

```
// #####
// BEGINNING OF CODE AND EVENTS - DEFAULTS AND INITIALIZATION
// #####
```

```
public Form1(IPEndPoint connection)
// #####
// Standard Form Initialization
// #####
```

```
private void Form1_Shown(object sender, EventArgs e)
// #####
// Default options set at startup when form is first shown
// #####
```

```
private void SetupTurnoutLabels()
// #####
// Hides turnout images and gets labels for turnouts
// #####
```

```
public void HandleDataFromServer()
// #####
// Information received from Server
// - Bytes of data are now in the stream of which are sent from the server, callback was issued and this function
// is now called which handles the data
// #####
```

```
public void DataReceivedFromServer(IAsyncResult sync_result)
// #####
// Process the data that was received from the server and decipher it to then perform certain actions
// #####
```

```
private void SendtoServer(string command)
// #####
// Takes information from command and sends it to the server through the stream
// #####
```

```
private void Form1_FormClosing(object sender, FormClosingEventArgs e)
// #####
// Handles closing connections before the application closes
// #####
```

```
// #####
// SPECIFIC TRAIN ACTIONS OR EVENTS TO CHANGE ON RAILROAD
// #####
```

```
private void pictureBox2_Click(object sender, EventArgs e)
// #####
// Send command to the railroad - Move the train 'forward'
// [ COMMAND - 1 ] ; [ DATA - Train_ID ]
// #####
```

```
private void pictureBox4_Click(object sender, EventArgs e)
// #####
// Send command to the railroad - Move the train 'backward'
// [ COMMAND - 2 ] ; [ DATA - Train_ID ]
// #####
```

```

private void pictureBox3_Click(object sender, EventArgs e)
// *****
// Send command to the railroad - Stop the train
// [ COMMAND - 3 ] ; [ DATA - Train_ID ]
// *****

private void pictureBox15_Click(object sender, EventArgs e)
// *****
// Send command to the railroad - Change the train to 'idle'
// *****

private void pictureBox14_Click(object sender, EventArgs e)
// *****
// Send command to the railroad - Change the train to 'forward'
// [ COMMAND - 4 ] ; [ DATA - Train_ID ]
// *****

private void pictureBox16_Click(object sender, EventArgs e)
// *****
// Send command to the railroad - Change the train to 'backward'
// [ COMMAND - 5 ] ; [ DATA - Train_ID ]
// *****

private void pictureBox6_Click(object sender, EventArgs e)
// *****
// Send command to the railroad - Toggle the train light
// [ COMMAND - 9 ] ; [ DATA - Train_ID ]
// *****

private void pictureBox5_Click(object sender, EventArgs e)
// *****
// Send command to the railroad - Toggle the train horn
// [ COMMAND - 10 ] ; [ DATA - Train_ID ]
// *****

// ~~~~~
// CHANGE DIFFERENT TURNOUTS - TOGGLE AND SHOW CLOSEST
// ~~~~~

private void pictureBox8_Click(object sender, EventArgs e)
// *****
// Toggle the first turnout on the track
// [ COMMAND - 6 ] ; [ DATA - Turnout_ID ]
// *****

private void pictureBox9_Click(object sender, EventArgs e)
// *****
// Toggle the second turnout on the track
// [ COMMAND - 6 ] ; [ DATA - Turnout_ID ]
// *****

private void pictureBox11_Click(object sender, EventArgs e)
// *****
// Toggle the third turnout on the track
// [ COMMAND - 6 ] ; [ DATA - Turnout_ID ]
// *****

```

```
private void pictureBox10_Click(object sender, EventArgs e)
// *****
// Toggle the fourth turnout on the track
// [ COMMAND - 6 ] ; [ DATA - Turnout_ID ]
// *****

private void pictureBox13_Click(object sender, EventArgs e)
// *****
// Toggle the fifth turnout on the track
// [ COMMAND - 6 ] ; [ DATA - Turnout_ID ]
// *****

private void pictureBox12_Click(object sender, EventArgs e)
// *****
// Toggle the sixth turnout on the track
// [ COMMAND - 6 ] ; [ DATA - Turnout_ID ]
// *****

//
// MENUSTRIP ITEM EVENTS - DO SPECIFIC ACTIONS
//

private void disconnectToolStripMenuItem_Click(object sender, EventArgs e)
// *****
// Disconnect button clicked - close form
// *****

//
// BEGINNING OF CODE AND EVENTS - DEFAULTS AND INITIALIZATION
//

private void pictureBox2_MouseHover(object sender, EventArgs e)
// *****
// Hovering over the 'Up' button - swap image
// *****

private void pictureBox3_MouseHover(object sender, EventArgs e)
// *****
// Hovering over the 'Stop' button - swap image
// *****

private void pictureBox4_MouseHover(object sender, EventArgs e)
// *****
// Hovering over the 'Down' button - swap image
// *****

private void pictureBox2_MouseLeave(object sender, EventArgs e)
// *****
// Leaving the 'Up' button - swap image back to usual
// *****

private void pictureBox3_MouseLeave(object sender, EventArgs e)
// *****
// Leaving the 'Stop' button - swap image back to usual
// *****
```

```
private void pictureBox4_MouseLeave(object sender, EventArgs e)
// *****
// Leaving the 'Down' button - swap image back to usual
// *****
```