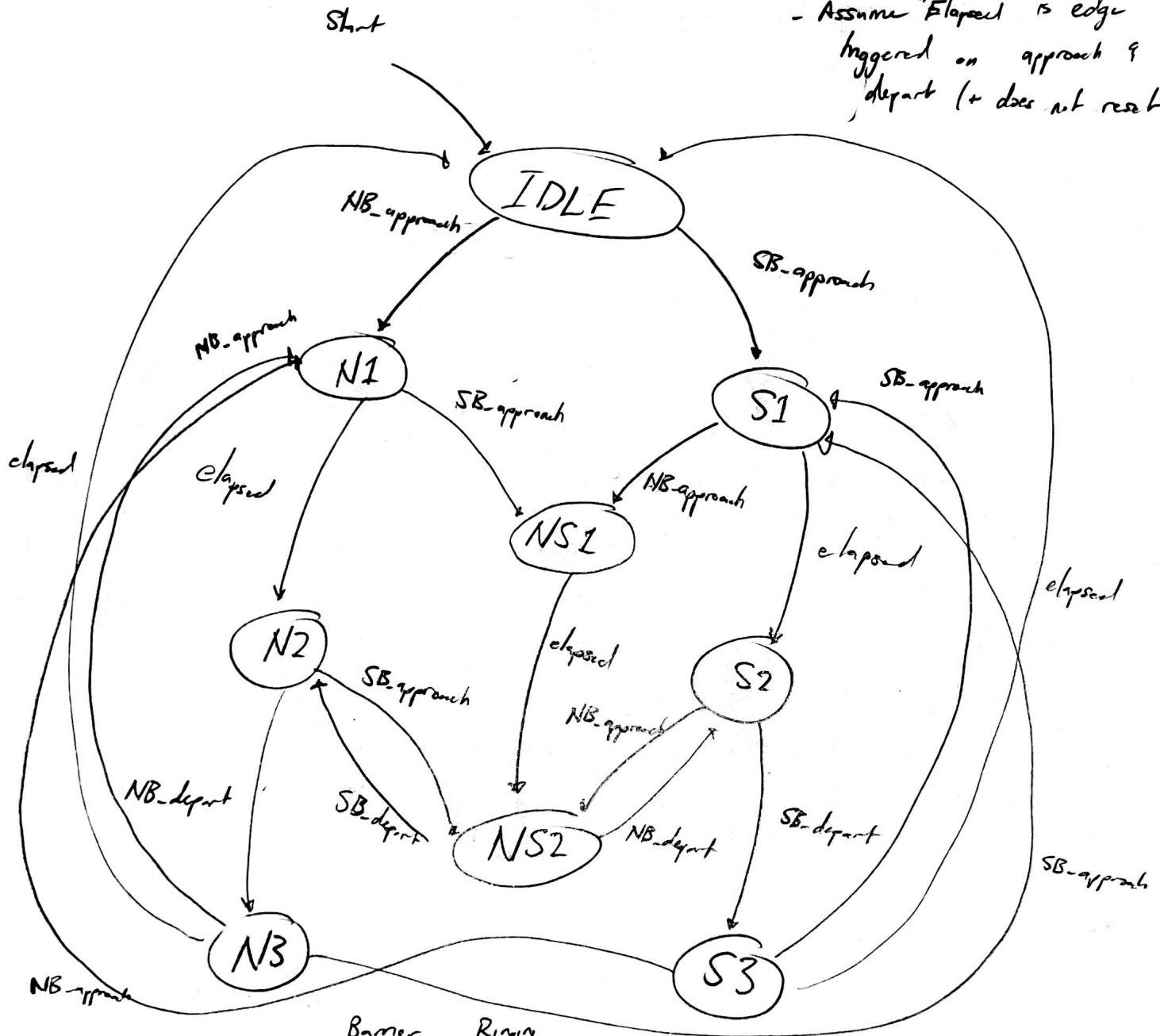


- Assume if a train is in a block it doesn't allow another train
- Assume "Elapsed" is edge triggered on approach & depart (+ does not reset)



	Barrier	Ring
IDLE:	Raised	Off
N1 :	Raised	On
S1 :	Raised	On
NS1:	Raised	On
N2 :	Lowered	On
S2 :	Lowered	On
NS2:	Lowered	On
N3 :	Raised	On
S3 :	Raised	On

