CommandFactoryI

+ virtual std::unique
  _ptr< CommandI > MakeOpenFile
  Command(std::string file
  _path)=0

+ virtual std::unique
  _ptr< CommandI > MakeCreate
  FileCommand()=0

+ virtual std::unique
  _ptr< CommandI > MakeDelete
  ElementCommand(sdf::ElementPtr
  element_to_delete)=0

+ virtual std::unique
  _ptr< CommandI > MakeAddElement
  Command(sdf::ElementPtr parent
  _element, sdf::ElementPtr new
  _element)=0

+ virtual std::unique
  _ptr< CommandI > MakeUndoCommand()=0

+ virtual std::unique
  _ptr< CommandI > MakeRedoCommand()=0

+ virtual std::unique
  _ptr< CommandI > MakeSaveFile
  Command()=0

+ virtual std::unique
  _ptr< CommandI > MakeModify
  AttributeCommand(sdf::ParamPtr
  attribute_to_modify, std::string
  new_value)=0

+ virtual std::unique
  _ptr< CommandI > MakeModify
  AttributeCommand(sdf::ParamPtr
  attribute_to_modify, bool new
  _value)=0

+ virtual std::unique
  _ptr< CommandI > MakeModify
  ElementCommand(sdf::ElementPtr
  element_to_modify, std::string
  new_value)=0

  and 7 more...

- virtual void Initialize
  (std::shared_ptr< GUII
  > gui, std::shared_ptr
  < SDFormatParserI > sdformatParser,
  std::shared_ptr< ModelViewerI
  > model_viewer)=0