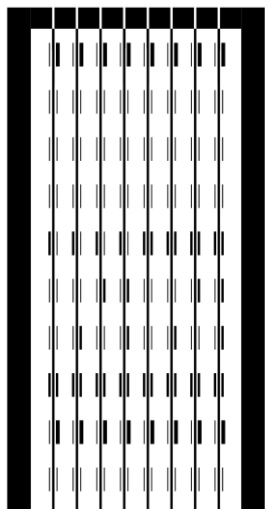
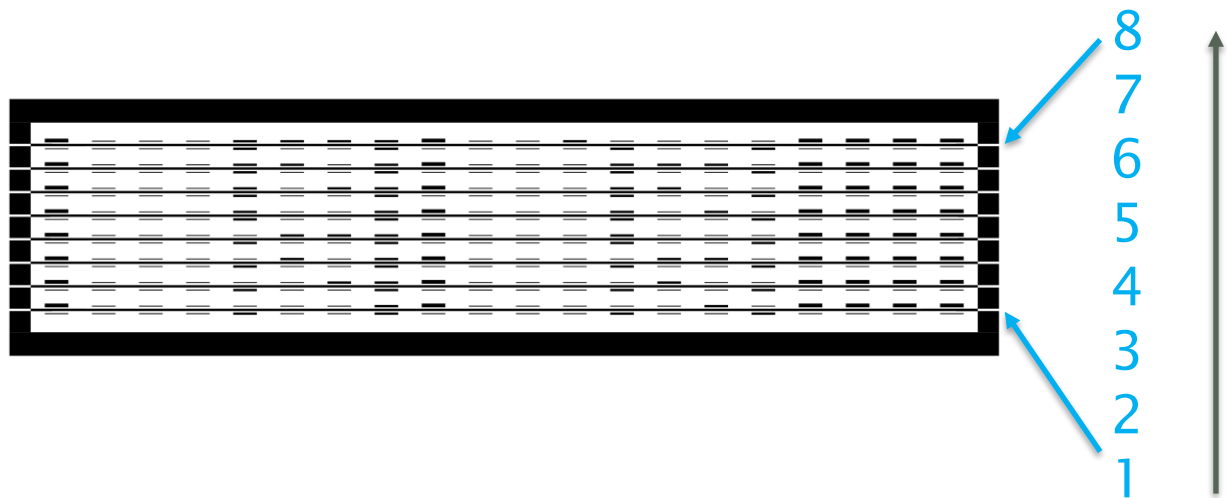


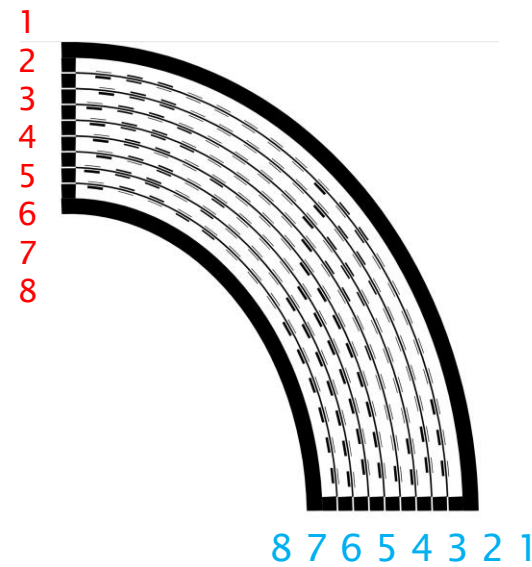
```
Object { trackId1: { _ }, trackId5: { _ }, trackId9: { _ }, trackId13: { _ }, trackId14: { _ }, trackId2: { _ }, trackId6: { _ }, trackId10: { _ }, trackId15: { _ }, trackId3: { _ }, _ }
  ▶ trackId1: Object { trackId5: "RIGHT", RIGHT: "trackId5", trackId2: "UNDER", _ }
  ▶ trackId10: Object { trackId6: "LEFT", LEFT: "trackId6", trackId9: "UPPER", _ }
  ▶ trackId11: Object { trackId7: "LEFT", LEFT: "trackId7", trackId10: "UPPER", _ }
  ▶ trackId12: Object { trackId8: "LEFT", LEFT: "trackId8", trackId11: "UPPER", _ }
  ▶ trackId13: Object { trackId9: "LEFT", LEFT: "trackId9", trackId14: "RIGHT", _ }
  ▶ trackId14: Object { trackId13: "LEFT", LEFT: "trackId13", trackId15: "UNDER", _ }
  ▶ trackId15: Object { trackId14: "UPPER", UPPER: "trackId14", trackId17: "UNDER", _ }
  ▶ trackId16: Object { trackId17: "UPPER", UPPER: "trackId17" }
  ▶ trackId17: Object { trackId15: "UPPER", UPPER: "trackId15", trackId16: "UNDER", _ }
  ▶ trackId2: Object { trackId6: "RIGHT", RIGHT: "trackId6", trackId1: "UPPER", _ }
  ▶ trackId3: Object { trackId7: "RIGHT", RIGHT: "trackId7", trackId2: "UPPER", _ }
  ▶ trackId4: Object { trackId8: "RIGHT", RIGHT: "trackId8", trackId3: "UPPER", _ }
  ▶ trackId5: Object { trackId1: "LEFT", LEFT: "trackId1", trackId9: "RIGHT", _ }
  ▶ trackId6: Object { trackId2: "LEFT", LEFT: "trackId2", trackId10: "RIGHT", _ }
  ▶ trackId7: Object { trackId3: "LEFT", LEFT: "trackId3", trackId11: "RIGHT", _ }
  ▶ trackId8: Object { trackId4: "LEFT", LEFT: "trackId4", trackId12: "RIGHT", _ }
  ▶ trackId9: Object { trackId5: "LEFT", LEFT: "trackId5", trackId13: "RIGHT", _ }
  ▶ <prototype>: Object { _ }
```

