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::IEventRecordable

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

Captain::Node::MesoUnit

+ FollowerSignalElapsedTime

+ MesoUnit()
+ MesoUnit()
+ MesoUnit()
+ operator=()
+ operator=()
+ ~MesoUnit()
+ GetCurrentNumVehicles()
+ GetCurrentNumWaitingVehicles()
+ GetLeadingVehiclePtr()
+ GetFollowingVehiclePtr()
  and 47 more...