

- + 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
- 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) std::unique lock < std ::mutex > LockMutex()
- static void GLFWErrorCallback (int error, const char *description)