

Factory > command_factory
- std::atomic< bool >
 prevent_input_flag
- GLFWwindow * window

ImGuilO * iostd::shared ptr< SDFormat

std::shared_ptr< SDFormat Parserl > sdformat_parserImVec4 background colour

- std::mutex gui_mutex

+ GUI(const std::string &window_name, std::shared _ptr< SDFormatParserl > sdformat _parser, bool &success)

+ ~GUI()
+ bool OpenYesNoDialog
(DialogMessage dialogMessage)

void Initialize(const std::string &window _name, std::shared_ptr < SDFormatParserl > sdformat

< 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

_parser, std::shared_ptr< CommandFactory
I > command_factory)
 bool SetupNewFrame()

void DrawCoreFrame(std::unique_ptr< Commandl&command, std::shared_ptr< CommandFactoryl > command

_factory)
std::unique_lock< std
::mutex > LockMutex()

::mutex > LockMutex()
override
- static yold GLEWErrorCi

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