struct Redux_FactionSquadList

@EnvironmentObject var viewFactory: ViewFactory

@EnvironmentObject var store: MyAppStore

@ObservedObject var viewModel: Redux_FactionSquadListViewModel

@State var displayDeleteAllConfirmation: Bool = false

@State var displayFavoritesOnly: Bool

@State var displayResetRoundCounter: Bool

@DataBacked var test : SquadData = SquadData.init()

@DataBacked var combineTest : Int = 0

let faction: String

let printer: DeallocPrinter

var squadDataList : [SquadData]

var body : some View

+ init(faction: String)

+ func deleteSquad(squadData: SquadData)

+ func updateSquad(squadData: SquadData)

+ func refreshSquadsList()

+ func updateFavorites(showFavoritesOnly: Bool)

+ func cancelAction(title: String, callback: @escaping () -> Void) -> () -> Void

enum Redux_FactionSquadListViewModelAction

case deleteSquad(SquadData)

case updateSquad(SquadData)

case updateFavorites(Bool)

case refreshSquadsList

Redux_FactionSquadListViewProperties

+ var squadDataList : [SquadData]

+ let faction : String