

Captain::UnitIdentifier

- + PrimaryID
- + SubID
- + Type
- + RecordPrimaryID
- + RecordLaneldVector
- + RecordOffsetVector

- + UnitIdentifier()
- + UnitIdentifier()
- + UnitIdentifier()
- + UnitIdentifier()
- + ~UnitIdentifier()
- + operator==()
- + operator!=()
- + UnitIdentifier()
- + UnitIdentifier()
- + operator=()
- and 7 more...