LouiEriksson::Settings ::Graphics::Skybox

+ static std::vector
< const char * > s_Available
Skyboxes
+ static int s_CurrentSkybox
Selection
+ static std::weak_ptr
< LouiEriksson::Graphics
::Texture > s_Skybox
+ static float s_Blur
+ static float s_Exposure

+ static void UpdateSkybox
(const int &_index)