Captain::Util::XmlWriter Captain::Util::JsonWriter Captain::Util::JsonReader XmlWriter() + JsonWriter() ~XmlWriter() + ~JsonWriter() JsonReader() XmlWriter() + JsonWriter() ~JsonReader() + + JsonWriter() XmlWriter() + JsonReader() operator=() + operator=() + JsonReader() operator=() + operator=() + operator=() WriteHeader() + InitializeWriter() operator=() + WriteCloser() + InitializeWritingJson() + OpenJson() RecordLaneInfo() + TerminateWritingJson() CloseJson() RecordLaneInfo() + identifierToJson() and 7 more... and 6 more... +LaneXML +SimulationXML +RouteJsonWriter +RouteJsonReader +SinkXML +VehicleJsonWriter +VehicleJsonReader +StationXML +VehicleXML Captain::UnitIdentifier + PrimaryID + SubID Captain::V2X Captain::Util::EventRecorder + Type + RecordPrimaryID + V2X() + EventRecorder() + RecordLaneldVector + ~V2X() + EventRecorder() + RecordOffsetVector + V2X() + ~EventRecorder() + UnitIdentifier() + V2X() + EventRecorder() + UnitIdentifier() + operator=() + EventRecorder() + UnitIdentifier() + operator=() + operator=() + UnitIdentifier() + getIsActive() + operator=() + ~UnitIdentifier() + setIsActive() + GetFilePath() + operator==() + getMessageRecieved() + RemoveExistingFile() + operator!=() + getMessageSend() + GetLaneRecordInfoVector() + UnitIdentifier() + setMessageRecieved() and 13 more... + UnitIdentifier() + setMessageSend() + operator=() and 7 more... #m_identifier #m_recorder #m_v2x #m_parentIdentifier Captain::Node::EnhancedMicroLink + m_microLaneVector + newQueue + m_sinkPathMap # m_freeFlowSpeedInfoVector # m_qmaxInfoVector # m_waveSpeedInfoVector # m_maxVehicleInfoVector # m_numLane m_numSect m_waveSpeed # m_freeFlowSpeed # m_qMaxVector # m_maxVehicleVector and 6 more... EnhancedMicroLink() GetIdentifier() GetID() GetLaneSize() Initialize() GetWeight() GetLeadingVehiclePtr() GetLeaderVehicle() GetLastVehiclePtr() GetLane() and 37 more... m_updateApproach() m_reserveStation()

m_updateStationState()

m_requireLCWithSegments()

m_requireSpeedAdjustment()

m_updateStationMode()
m_requireSendingMessage()

m_requireLC()

m_findLCLeaders()

m_isInELCRegion()
 and 9 more...
m_updateCF()

m_findLeaderLanes()

Captain::Node::ILinkable

+ ILinkable()

+ ILinkable()

+ ILinkable()

+ operator=()

+ operator=()

+ ~ILinkable()

+ GetID()

+ Initialize()

+ GetLane()

+ GetWeight()

+ GetIdentifier()

+ GetLaneSize()

+ GetLeadingVehiclePtr()

+ GetLastVehiclePtr()