector
< const char * > s_Available
LightTypes
+ static int s_CurrentLightType
+ static glm::vec3 s
_LightPosition
+ static glm::vec3 s
_LightRotation
+ static glm::vec3 s
_LightColor
+ static float s_LightIntensity
+ static float s_LightRange
+ static float s_LightAngle
+ static float s_LightSize

+ static void UpdateShader
(const int &_index)