```
LouiEriksson::Texture
   # int m_Width
# int m_Height
   # GLuint m_TextureID
   # Parameters::Format
    m Format
   # Parameters::FilterMode
    m_FilterMode
   # Parameters::WrapMode
    m_WrapMode
   + ~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
    + const int & Height
   () const
   + const Parameters::Format
    & Format() const
   + const Parameters::Filter
   Mode & FilterMode() const
     const Parameters::WrapMode
    & WrapMode() const
   + virtual void Discard
   () const
   + const GLuint & ID()
    const
   + operator GLuint()
    const
   + 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, Texture::
   Parameters::Format _format,
Texture::Parameters::FilterMode
     filterMode, Texture::Parameters
   ::WrapMode _wrapMode)
      LouiEriksson::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
+ static void Bind(const
RenderTexture &_rt)
+ static void Unbind()
```