

Captain::PathIdentifier
+ Type
+ LinkID
+ LaneIdVector
+ StationIdVector
+ PathIdentifier()
+ PathIdentifier()
+ PathIdentifier()
+ PathIdentifier()
+ ~PathIdentifier()
+ PathIdentifier()
+ PathIdentifier()
+ operator=()
+ operator=()
+ operator==()
+ operator!=()
+ ContainsUnitIdentifier()

Captain::Position
+ X
+ Y
+ Position()
+ Position()

Captain::UnitIdentifier
+ PrimaryID
+ SubID
+ Type
+ RecordPrimaryID
+ RecordLaneIdVector
+ RecordOffsetVector
+ UnitIdentifier()
+ UnitIdentifier()
+ UnitIdentifier()
+ UnitIdentifier()
+ ~UnitIdentifier()
+ operator==()
+ operator!=()
+ UnitIdentifier()
+ UnitIdentifier()
+ operator=()
and 7 more...

+CurrentPathIdentifier
+NextPathIdentifier

+NextVehiclePosition
+VehiclePosition

+CurrentLinkIdentifier

Captain::VehicleState
+ PreviousLinkID
+ PreviousLaneID
+ CurrentLinkID
+ CurrentLaneIndex
+ TargetLaneIdx
+ NextLaneIDList
+ Speed
+ v2xlength
+ v2xMsgType
+ v2xValue
+ RemainingDistance
+ Parked
+ Communcation
+ NeedLC
+ lcCounter
+ VehicleState()
+ GetStopVehicleState()