```
TOnePrefDir
# SearchLimitLowH
# SearchLimitHighH
# SearchLimitLowV
# SearchLimitHighV
# TotalSearchCount
# PrefDirVector
# SearchVector
# PrefDirSearchLimit
 PrefDir4MultiMap
+ PrefDirSize()
+ SearchVectorSize()
+ ExternalClearPrefDirAnd4
MultiMap()
+ CheckOnePrefDir()
+ EndPossible()
+ GetNextPrefDirElement()
+ GetStartAndEndPrefDirElements()
+ GetPrefDirStartElement()
+ GetPrefDirTruncateElement()
+ ValidatePrefDir()
and 22 more.
# PresetAutoRouteElementValid()
# SearchForPrefDir()
# ConvertPrefDirSearchVector()
- ClearPrefDir()

    GetOnePrefDirPosition()

    GetExactMatchFrom4MultiMap()

StorePrefDirElement()

    ErasePrefDirElementAt()

    CheckPrefDir4MultiMap()

    DecrementPrefDirElementNumbers

InPrefDir4MultiMap()
            TOneRoute
+ RegPosRouteID
+ StartSelectionRouteID
+ RouteID
+ StartRoutePosition
+ StartElement1
+ StartElement2
+ RouteFlash
+ RouteSearchLimit
+ ClearRoute()
+ EraseRouteElementAt()

    StoreRouteElementInPrefDir

Vector()
+ FindForwardTargetSignalAttribute()
+ GetNonPreferredRouteStart
Element()
+ GetNextNonPreferredRoute
Element()
+ GetPreferredRouteStartElement()
+ GetNextPreferredRouteElement()
+ PointsToBeChanged()
+ SearchForNonPreferredRoute()
and 13 more...
```