

LouiEriksson::Graphics
::Texture::Parameters
::FilterMode

+ FilterMode(const GLenum
&_min, const GLenum &
_mag) noexcept
 + FilterMode(const Filter
Mode &_other)
 + FilterMode & operator
=(const FilterMode &
_other)
 + FilterMode(FilterMode
&&_other) noexcept
 + FilterMode & operator
=(FilterMode &&_other)
 noexcept
 + const GLenum & Min
() const noexcept
 + const GLenum & Mag
() const noexcept

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

LouiEriksson::Graphics
::Texture::Parameters
::WrapMode

+ WrapMode(const GLenum
&_s, const GLenum &_t
=GL_NONE, const GLenum
&_r=GL_NONE) noexcept
 + WrapMode(const WrapMode
&_other)
 + WrapMode & operator
=(const WrapMode &_other)
 + WrapMode(WrapMode
&&_other) noexcept
 + WrapMode & operator
=(WrapMode &&_other)
 noexcept
 + const GLenum & WrapS
() const noexcept
 + const GLenum & WrapT
() const noexcept
 + const GLenum & WrapR
() const noexcept

#m_FilterMode

#m_Format

#m_WrapMode

LouiEriksson::Graphics
::Texture

int m_Width
int m_Height
GLuint m_TextureID

+ ~Texture()
 + Texture(const Texture
&_other)=delete
 + Texture & operator
=(const Texture &_other)
=delete
 + Texture(Texture &&
_other) noexcept
 + Texture & operator
=(Texture &&_other)
noexcept
 + const int & Width()
const noexcept
 + const int & Height
() const noexcept
 + const Parameters::Format
& Format() const noexcept
 + const Parameters::Filter
Mode & FilterMode() const
noexcept
 + const Parameters::WrapMode
& WrapMode() const noexcept
 + virtual void Discard
() const
 + const GLuint & ID()
const noexcept
 + operator GLuint()
const noexcept
 + static void GetFormatData
(const GLenum &_pixelFormat,
GLenum &_textureFormat, int
&_channels)
 + static void Bind(const
Texture &_texture)
 + static void Unbind()
 # Texture(const int
&_width, const int
&_height, const GLuint
&_textureID, const Texture
::Parameters::Format &_format,
const Texture::Parameters::Filter
Mode &_filterMode, const Texture::Parameters
::WrapMode &_wrapMode) noexcept