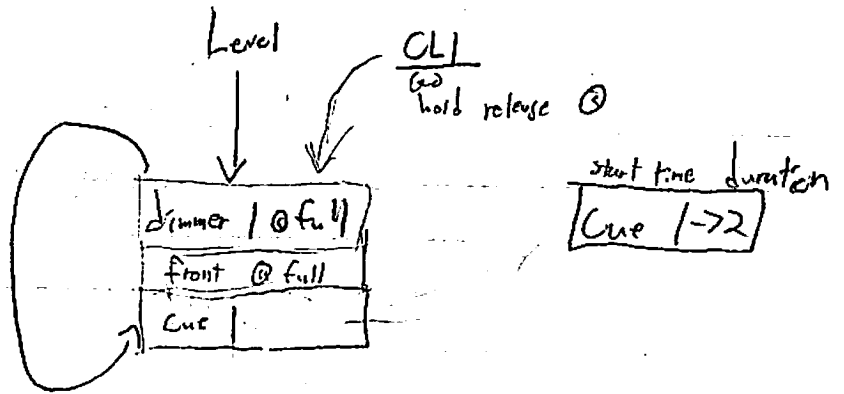


△

dimmer



worker

go!

for each {

dimmers.update(level.dimmers At())

}

implements Level

dimmers.send()

dimmers At() → {}

Cue

implements Level  
dimmers At()

children

implementation Level  
dimmers At()

implementation