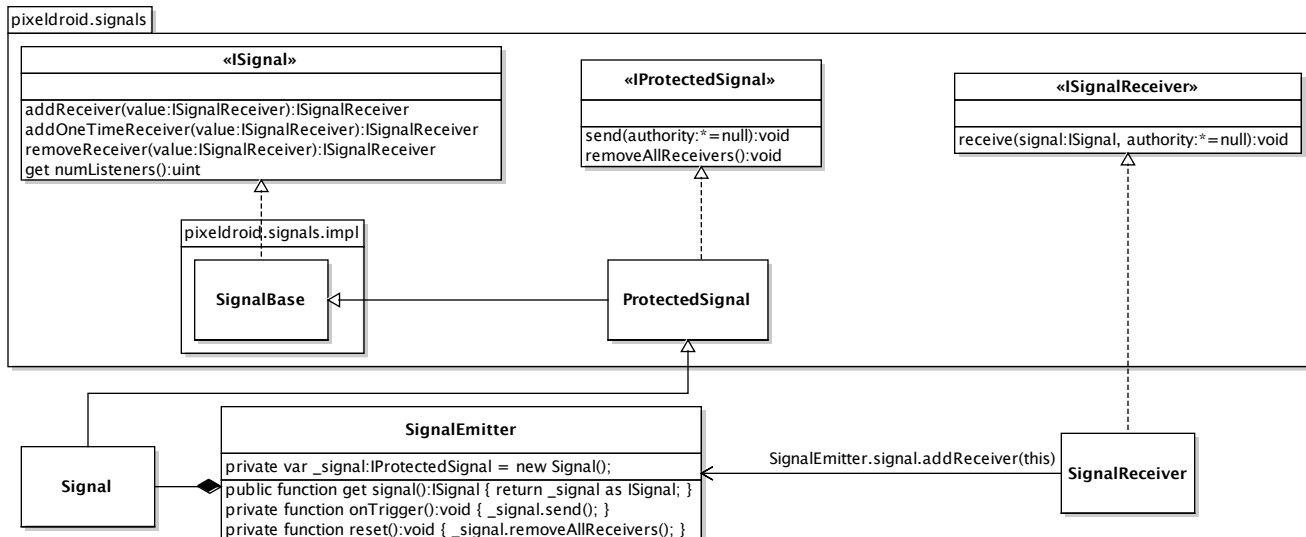


For tight coupling, Signal and SignalReceiver provide a simple publication / subscription interface.  
 Classes can aggregate signals to declare the events they publish  
 ProtectedSignal provides elevated access for signal owners  
 A Signal authority is by convention whatever sent the signal, but may be anything useful, including nothing at all



For loose coupling, the SignalController implements a FrontController pattern similar to Cairngorm.  
 Receiver classes are paired with GlobalSignals via addConnection()  
 Emitters send a GlobalSignal which routes itself through the SignalController who instantiates and executes the connected Receiver.  
 SignalReceiver plays the part of a Command, with its receive() method functioning as execute()

