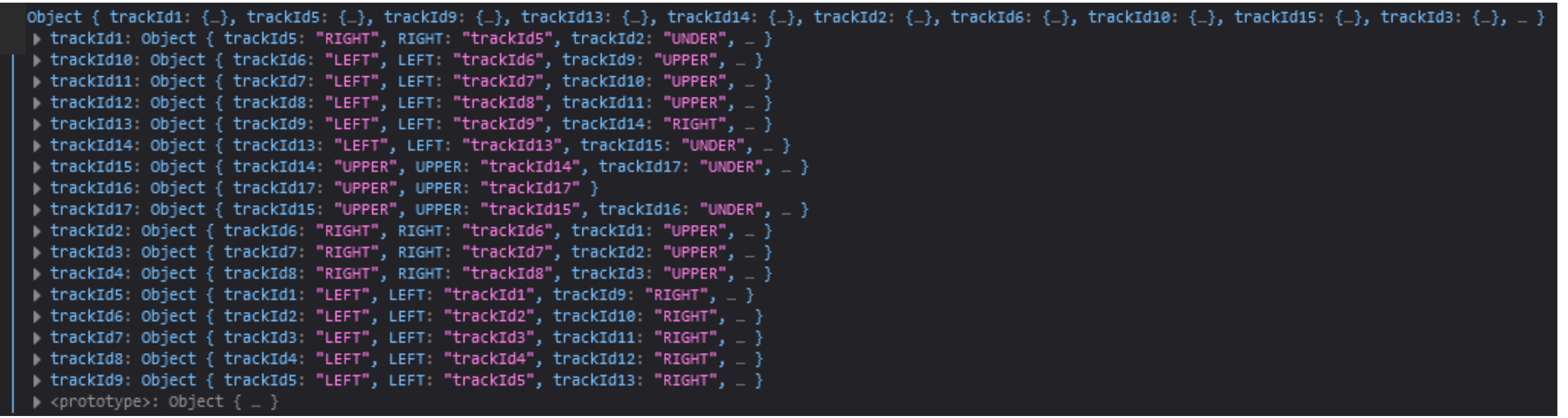
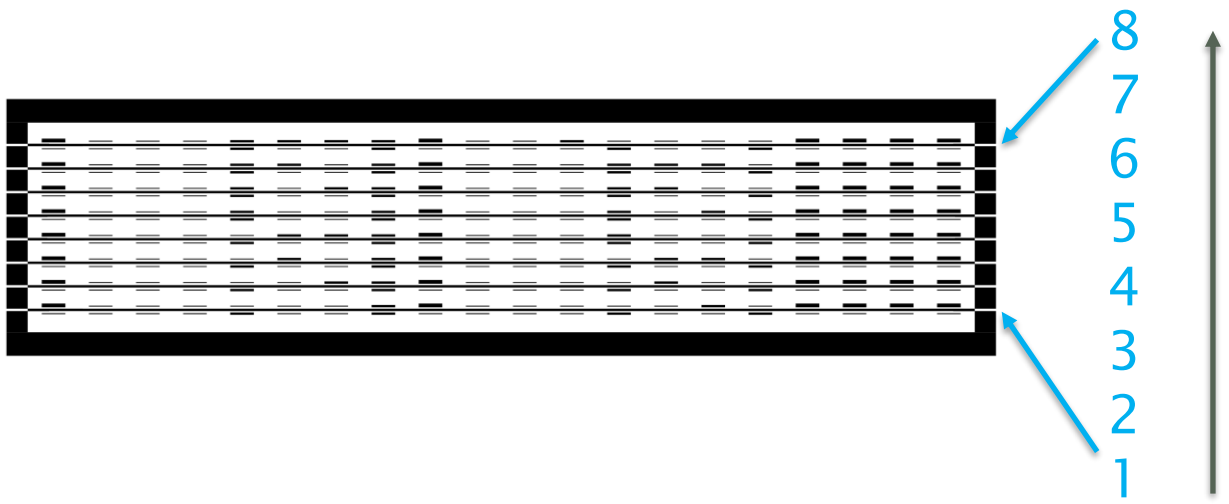
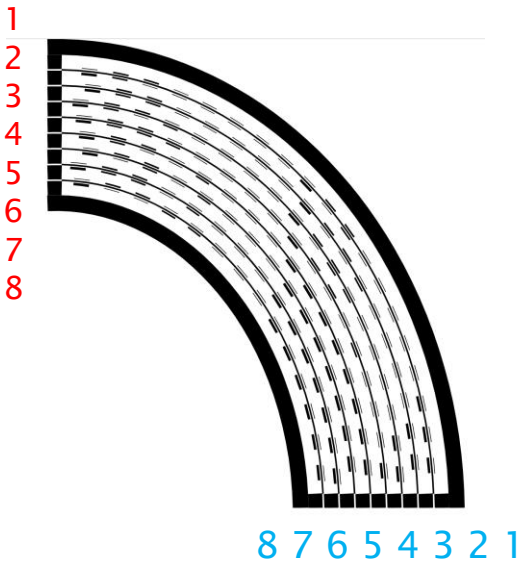
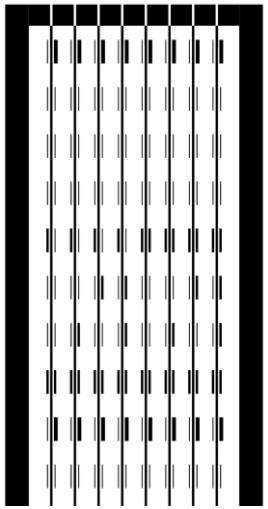


