CommandBase

+ CommandBase()
+ CommandBase()
+ CommandBase()
+ operator=()
+ operator=()
+ ~CommandBase()
+ execute()

SceneRegistry

+ SceneRegistry()
+ SceneRegistry()
+ SceneRegistry()
+ operator=()
+ operator=()
+ ~SceneRegistry()

UpdateDeregistrationCommand

+ UpdateDeregistrationCommand()
+ UpdateDeregistrationCommand()
+ UpdateDeregistrationCommand()
+ operator=()
+ operator=()
+ ~UpdateDeregistrationCommand()
+ UpdateDeregistrationCommand()
+ execute()

-pDeregistrationCmd   +ptrUp

Updatable

- RegStateCurr
- pMyDeleteRef

+ Updatable()
+ Updatable()
+ Updatable()
+ operator=()
+ operator=()
+ ~Updatable()
# SubmitUpdateRegistration()
# SubmitUpdateDeregistration()
- Update()
- SceneRegistration()
- SceneDeregistration()
- GetStorageRef()

+ptrUp   -pRegistrationCmd

UpdateRegistrationCommand

+ UpdateRegistrationCommand()
+ UpdateRegistrationCommand()
+ UpdateRegistrationCommand()
+ operator=()
+ operator=()
+ ~UpdateRegistrationCommand()
+ UpdateRegistrationCommand()
+ execute()