

class	constructor	type	method	meaning (type bool: if TRUE)	kind	
<b>ZugSignal</b>	name	string		name (1 letter, followed by track number)	static	
	dirR	bool		direction right		
	coo	array		coordinates of arrowhead		
	precSig	array		array with names of all preceding signals		
	ok	bool		active and not faulty	dynamic	
	flash	bool		clicked as potential starting signal (flashing)		
	start	bool		is starting point of a train route		
	end	bool		is target of a train route		
	ma	bool		movement authority active		
				reset()	set starting state (ok = FALSE)	methods
				normalize()	set initial state (ok = TRUE)	
				draw()	(re)draw element	
				click()	when canvas is clicked, check, if element affected; act appropriate	
				deBlink()	set blink = FALSE and redraw	

class	constructor	type	method	meaning (type bool: if TRUE)	kind
Track	name	string		name	static
	cooL	array		coordinates of left end	
	cooR	array		coordinates of right end	
	cooDeltaL	array		ansetzen an linkem Endpunkt (Wertepaar)	
	cooDeltaR	array		ansetzen an rechtem Endpunkt (Wertepaar)	
	nextGfmL	string		GFM Nachbar L	
	nextGfmR	string		GFM Nachbar R	
	nextZsigL	string		in Richtung dieses Gleises zeigendes Zugsignal links	
	nextZsigR	string		in Richtung dieses Gleises zeigendes Zugsignal rechts	
	streckenGleis	bool		TRUE, if Streckengleis; else FALSE	
	ok	bool		active and not faulty	dynamic
	free	bool		not occupied	
	ZfL	bool		mit ZfL belegt	
	oL	bool		mit OL von ZfL belegt (OIL)	
	ZfR	bool		mit ZfR belegt	
	oR	bool		mit OL von ZfR belegt (OIR)	
	flProt	bool		mit Schutzraum von Flankenschutz belegt	
				reset()	methods
				normalize()	
			draw()		
			click()		

class	constructor	type	method	meaning (type bool: if TRUE)	kind	
<b>Block</b>	name	string		name	static	
	ok	bool		active and not faulty	dynamic	
	dirR	bool				
	preBlocked	bool				
	blocked	bool				
				normalize()	set initial state (ok = TRUE)	methods
				reset()	set starting state (ok = FALSE)	
			draw()	(re)draw element		

class	constructor	type	method	meaning (type bool: if TRUE)	kind	
Point	name	string		name	static	
	coo	array		coordinates of point of intersection		
	tongueR	bool		(Weichenspitze R, d.h. W spitz befahren bei R->L)		
	turnoutR	bool		(Ablenkung bei Lage R)		
	neighbourTongue	string		Nachbarelement Seite Weichenspitze		
	neighbourL	string		Nachbarelement Seite Lage links		
	neighbourR	string		Nachbarelement Seite Lage rechts		
	ok	bool		active and not faulty	dynamic	
	turning	bool		flashing symbol		
	free	bool		not occupied		
	locked	bool		point is locked		
	posR	bool		point is in position right		
	ZfL	bool		occupied with train route direction left		
	oL	bool		occupied with overlap of a train route direction left		
	ZfR	bool		occupied with train route direction right		
	oR	bool		occupied with overlap of a train route direction right		
	flProt	bool		flank protection (for other point)		
				normalize()	set initial state (ok = TRUE)	methods
				reset()	set starting state (ok = FALSE)	
				draw()	(re)draw element	
				click()	when canvas is clicked, check, if element affected; act appropriate	
				checkTrailing()	check, if point was trailed (when occupation occurs)	
				becomesFree()		
				draw_part_tongue()		
				draw_part_straight_flexible()		
				draw_part_straight_fix()		
				draw_part_dev_flexible()		
			draw_part_dev_fix()			

class	constructor	type	method	meaning (type bool: if TRUE)	kind	
<b>Rhomb</b>	name	string		name of block	static	
	title	string		name of neighbour station		
	coo	array		coordinates of rhomb end side this station		
	posR	bool		Position of Rhomb: Right		
	zfStartSignals	array		Name of all possible start signals		
	ok	bool		active and not faulty	dynamic	
				reset()	set starting state (ok = FALSE)	methods
				normalize()	set initial state (ok = TRUE)	
				draw()	(re)draw element	
				click()	when canvas is clicked, check, if element affected; act appropriate	

class	constructor	type	method	meaning (type bool: if TRUE)	kind
Zf	number	num		(not used)	static
	directionR	bool		direction of the Zf	
	start	string		start of the Zf (Zugsignal or Block)	
	end	string		end of the Zf (Zugsignal or block)	
	block_before_start	string		if entry Zf, corresponding block	
	preb_check_zf	n-string		corresponding line of the logic table preb_check_zf	
	preb_check_tr	n-string		corresponding line of the logic table preb_check_tr	
	build_check_tr	n-string		corresponding line of the logic table build_check_zf	
	preb_check_p	n-string		corresponding line of the logic table preb_check_p	
	build_check_p	n-string		corresponding line of the logic table build_check_p	
				preBuild()	methods
			build()		