directionOf[trackId1][DIRECTION.RIGHT] → trackId5

directionOf[trackId1][trackId5] → RIGHT

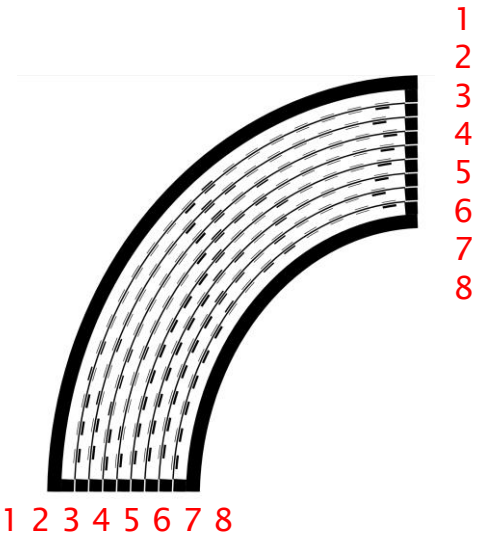






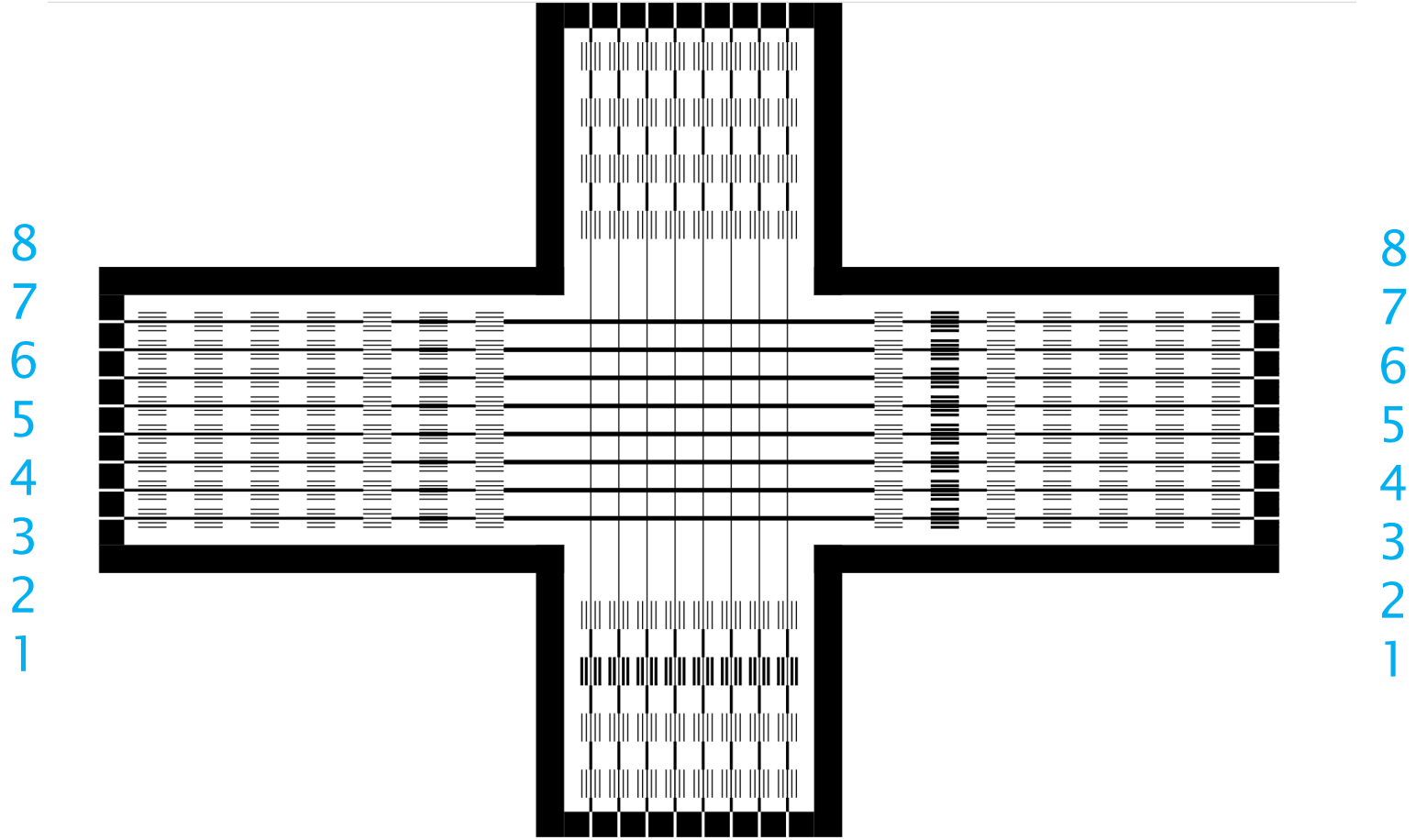
8 7 6 5 4 3 2 1

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



