

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()
- GetOnePrefĎirPosition()
- GetExactMatchFrom4MultiMap()
- StorePrefDirElement()
- ErasePrefDirElementÄt()
- CheckPrefDir4MultiMap()
- DecrementPrefDirElementNumbers InPrefDir4MultiMap()

TOneRoute::TRouteFlash

- + RouteFlashVector
- + OverlayPlotted
- + PlotRouteOverlay()
- + PlotRouteOriginal()

- + RouteID
- + StartRoutePosition
- + RouteSearchLimit
- + ClearRoute()
- + EraseRouteElementAt()
- Vector()
- + FindForwardTargetSignalAttribute()
- + GetNonPreferredRouteStart Element()
- + GetNextNonPreferredRoute

Element()

- + GetPreferredRouteStartElement()
- + GetNextPreferredRouteElement()
- + PointsToBeChanged()

and 13 more...