

GUII

- + virtual std::unique _ptr< Commandl > Update (std::shared_ptr< CommandFactory
 - I > command_factory)=0
- + virtual bool ShouldClose()=0 + virtual void OpenChoiceDialog
- (DialogMessage dialogMessage, std::vector< std::pair< std
- ::string, bool > > &choices)=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< SDFormatParserl > sdformat_parser, bool &success)=0
 - GUI
- std::shared_ptr< Command Factory > command_factory
- std::atomic< bool > prevent_input_flag
- GLFWwindow * window
- ImGuilO * io
- std::shared_ptr< SDFormat Parserl > sdformat_parser
- sdf::ElementPtr element to append to
- ImVec4 background_colour
- std::mutex gui_mutex
- + GUI(const std::string
- &window name, std::shared _ptr< SDFormatParserl > sdformat _parser, bool &success)
- + ~GUI()
- + void OpenChoiceDialog (DialogMessage dialogMessage,
 - std::vector< std::pair< std ::string, bool > > &choices) override
 - void Initialize(const std::string &window
 - name, std::shared_ptr SDFormatParserl > sdformat
 - parser, bool &success) override
 - bool ShouldClose() override
 - std::unique_ptr< Command I > Update(std::shared
 - _ptr< CommandFactoryI > command_factory) override
 - void SetPreventInputFlag
 - (bool set) override void DisplaySDFRootElement
 - (std::unique_ptr< CommandI > &command, std::shared_ptr
 - < SDFormatParserl > sdformat
 - _parser, std::shared_ptr< CommandFactory I > command_factory)
 - bool SetupNewFrame()
 - void DrawCoreFrame (std::unique_ptr< CommandI
 - > &command, std::shared
 - _ptr< CommandFactoryI > command factory)
 - Dropdown(sdf::ElementPtr element, std::unique_ptr
 - < Commandl > &command, std

void CreateAppendElement

- ::shared_ptr< CommandFactoryI > command_factory, int &unique_id)
- void CreateDropdown
- (const std::vector< std::string > &items, const std::vector< std
 - ::string > &item_descriptions, int &selected item, int &unique id)
- std::unique lock< std
- ::mutex > LockMutex()

override

static void GLFWErrorCallback (int error, const char *description)