CommandI

+ virtual bool Execute()=0
+ virtual bool ExecuteUndo()=0
+ virtual bool ExecuteRedo()=0
+ virtual bool IsUndoable()=0
+ virtual bool IsRedoable()=0
+ virtual bool IsThreaded
  (bool &prevent_user_input)=0
+ virtual bool ChangesProgram
  StateIrreversibly()=0

RenderModelCommand

- std::shared_ptr< ModelViewer
  I > model_viewer
- std::shared_ptr< SDFormat
  ParserI > sdformat_parser
- bool render_collisions
  _in_model_viewer

+ RenderModelCommand
  (std::shared_ptr< ModelViewer
  I > model_viewer, std::shared
  _ptr< SDFormatParserI > sdformat
  _parser, bool render_collisions
  _in_model_viewer)
- bool Execute() override
- bool ExecuteUndo()
  override
- bool ExecuteRedo()
  override
- bool IsUndoable() override
- bool IsRedoable() override
- bool IsThreaded(bool
  &prevent_user_input)
  override
- bool ChangesProgramState
  Irreversibly() override