## LouiEriksson::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 + const int & Height () const + const Parameters::Format & Format() const + const Parameters::Filter Mode & FilterMode() const + const Parameters::WrapMode & WrapMode() const + virtual void Discard () const + const GLuint & ID() const + operator GLuint() + 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) LouiEriksson::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() + RenderTexture(const LouiEriksson::Cubemap RenderTexture &\_other) =delete + RenderTexture & operator + ~Cubemap() =(const RenderTexture & + Cubemap(const Cubemap other)=delete + void Reinitialise(const & other)=delete int & width, const int + Cubemap & operator =(const Cubemap &\_other) & height) + 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 + static void Bind(const

RenderTexture & rt) + static void Unbind()

=delete