directionOf[trackId1][DIRECTION.RIGHT] → trackId5

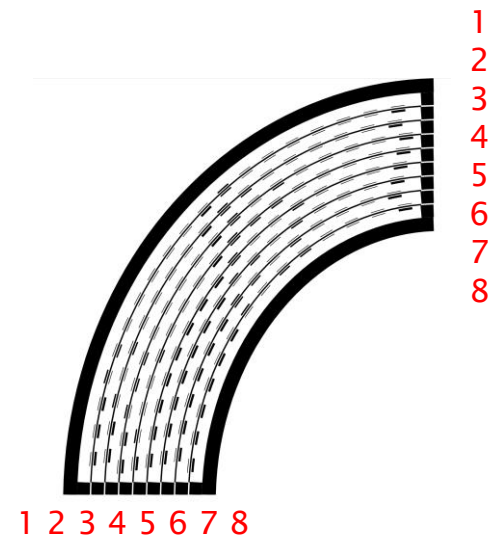
directionOf[trackId1][trackId5] → RIGHT

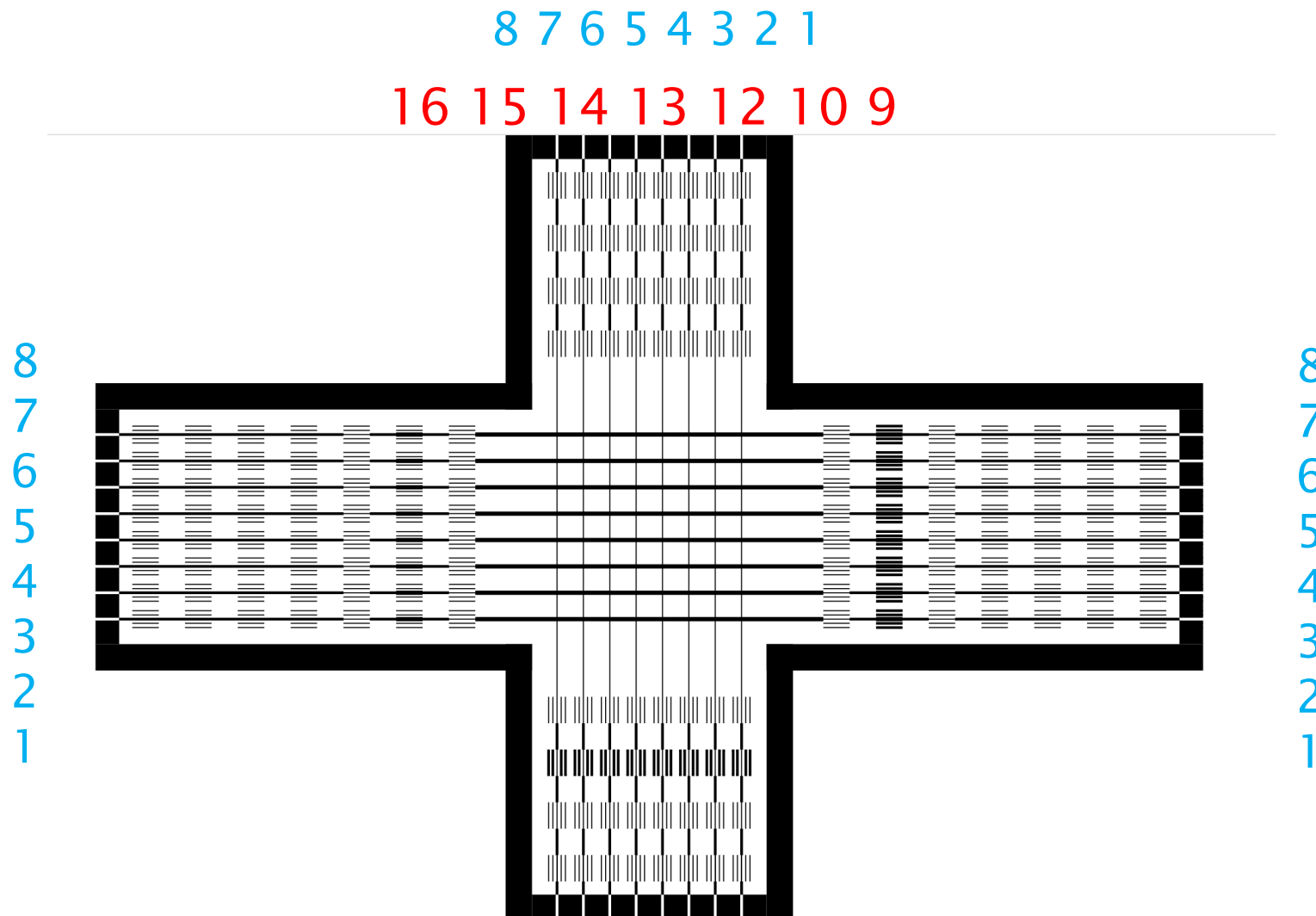


8 7 6 5 4 3 2 1



`const revertLane = (reverse, total) => total+1-reverse;`





```
case (TRACK_TYPE.INTERSECTION):  
    if (fromDirection === DIRECTION.UPPER || fromDirection === DIRECTION.UNDER){  
        toAnimateLane = lastLane + intersectionSetLanes  
    }
```

