

## Captain::VehiclePath

- + CurrentPathIndex
- + PathVector
- + LanePriorityVector
- + StationVector
- + StationDwellTimeVector
- + StationPaxInVector
- + StationPaxOutVector
- + StationIndex
- + PathDistance

- + VehiclePath()
- + VehiclePath()
- + VehiclePath()
- + VehiclePath()
- + ~VehiclePath()
- + VehiclePath()
- + VehiclePath()
- + operator=()
- + operator=()
- + operator==(())
- and 9 more...