Captain::Util::XmlWriter

+ XmlWriter()
+ ~XmlWriter()
+ XmlWriter()
+ XmlWriter()
+ operator=()
+ operator=()
+ WriteHeader()
+ WriteCloser()
+ RecordLaneInfo()
+ RecordLaneInfo()
and 7 more...

Captain::Util::JsonWriter

+ JsonWriter()
+ ~JsonWriter()
+ JsonWriter()
+ JsonWriter()
+ operator=()
+ operator=()
+ InitializeWriter()
+ InitializeWritingJson()
+ TerminateWritingJson()
+ identifierToJson()
and 6 more...

Captain::Util::JsonReader

+ JsonReader()
+ ~JsonReader()
+ JsonReader()
+ JsonReader()
+ operator=()
+ operator=()
+ OpenJson()
+ CloseJson()

+LaneXML
+SimulationXML
+SinkXML
+StationXML
+VehicleXML

+RouteJsonWriter
+VehicleJsonWriter

+RouteJsonReader
+VehicleJsonReader

Captain::UnitIdentifier

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

Captain::Util::EventRecorder

+ EventRecorder()
+ EventRecorder()
+ ~EventRecorder()
+ EventRecorder()
+ EventRecorder()
+ operator=()
+ operator=()
+ GetFilePath()
+ RemoveExistingFile()
+ GetLaneRecordInfoVector()
and 13 more...

#m_identifier   #m_eventRecorder

Captain::Node::IVehicleContainableUnit

+ MaxSpeed
+ ParentLinkUnitType
# m_stopVehicleMap
# m_signalMap
+ IVehicleContainableUnit()
+ ~IVehicleContainableUnit()
+ IVehicleContainableUnit()
+ IVehicleContainableUnit()
+ operator=()
+ operator=()
+ GetCurrentNumVehicles()
+ GetCurrentNumWaitingVehicles()
+ GetLeadingVehiclePtr()
+ GetFollowingVehiclePtr()
and 14 more...
+ IsEqual()

Captain::Node::SourceUnit

+ IDCount
+ SourceUnit()
+ SourceUnit()
+ ~SourceUnit()
+ SourceUnit()
+ SourceUnit()
+ operator=()
+ operator=()
+ GetCurrentNumVehicles()
+ GetCurrentNumWaitingVehicles()
+ GetLeadingVehiclePtr()
and 20 more...