LouiEriksson::Engine ::Graphics::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 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, Texture:: Parameters::Format format, Texture::Parameters::FilterMode filterMode, 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() LouiEriksson::Engine + RenderTexture(const RenderTexture &_other) ::Graphics::Cubemap =delete + RenderTexture & operator =(const RenderTexture & + ~Cubemap() other)=delete + Cubemap(const Cubemap + void Reinitialise(const & other)=delete int &_width, const int + Cubemap & operator & height) =(const Cubemap &_other) + 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()

=delete