

LouiEriksson::Engine  
::Settings::PostProcessing  
::ToneMapping::AutoExposure

+ static bool s\_Enabled  
+ static float s\_MinEV  
+ static float s\_MaxEV  
+ static float s\_Compensation  
+ static float s\_SpeedDown  
+ static float s\_SpeedUp

+ static bool IsActiveAndEnabled  
( ) noexcept