

LouiEriksson::Graphics  
::Texture::Parameters  
::Format

+ Format(const GLenum  
  &\_pixelFormat, const  
  bool &\_mips)  
+ Format(const Format  
  &\_other)  
+ Format & operator=  
  (const Format &\_other)  
+ Format(Format &&\_other)  
  noexcept  
+ Format & operator=  
  (Format &&\_other) noexcept  
+ const GLenum & PixelFormat  
  () const noexcept  
+ const GLenum & TextureFormat  
  () const noexcept  
+ const int & Channels  
  () const noexcept  
+ const bool & Mips()  
  const noexcept