8 7 6 5 4 3 2 1

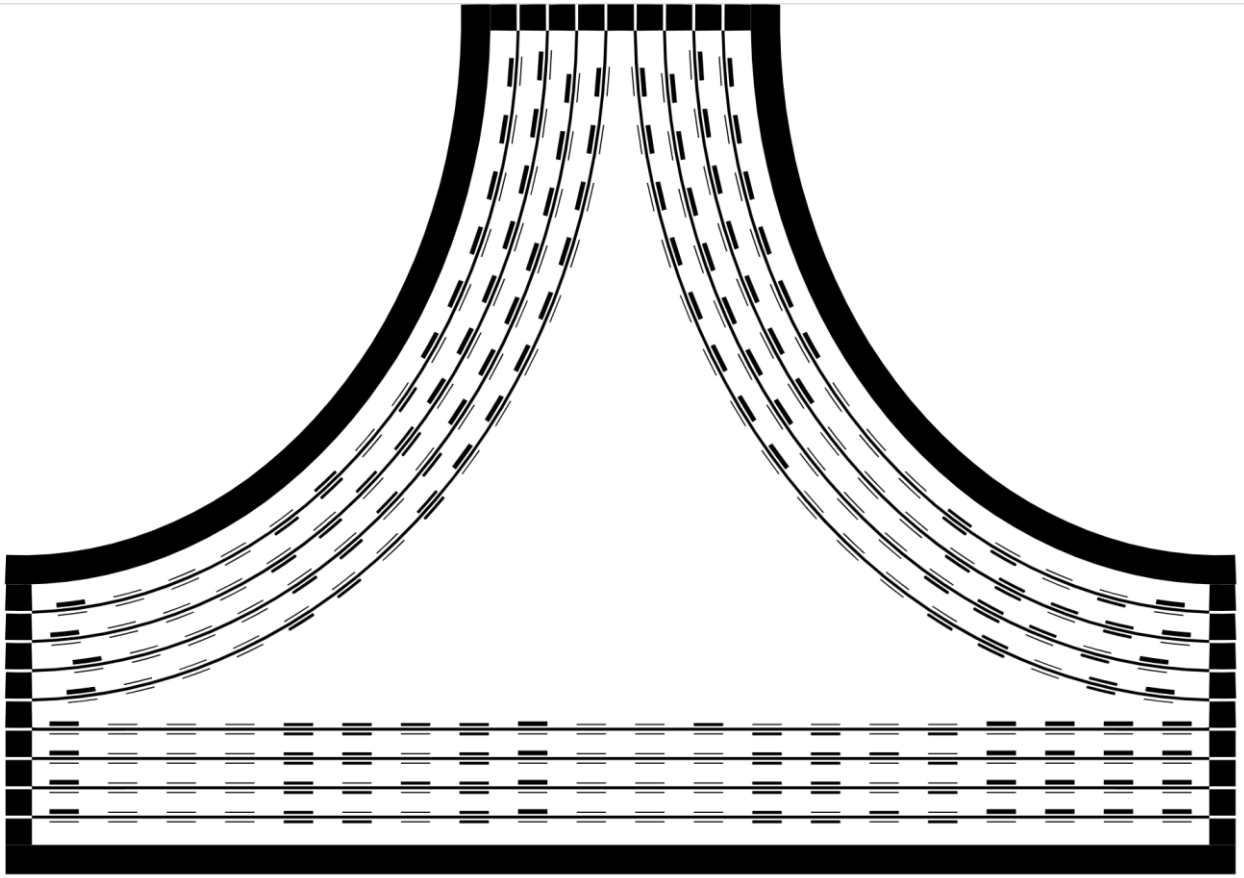
16 15 14 13 12 10 9




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

8 7 6 5 4 3 2 1

y 4 3 2 1 5 6 7 8



	X	Z	
8	4	8	8
7	3	7	7
6	2	6	6
5	1	5	5
4	12	12	4
3	11	11	3
2	10	10	2
1	9	9	1