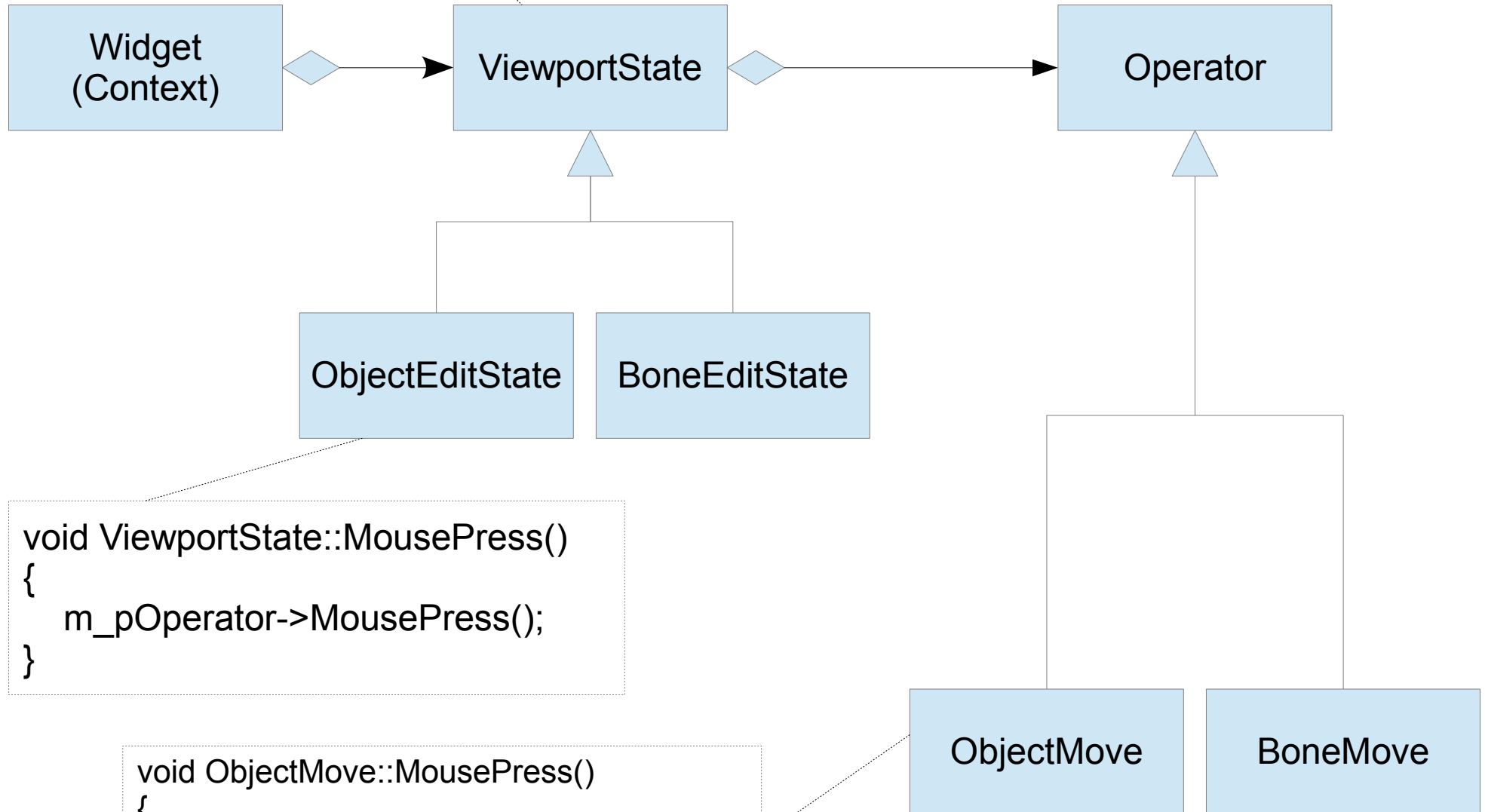


# Viewport State Pattern

```
COperator* m_pOperator;
```



```
void ViewportState::MousePress()
{
    m_pOperator->MousePress();
}
```

```
void ObjectMove::MousePress()
{
    qDebug() << "Object Move Press.";
}
```