Captain::Node::IVehicleContainableUnit

- + MaxSpeed
- + ParentLinkUnitType
- # m_identifier
- # m_stopVehicleMap
- # m_eventRecorder
 # 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...