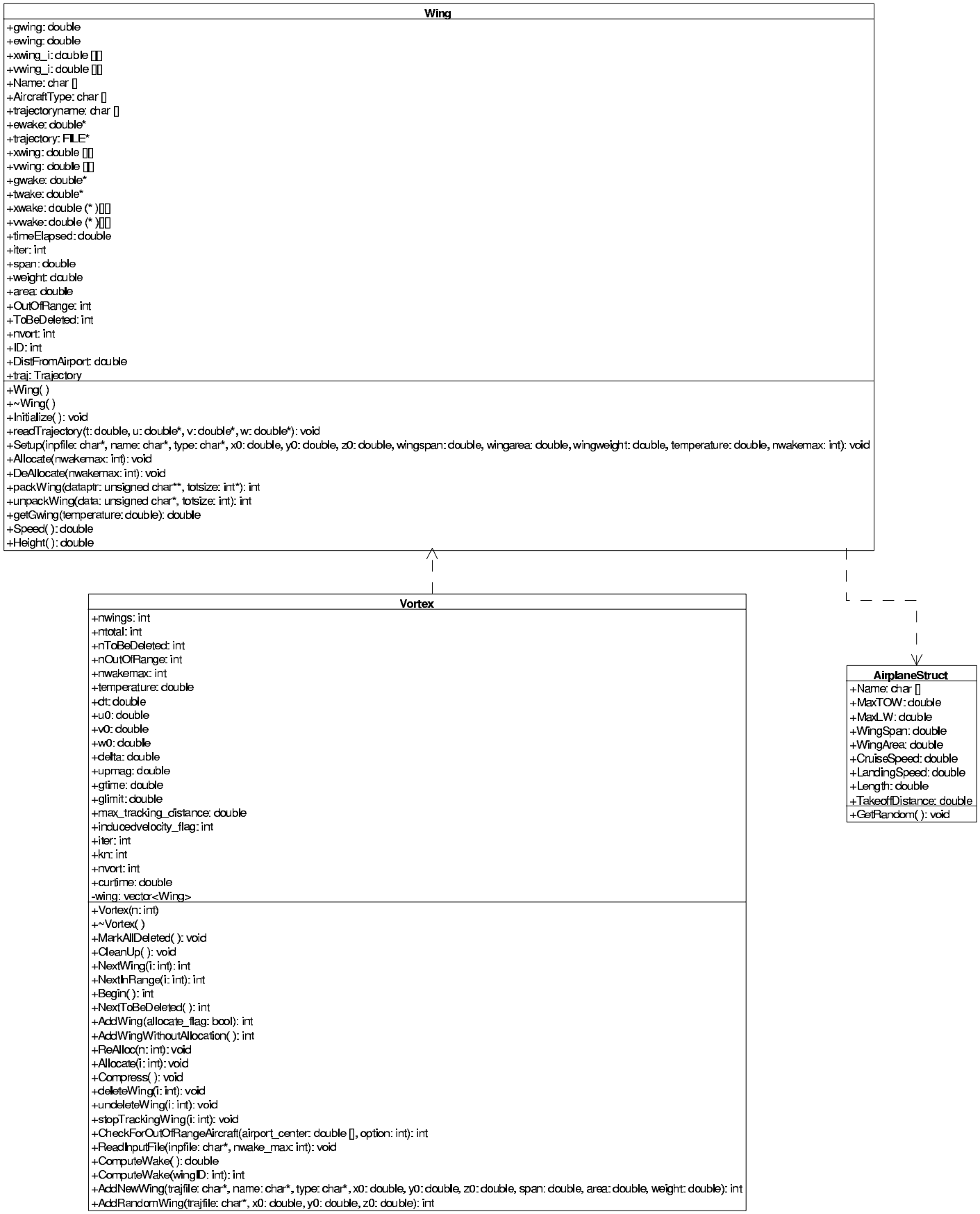
Wing
+gwing: double
+ewing: double
+xwing_i: double []
+vwing_i: double []
+Name: char []
+AircraftType: char []
+trajectoryname: char []
+ewake: double*
+trajectory: FILE*
+xwing: double []
+vwing: double []
+gwake: double*
+twake: double*
+xwake: double (*)[]
+vwake: double (*)[]
+timeElapsed: double
+iter: int
+span: double
+weight: double
+area: double
+OutOfRange: int
+ToBeDeleted: int
+nvort: int
+ID: int
+DistFromAirport: double
+traj: Trajectory
+Wing( )
+~Wing( )
+Initialize( ): void
+readTrajectory(t: double, u: double*, v: double*, w: double*): void
+Setup(inpfile: char*, name: char*, type: char*, x0: double, y0: double, z0: double, wingspan: double, wingarea: double, wingweight: double, temperature: double, nwakemax: int): void
+Allocate(nwakemax: int): void
+DeAllocate(nwakemax: int): void
+packWing(dataptr: unsigned char**, totsize: int*): int
+unpackWing(data: unsigned char*, totsize: int): int
+getGwing(temperature: double): double
+Speed( ): double
+Height( ): double
Vortex
+nwings: int
+ntotal: int
+nToBeDeleted: int
+nOutOfRange: int
+nwakemax: int
+temperature: double
+dt: double
+u0: double
+v0: double
+w0: double
+delta: double
+upmag: double
+gtime: double
+glimit: double
+max_tracking_distance: double
+inducedvelocity_flag: int
+iter: int
+kn: int
+nvort: int
+curtime: double
-wing: vector<Wing>
+Vortex(n: int)
+~Vortex( )
+MarkAllDeleted( ): void
+CleanUp( ): void
+NextWing(i: int): int
+NextInRange(i: int): int
+Begin( ): int
+NextToBeDeleted( ): int
+AddWing(allocate_flag: bool): int
+AddWingWithoutAllocation( ): int
+ReAlloc(n: int): void
+Allocate(i: int): void
+Compress( ): void
+deleteWing(i: int): void
+undeleteWing(i: int): void
+stopTrackingWing(i: int): void
+CheckForOutOfRangeAircraft(airport_center: double [], option: int): int
+ReadInputFile(inpfile: char*, nwake_max: int): void
+ComputeWake( ): double
+ComputeWake(wingID: int): int
+AddNewWing(trajfile: char*, name: char*, type: char*, x0: double, y0: double, z0: double, span: double, area: double, weight: double): int
+AddRandomWing(trajfile: char*, x0: double, y0: double, z0: double): int
AirplaneStruct
+Name: char []
+MaxTOW: double
+MaxLW: double
+WingSpan: double
+WingArea: double
+CruiseSpeed: double
+LandingSpeed: double
+Length: double
+TakeoffDistance: double
+GetRandom( ): void