

## SDFormatParserI

- + virtual void Initialize  
(const std::string file  
\_path, bool &success)=0
- + virtual sdf::SDFPtr  
GetSDFElement()=0
- + virtual std::vector  
< sdf::ElementPtr >  
LookupElementsByAttributeType  
(const std::string &attribute\_type)=0
- + virtual std::vector  
< sdf::ElementPtr >  
LookupElementsByAttributeType  
AndValue(const std::string  
&attribute\_type, const std  
::string &attribute\_value)=0
- + virtual std::vector  
< sdf::ElementPtr >  
LookupElementsByType  
(const std::string &type)=0
- + virtual Mentions FindMentions  
(std::string key)=0
- + virtual Mentions FindMentions  
(std::string key, sdf::ElementPtr  
element\_to\_exclude)=0
- + virtual Mentions FindMentions  
(std::string key, sdf::ParamPtr  
attribute\_to\_exclude)=0
- + virtual Mentions FindMentions  
(std::string key, sdf::ElementPtr  
element\_to\_exclude, sdf::ParamPtr  
attribute\_to\_exclude)=0
- + virtual std::string  
GetSDFTreePathToElement  
(sdf::ElementPtr element)=0
- + virtual std::pair<  
std::vector< ModelViewerI  
::ModelInfo >, std::vector  
< ModelViewerI::PresetModelInfo  
> > GetModelsFromSDFTree(bool  
render\_collisions=false)=0