

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

+ FilterMode(const GLenum &_min, const GLenum &_mag) noexcept
 + FilterMode(const FilterMode &_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

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::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::FilterMode & 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::FilterMode &_filterMode, const Texture::Parameters::WrapMode &_wrapMode) noexcept

LouiEriksson::Graphics
::Cubemap

+ ~Cubemap()
 + Cubemap(const Cubemap &_other)=delete
 + Cubemap & operator=(const Cubemap &_other)=delete