

CommandFactoryI
<ul style="list-style-type: none"> + virtual std::unique_ptr< CommandI > MakeOpenFileCommand(std::string file_path)=0 + virtual std::unique_ptr< CommandI > MakeCreateFileCommand()=0 + virtual std::unique_ptr< CommandI > MakeDeleteElementCommand(sdf::ElementPtr element_to_delete)=0 + virtual std::unique_ptr< CommandI > MakeAddElementCommand(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 > MakeSaveFileCommand()=0 + virtual std::unique_ptr< CommandI > MakeModifyAttributeCommand(sdf::ParamPtr attribute_to_modify, std::string new_value)=0 + virtual std::unique_ptr< CommandI > MakeModifyAttributeCommand(sdf::ParamPtr attribute_to_modify, bool new_value)=0 + virtual std::unique_ptr< CommandI > MakeModifyElementCommand(sdf::ElementPtr element_to_modify, std::string new_value)=0 and 7 more... - virtual void Initialize(std::shared_ptr< GUI > gui, std::shared_ptr< SDFormatParserI > sdformatParser, std::shared_ptr< ModelViewerI > model_viewer)=0



CommandFactory
<ul style="list-style-type: none"> - std::shared_ptr< GUI > gui - std::shared_ptr< SDFormatParserI > sdformatParser - std::shared_ptr< ModelViewerI > model_viewer - std::stack< std::unique_ptr< CommandI > > undo_commands_stack - std::stack< std::unique_ptr< CommandI > > redo_commands_stack
<ul style="list-style-type: none"> + CommandFactory(std::shared_ptr< GUI > gui, std::shared_ptr< SDFormatParserI > sdformatParser, std::shared_ptr< ModelViewerI > model_viewer) + std::unique_ptr< CommandI > MakeOpenModelViewerCommand() override + std::unique_ptr< CommandI > MakeCloseModelViewerCommand() override - void Initialize(std::shared_ptr< GUI > gui, std::shared_ptr< SDFormatParserI > sdformatParser, std::shared_ptr< ModelViewerI > model_viewer) - std::unique_ptr< CommandI > MakeOpenFileCommand(std::string file_path) override - std::unique_ptr< CommandI > MakeDeleteElementCommand(sdf::ElementPtr element_to_delete) override - std::unique_ptr< CommandI > MakeAddElementCommand(sdf::ElementPtr parent_element, sdf::ElementPtr new_element) override - std::unique_ptr< CommandI > MakeSaveFileCommand() override - std::unique_ptr< CommandI > MakeRenderModelCommand(bool render_collisions_in_model_viewer) override - std::unique_ptr< CommandI > MakeCreateFileCommand() override - std::unique_ptr< CommandI > MakeUndoCommand() override - std::unique_ptr< CommandI > MakeRedoCommand() override - std::unique_ptr< CommandI > MakeModifyAttributeCommand(sdf::ParamPtr attribute_to_modify, std::string new_value) override and 9 more...