Forebrain Main has the usual three sections: Sense, Think, and Act

1. **Sense**
   1. In Sense the Forebrain receives data from the OCU (Operator Control Unit) over a network stream and does the appropriate thing with that data
   2. For example, if the boat receives an override command from the OCU, it will override the indicated variables. If it receives a new mission, it will add the following data to the new mission queue
2. **Think**
   1. Essentially, Forebrain Think looks at the upper level waypoints (Point A, Point B, etc) and creates a series of intermediate waypoints (Point Aa, Point Ab, Point Ac, etc.). It should update and revise these waypoints as conditions change. More specifically, the Forebrain
      1. Checks off upper level waypoints when the intermediate waypoints are all done
      2. Looks for deletions/additionsfrom the OCU
      3. Populates intermediate waypoints (this is undone as of Summer 2014)
3. **Act**
   1. Forebrain Act bundles up the notifiers (all device variables, essentially) and sends those as flattened strings to the OCU over a Network Stream.
   2. **IMPORTANT**: if new notifiers are added, they will not be seen by the OCU unless Forebrain Act code is altered to send the new notifier and the OCU is modified to read the new notifier.