## Captain::DMode::IAutomatically Deactivated

- + IAutomaticallyDeactivated()
- + ~IAutomaticallyDeactivated()
- + IAutomaticallyDeactivated()
- + IAutomaticallyDeactivated()
- + operator=()
- + operator=()
- # m\_deactivatelfDone()

## Captain::DMode::AdjSpeed

- + AdjSpeed()
- + ~AdjSpeed()
- + AdjSpeed()
- + AdjSpeed()
- + operator=()
- + operator=()
- + operator()()
- + AddTarget()

## Captain::DMode::Approach Station

- + ApproachStation()
- + operator()()
- + SetTargetPosition()

## Captain::DMode::Stay

- + Stay()
  - + operator()()
- + SetStopCycles()