

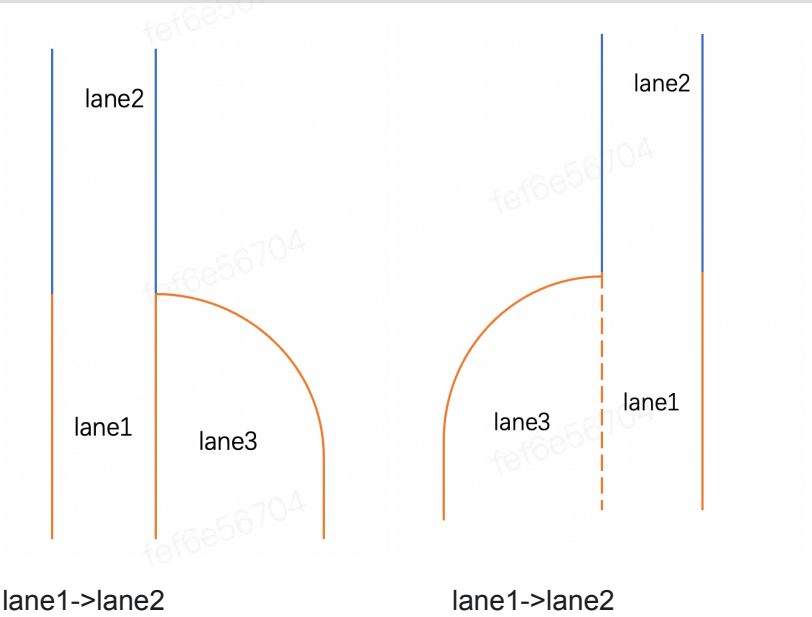
车道后继类型示例

```
enum LaneTopo {
    LTP_UNKNOWN = 0;
    LTP_LANE_CONTINUITY = 1;
    LTP_LANE_BREAK = 2;
    LTP_LANE_CONTINUITY_ONLY_BY_LEFT = 3;
    LTP_LANE_CONTINUITY_ONLY_BY_RIGHT = 4;
    LTP_LANE_MERGE = 5;
    LTP_LANE_SPLIT = 6;
    LTP_LANE_CONTINUITY_BY_VIRTUAL = 7;
}

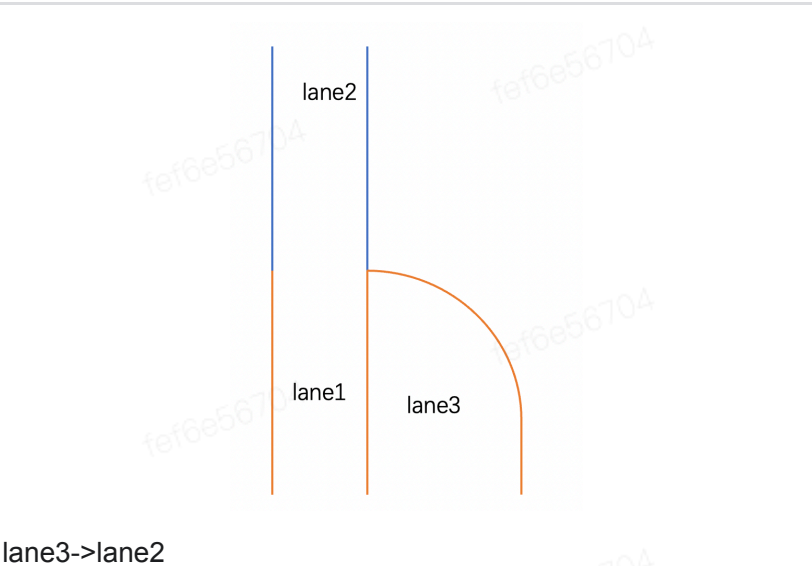
enum LaneType {
```

1	类型	图像示例
2	LTP_UNKNOWN=0;	

LTP_LANE_CONTINUITY=1;



