

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...

+VehiclePosition +CurrentUnit

Captain::VehicleRecordInfo
+ VehicleID
+ SourceID
+ SinkID
+ newSinkID
+ Type
+ Sim_mode
+ NeedLC
+ RecordType
+ CellID
+ CellLength
and 17 more...
+ VehicleRecordInfo()
+ ~VehicleRecordInfo()
+ VehicleRecordInfo()
+ VehicleRecordInfo()
+ operator=()
+ operator=()