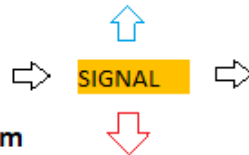


Update gui each time internal
state changes

1. Receive state from
neighbor track
2. Receive state from
previous signal upstream



Send state
to hardware

1. Send state to neighbor
Track
2. Send state to next signal
downstream

Update gui each time internal
state changes

1. Receive state from
neighbor track
2. Receive state from
previous signal upstream



Receive state from
hardware

1. Send state to neighbor
Track
2. Send state to next signal
downstream

Ring structure of classes