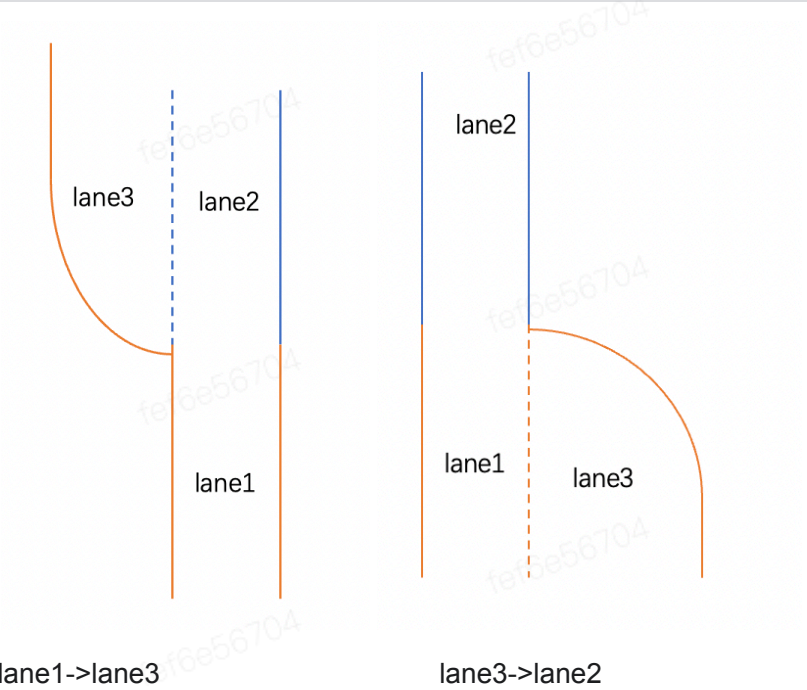
LTP_LANE_BREAK=2;



车道中断，指车道无后继，（线型原因)该车道不能到达其余车道。

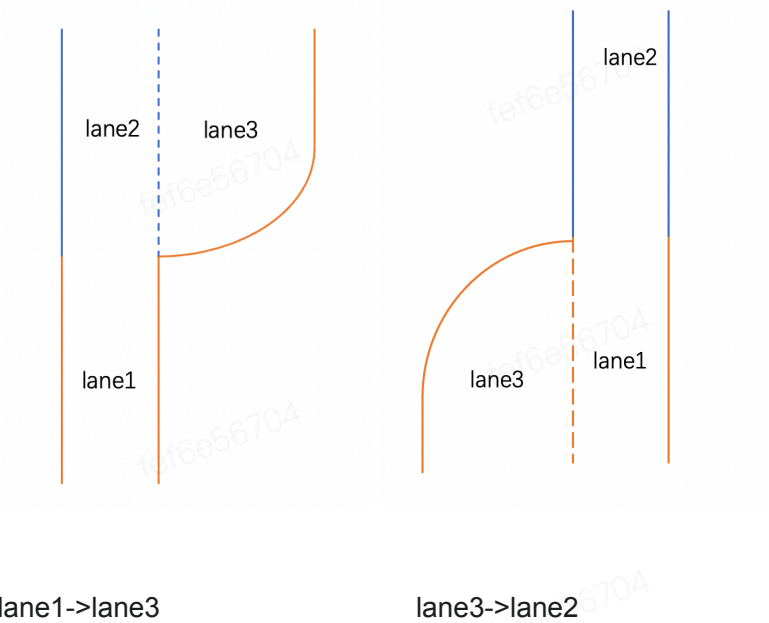
5

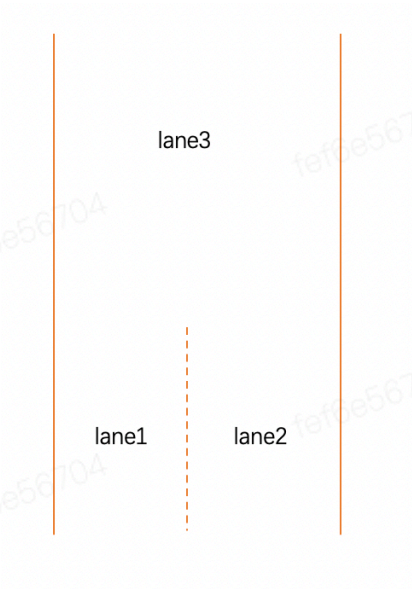
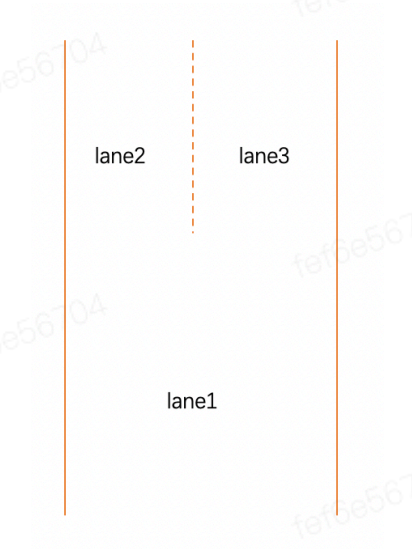
LTP_LANE_CONTINUITY_ONLY_BY_LEFT=3;



6

LTP_LANE_CONTINUITY_ONLY_BY_RIGHT=4;



7	<div>LTP_LANE_MERGE=5;</div> <div></div> <div>lane1->lane3 lane2->lane3</div>
8	<div>LTP_LANE_SPLIT=6;</div> <div></div> <div>lane1->lane2 lane1->lane3</div>
9	<div>LTP_LANE_CONTINUITY_BY_VIRTUAL=7;</div> <div>后继为路口虚拟lane会填充这个类型</div>

