Command

* SetStatefull/GetStatefull 🡪 Statefull { get ; }
* SetGroup/GetGroup 🡪 Group { get ; }, DefineGroup()  
  Used by CommandContext.SetGroupEnable to enable/disable all commands belonging to a group.

CommandParameters

* Level : Admin, …
* ButtonClass 🡪 ButtonClass enum  
  Designer : FlatButton, DialogButton, RichDialogButton
* ButtonStyle : GlyphButton, …

CommandState

* ActiveState
* AdvancedState