

structs.Struct

- Struct_Entry
- Struct_Type
- Struct_Units
- Struct_Lock

- + Struct()
- + Struct()
- + GetEntry()
- + GetType()
- + GetUnits()
- + SE()
- + SetEntry()
- + CC()
- + CT()
- # COT()
- # IsPositive()
- # Is0_1()
- # IsNot0()
- GetLock()
- SetType()
- SetUnits()
- SetLock()