{TLevelReader
||+ int ReadInt(std::istream &file, const std::string &what)
+ std::string ReadString (std::istream &file, const std::string &what)
+ void ReadEmpty(std::istream &file)
+ TCapitanInfo ReadCapitanInfo(std::istream &file)
+ TWeapon ReadWeapon (std::istream &file)
+ std::unique_ptr< TShip > ReadShip(std::istream &file, MyList< TWeapon > &weapons, const MyList< TCapitanInfo > &capitans)
+ TBase ReadBase(std::istream &file, const std::string &what)
+ MyList< int > ReadInts (std::istream &file, const std::string &what)
+ MyList< TCapitanInfo > ReadCapitanInfos(std::istream &file)
+ MyList< TWeapon > ReadWeapons (std::istream &file)
+ MyList< std::unique_ptr< TShip > > ReadShips (std::istream &file, MyList< TWeapon > &weapons, const MyList< TCapitanInfo > &capitans)
+ TSpawnDescriptor ReadSpawnDescriptor(std::istream &file, const MyList< std::unique_ptr< TShip > > &ships)
+ MyList< TSpawnDescriptor > ReadSpawnDescriptors (std::istream &file, const MyList< std::unique_ptr< TShip > > &ships)
+ TPirateBase ReadPirateBase (std::istream &file, const MyList< TSpawnDescriptor > &desctiptors)
+ MyList< TPirateBase > ReadPirateBases(std::istream &file, const MyList< TSpawnDescriptor > &descriptots)
+ std::pair< std::unique_ptr< TMission >, std::pair< MyList< TWeapon >, MyList< std::unique_ptr< TShip > > > > ReadMissionInfoFromStream(std::istream &file)
}