ActionBuffer

Inputs/outputs

Name	Type	Range	Description
aiAction Buffer	int [ACTION_B UFFER_SIZ E][3]	[[INVALID, MAXINT], [INVALID, NUM_TRAI NS - 1], [INVALID, NUM_TRAC KS - 1]]	INVALID terminated buffer containing unique actions received from the GUI. On overflow the buffer will be cleared and new actions will be added as normal from the beginning. The format of an action is [id, train id, destination]. An action with an INVALID id should be considered INVALID.