How to Use the TrackDesigner:
1. Run the program.
2. Click the "Edit Track" button, the "Add Sensors" menu item, or the "Add Turnouts" menu item.
3. Click on the screen (between the black lines) to add segments—two clicks per segment.
    a. Drag the red midpoints to create desired curvature
    b. A blue point can be clicked. This will create segments that are connected together.
    c. If a blue point has two segments connected to it, attach another segment to it to create a turnout. Follow directions in message boxes to initialize the turnout.
4. Click the "Delete Segments" button to delete segments
    a. Click the check boxes to select segments to delete
    b. Click the "Delete Selected" button to get rid of selected segments.
    c. Click "Add Segments" to return to adding mode.
5. Click "Finished" when desired track is finished.
6. Click "Add Train" to put a train on your track.
    a. Follow direction of the message box to initialize the train's location.
    b. Set train properties on the addTrain form and click "Create Train" when finished.
    c. Repeat step 6 up to four times. You can add a total of five trains.
7. Click "Begin Simulation" to run the simulator. Watch trains move (provided you gave them speeds larger than 0).
    a. Select radioButtons and change the state of turnouts by clicking the "Change Turnout" button
    b. Select radioButtons and change the speed of the train by clicking the "Speed Up" or "Slow Down" buttons.
    c. Select radioButtons and change the direction of the train by clicking the "Reverse" button.