Captain::Node::IVehicleContainableUnit

- + MaxSpeed
- + ParentLinkUnitType
- # m identifier
- # m_stopVehicleMap
- # m eventRecorder
- # m signalMap
- + IVehicleContainableUnit()
- + ~IVehicleContainableUnit()
- + IVehicleContainableUnit()
- + IVehicleContainableUnit()
- + operator=()
- + operator=()
- + GetCurrentNumVehicles()
- + GetCurrentNumWaitingVehicles()
- + GetLeadingVehiclePtr()
- + GetFollowingVehiclePtr() and 14 more...
- + IsEqual()

Captain::IEventRecordable

- + IEventRecordable()
- + ~IEventRecordable()
- + IEventRecordable()
- + operator=()
- + Record()
- + FlushRecordings()
- + GetFilePath()

Captain::Node::MicroLane

- + FollowerSignalElapsedTime
- + FoundLeaderVehicleToStop
- + MicroLane()
- + ~MicroLane()
- + MicroLane()
- + MicroLane()
- + operator=()
- + operator=()
- + GetCurrentNumVehicles()
- + GetCurrentNumWaitingVehicles()
- + GetLeadingVehiclePtr()
- + GetFollowingContainerPtr() and 47 more...