



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

LouiEriksson::Engine
::Graphics::RenderTexture

+ RenderTexture(const
int &_width, const int
&_height, const Texture
::Parameters::Format &_format,
const Texture::Parameters::
FilterMode &_filterMode, const
Texture::Parameters::WrapMode
&_wrapMode, const RenderTexture
::Parameters::DepthMode &_depthMode)
+ ~RenderTexture()
+ RenderTexture(const
RenderTexture &_other)
=delete
+ RenderTexture & operator
=(const RenderTexture &
_other)=delete
+ void Reinitialise(const
int &_width, const int
&_height)
+ void Reinitialise(const
int &_width, const int
&_height, const Texture
::Parameters::Format &_format,
const Texture::Parameters::
FilterMode &_filterMode, const
Texture::Parameters::WrapMode
&_wrapMode, const RenderTexture
::Parameters::DepthMode &_depthMode)
+ void Discard() const
override
+ GLuint DepthID() const
noexcept
+ static void Bind(const
RenderTexture &_rt)
+ static void Unbind()

#m_FilterMode

#m_WrapMode

#m_Format