

`std::enable_shared
_from_this< GUI >`



GUI

```
+ std::atomic< bool >  
  prevent_input_flag  
+ std::mutex gui_mutex  
+ virtual std::unique  
  _ptr< CommandI > Update()=0  
+ virtual bool ShouldClose()=0  
+ virtual std::string  
  OpenFileDialog()=0  
# virtual void Initialize  
  (const std::string &windowName,  
   std::shared_ptr< SDFormatParserI  
   > sdformat_parser, bool &success)=0
```