

DataModel

- + secondPlayer
- balance - time
- coordinateX
- coordinateY
- mapLoaded - ip
- port
- balanceLabel
- timeLabel positionLabel
- statusDisplay
 - connectionLabel mode
 - animationManager
- + DataModel() + getBalance()
- + updateBalance()
- + takeBalance()
- + timeTick() + getTime()
- + setTime()
- + getSystemMillis()
- + updateCoordinates() + getHoverX()
 - und 14 mehr ...
 - + setDefaultMode()
 - + setTrainStationMode() + setDepotMode()
 - + setTerminalMode()
 - + setBridgeMode() + setRailPlacementMode()
- + setRemoveMode()
- + setMapLoaded()