Pathfinder

Inputs

Name	Type	Range	Description
Start	int	[0, 47]	Starting point
Destination	int	[0, 47]	Destination point
ForwardNext	int[48][5]	[-1, 47]	The next track in the main direction. Each track can have at most 5 possible next tracks. Invalid branches are represented by the value -1.
ReverseNext	int[48][5]	[-1, 47]	Same behavior as ForwardNext, but in the secondary direction. If the secondary direction is not permitted all values are -1.
Reverse	bool	[0, 1]	0 the train is traveling in the track's main direction 1 the train is traveling in the track's reverse direction
SwitchToForward	Int[2]	[0, 47],[0,4]	Identifies the track connection which places the train on the outer loop facing in the **forward** direction. [0] index of the inner loop track [1] index of the next track in the ForwardNext or ReverseNext array
SwitchToReverse	Int[2]	[0, 47],[0,4]	Identifies the track connection which places the train on the outer loop facing in the **reverse** direction. [0] index of the inner loop track [1] index of the next track in the ForwardNext or ReverseNext array

Outputs

Name	Type	Range	Description
Path	int[200]	[0, 47]	Sequence of tracks to follow to get from the starting point to the destination (shortest path) The end of the sequence is marked by the value -1