Captain::IEventRecordable

- IEventRecordable()
- + ~IEventRecordable()
 - + IEventRecordable()
 - + operator=()
 - + Record()
 - + FlushRecordings()+ GetFilePath()



Captain::Node::Station

- + RecordInfo
- + Station()
- + ~Station()
- + Station() + Station()
- + operator=()
- + operator=()
 - 1101-()
 - + GetParkPositionVector()
 - + Identifier()
 - + ReserveParkingPosition()
 - + UpdatePosition() and 9 more...