

LouiEriksson::Engine  
::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