

## LouiEriksson::Graphics ::Mesh

```
+ ~Mesh()  
+ GLuint VAO_ID() const  
  noexcept  
+ GLuint PositionVBO  
  _ID() const noexcept  
+ GLuint TexCoordVBO  
  _ID() const noexcept  
+ GLuint NormalVBO_ID  
  () const noexcept  
+ GLuint TangentVBO_ID  
  () const noexcept  
+ GLuint BitangentVBO  
  _ID() const noexcept  
+ unsigned long VertexCount  
  () const noexcept  
+ static void Bind(const  
  Mesh &_mesh)  
+ static void Unbind()
```