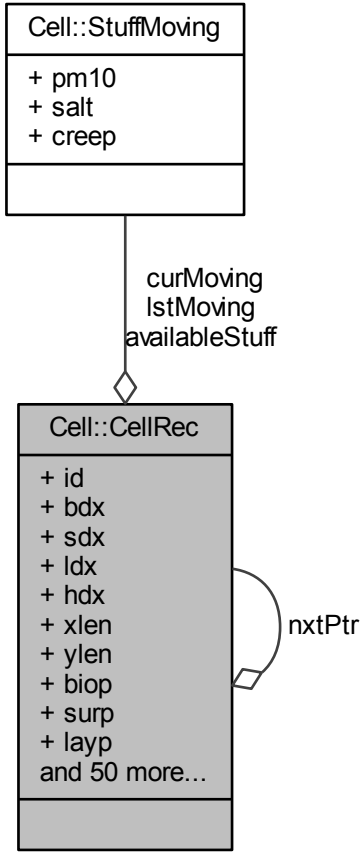
Cell::StuffMoving
+ pm10
+ salt
+ creep
curMoving
lstMoving
availableStuff
Cell::CellRec
+ id
+ bdx
+ sdx
+ ldx
+ hdx
+ xlen
+ ylen
+ biop
+ surp
+ layp
and 50 more...
nxtPtr