

Captain::DMode::DriveModel
# m_leaderVehicle
# m_elapsedCycle
# m_active
+ DriveModel()
+ ~DriveModel()
+ DriveModel()
+ DriveModel()
+ operator=()
+ operator=()
+ operator=()
+ operator=()
+ IsActivated()
+ Activate()
+ Deactivate()
and 7 more...
# m_getSafetyDistance()
# m_evaluateLCPosition()
# m_getMinimumConstraint()
# m_getMaximumConstraint()

Captain::DMode::IAutomaticallyDeactivated
+ IAutomaticallyDeactivated()
+ ~IAutomaticallyDeactivated()
+ IAutomaticallyDeactivated()
+ IAutomaticallyDeactivated()
+ operator=()
+ operator=()
# m_deactivateIfDone()

Captain::DMode::AdjSpeed
+ AdjSpeed()
+ ~AdjSpeed()
+ AdjSpeed()
+ AdjSpeed()
+ operator=()
+ operator=()
+ operator=()
+ AddTarget()

