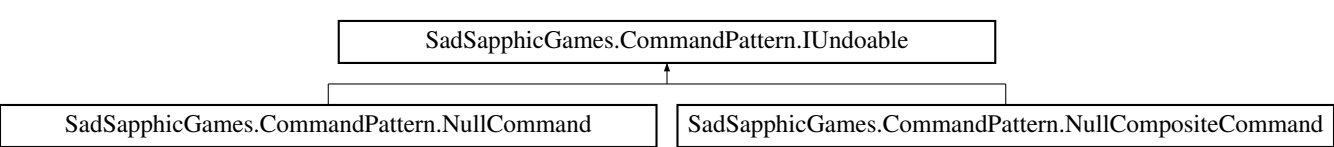


SadSapphicGames.CommandPattern.IUndoable



```
graph BT; A[SadSapphicGames.CommandPattern.IUndoable]; B[SadSapphicGames.CommandPattern.NullCommand]; C[SadSapphicGames.CommandPattern.NullCompositeCommand]; B --> A; C --> A;
```

SadSapphicGames.CommandPattern.NullCommand

SadSapphicGames.CommandPattern.NullCompositeCommand