+ ILinkable() + ILinkable() + ILinkable() + operator=() + operator=() + ~ILinkable() + GetIdentifier() + GetID() + GetLaneSize() + Initialize() + GetLeadingVehiclePtr() + GetLastVehiclePtr() + GetLane() + GetWeight() Captain::Node::UniformLink Captain::Node::MicroLink # m identifier # m_numLane Captain::Node::MesoLink + MicroLink() # m_mode newQueue + GetIdentifier() # m_icfVector MesoLink() + GetID() # m_mesoLink ~MesoLink() + GetLaneSize() + UniformLink() MesoLink() + Initialize() + GetIdentifier() MesoLink() + GetWeight() + GetID() MesoLink() + GetLeadingVehiclePtr() + GetLaneSize() operator=() + GetLastVehiclePtr() + Initialize() operator=() + GetLane() + GetLeadingVehiclePtr() GetIdentifier() + MoveLaneChangingVehicles() + GetLastVehiclePtr() GetID() + MoveFromPreviousUnit() + GetLane() GetLaneSize() + UpdateStationState() + GetFollowerLaneConnection and 31 more... + ComputeNewVehicleState() + GetLeaderLaneConnectionInfo() + UpdateVehicleState() and 27 more... Captain::Node::UniformIntersectionLink UniformIntersectionLink() Initialize() MoveFromPreviousUnit() ComputeUniformICF() UpdateStationState() UpdateV2XMessage() AppendStation() GetMicroLinkPtr() SetFollowerLaneConnection SetLeaderLaneConnectionInfo() GetLeaderLaneConnectionInfo() Record() FlushRecordings()

GetRecordings()

Captain::Node::ILinkable

Captain::Node::EnhancedMicroLink

m_freeFlowSpeedInfoVector

m_waveSpeedInfoVector

m_maxVehicleInfoVector

m_microLaneVector

m_sinkPathMap m_identifier

m_parentIdentifier

m_qmaxInfoVector

m_numLane

m_numSect

m_waveSpeed

and 10 more...

GetIdentifier()

GetLaneSize()

GetID()

Initialize()

GetLane()

and 37 more...

m_requireLC()

GetWeight()

m_freeFlowSpeed

EnhancedMicroLink()

GetLeadingVehiclePtr()

GetLeaderVehicle()

GetLastVehiclePtr()

m_updateApproach()

m_updateStationState()

m_requireLCWithSegments()

m_requireSpeedAdjustment()
m_updateStationMode()
m_requireSendingMessage()

m reserveStation()

m_findLCLeaders()

m_isInELCRegion()
 and 9 more...
m_updateCF()

m_findLeaderLanes()

Captain::Node::Intersection MicroLink

+ IntersectionMicroLink()

+ MoveFromNearbyLane()

m_updateLaneChange()

+ UpdateV2XMessage()

newQueue

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