

std::enable\_shared  
\_from\_this< GUI >



GUI

```
+ virtual std::unique
_ptr< CommandI > Update
(std::shared_ptr< CommandFactory
I > command_factory)=0
+ virtual bool ShouldClose()=0
+ virtual bool OpenYesNoDialog
(DialogMessage dialogMessage)=0
+ virtual void SetPreventInput
Flag(bool set)=0
+ virtual std::unique
_lock< std::mutex >
LockMutex()=0
# virtual void Initialize
(const std::string &windowName,
std::shared_ptr< SDFormatParserI
> sdformat_parser, bool &success)=0
```