

Comparable< Block >



TrackModel.Block

- + blockLen
- + occupied
- + speedLimit
- + blockGrade
- + blockElevation
- + signals
- + brokenRail
- + circuitFailure
- + powerFailure
- + trackHeaters
- + stationName
- + isUnderground
- + arrowDirection
- + blockNum
- + switchState
- + switchBlock
- + hasSwitch
- + blockLine
- + blockSection
- + nextBlockForward
- + switchNextBlockForward
- + nextBlockBackward
- + rootBlock
- + lightState
- + superTrackModel
- + maintenance
- + hasLight

- + Block()
- + getLen()
- + getBroken()
- + setLightState()
- + getOpen()
- + getOccupied()
- + setOccupied()
- + getSpeedLimit()
- + getElevation()
- + getGrade()
- + getCircuitFailure()
- + getPowerFailure()
- + getUnderground()
- + getStationName()
- + getTrackHeaters()
- + setNextBlockForward()
- + setNextBlockForward()
- + getBlockNum()
- + getBlockSection()
- + getBlockLine()
- + setNextBlockForward()
- + setNextBlockBackward()
- + setRootBlock()
- + nextBlockForward()
- + nextBlockBackward()
- + setSwitchState()
- + getAssociatedStation()
- + compareTo()